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The Book of Lairs II

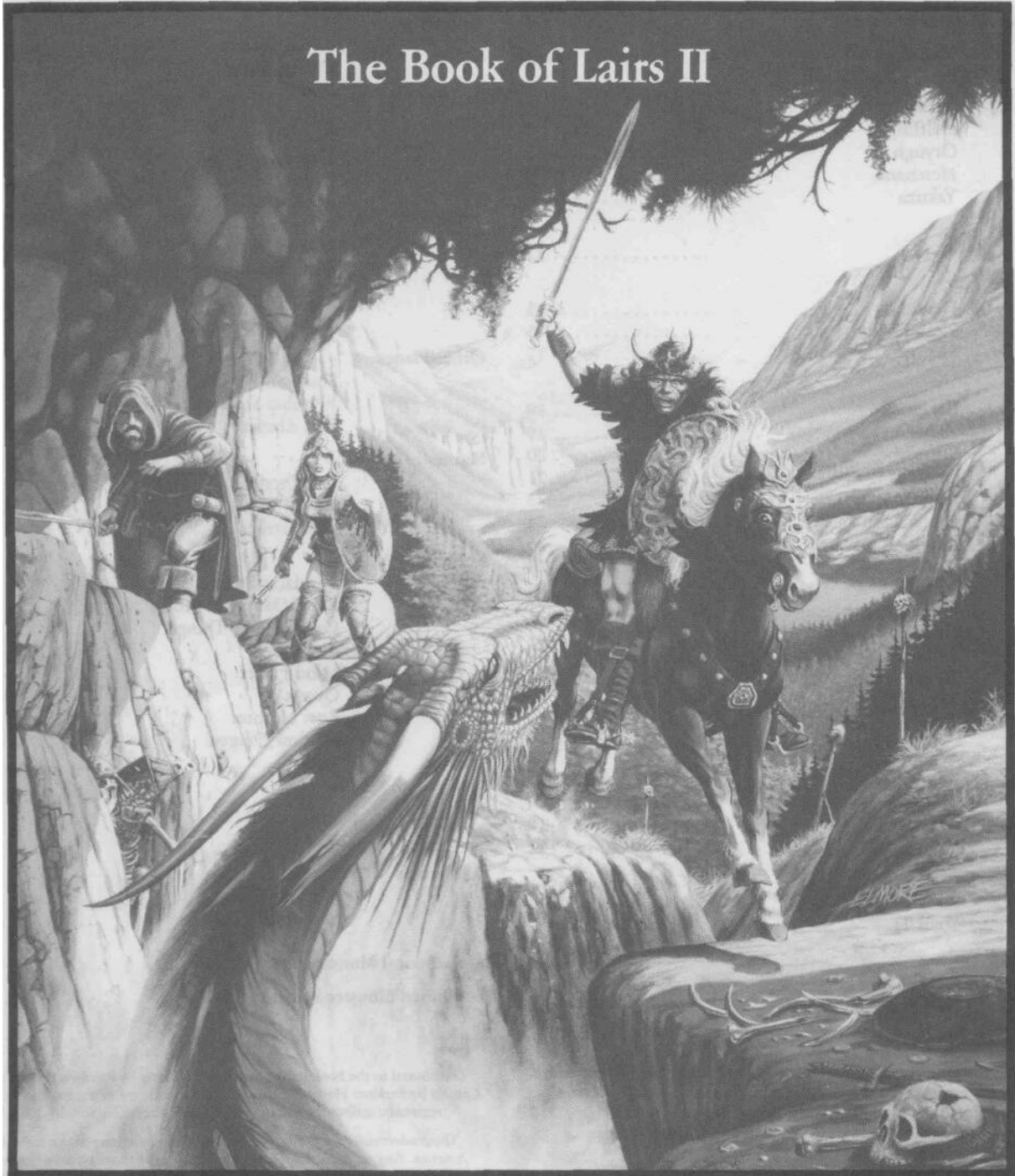


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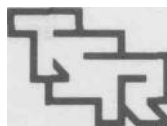
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The Book of Lairs II

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How to Use *The Book of Lairs II*

The intent of this book is to provide the referee with a series of pregenerated encounters to insert into any AD&D® game campaign. Each creature encounter is itself a series of encounters that can be used all at once or in part during a game. The referee can easily use these encounters without much preparation during the middle of a game or can use them to start off an adventure.

The adventures in this book are organized into terrain groupings. Within each terrain type, the adventures are listed in alphabetical order. Various difficulty levels are included, from those designed for low-level parties to those for high-level groups.

An index in the back of this book lists the adventures in alphabetical order with average party levels. Also in the back of the book are tables containing the statistics for all the monsters encountered in this book. This can be removed and used as a reference sheet by the DM.

Encounter Format

The creature featured in each adventure is listed at the top of the first page of the adventure. Next to the creature name is a number in parentheses. This is the total number of these creatures that might be encountered in the adventure. At the top of the first column of text is a box that contains general information pertinent to the adventure. This lists the terrain, total party levels, total magic X.P., total g.p. X.P., and three degrees of monster X.P.

The *terrain* of the encounter is given at the top of the box. This gives the type of area the PCs must be in to encounter this particular monster. The adventures appear in terrain groupings in the table of contents. In this way, a DM can easily see what adventures are available for the type of terrain the PCs are currently journeying through.

The listing for *Total Party Levels* is an aid to the referee to determine the power of the group the adventure was designed for. If a party is larger or smaller than the total party levels listed, adjustments should be made. Adjustments can be made in several areas. To adjust the encounter downward for a weaker party, several things can be done. In all cases the creatures in this book have above average hit point totals; halving these totals for a weaker party is one answer. Halving the damage done by traps is another solution. In the case where the encounter must be made tougher, a simple increase in the number of creatures can bring the encounter level up to where it should be. In both of these changes a modification to the *Monster X.P.* number should be made.

The (*Average*) listing for the Total Party Levels is a calculation that should be made at the beginning of the adventure by the DM. This is an indication of the power and type of creatures a party should be facing. If the party average falls below or above the listing for the encounter by more than one, changes should be made in the encounter.

Experience points appear under three different listings for each encounter: *Total Magic X.P.*, *Total g.p. X.P.*, and *Monster X.P.*

The *Total Magic X.P.* listing deals with the magical treasures of the encounter. The *Dungeon Master's Guide* experience point values for the magical items in the adventure are added into this total. In the case of charged items, their full charge value has been given in case the referee wants to make changes in the encounter and present his or her players with fully charged items. It is a simple matter to scale down this experience if a lesser charged item is desired.

The *Total g.p. X.P.* listing indicates the total gold piece value of the encounter. All of the treasures have been added into this figure and appropriate subtractions should be made if the party does not find all the treasure.

The *Monster X.P.* entry is computed from the *Dungeon Master's Guide* listings and a subjective addition has been made for the tricks and traps of any given encounter. Three listings are provided under the monster experience points. These listings are used by the DM as the situation merits. The *Kill* listing is used when the characters have killed all the creatures in the encounter. The *Defeat* entry is used in the event the party drives off some of the creatures or otherwise meets and wins out over the creatures without causing the death of all the monsters. The *Retreat* listing is used if the party made an effort to defeat the creatures in the adventure, but was forced to retreat. This last entry enables the DM to recognize that the party learned from the encounter, but just could not quite finish it off.

Every encounter has from one to three *Set Up* features. These are bits of information on situations to help the referee get the party into the adventure. They can also be used to get the party back on track if the group has taken an unplanned tangent and not gone the way the Dungeon Master thought they would.

This section may also contain information pertinent to all of the ways the PCs could get into the adventure (i.e., there may be three different people or situations that introduce the PCs to the adventure, but all three would enable them to gain certain basic information).

Following the *Set Up* is the *Lair* section. This is the main body of the adventure and in-

cludes a detailed description of the lair as well as the monster's tactics and several separate encounters within the adventure. These encounters eventually lead to the climactic battle in which all is won or lost.

The beginning of this section gives a little bit of background on the creature(s) and why this encounter is where it is. Then there is a short description of the encounter area and what is there and easily observable. The rest of the information is the series of encounters the party will meet when dealing with the creature listed. Sometimes the end of the encounter has a brief listing that can lead the party to other encounters in *The Book of Lairs II*.

Terms Used in *The Book of Lairs II*

There is a set of fairly standard terms used throughout the text of this work that are defined here. Every DM should be familiar with these terms.

When a new monster is introduced in an adventure, its statistics are given in the following paragraph so the DM will not have to thumb through the book looking for the creature's stats.

IN: Intelligence represents the reasoning and learning abilities of a character or creature.

Intelligence Rating	Represents
0	Nonintelligent or unrateable
1	Animal intelligence
2-4	Semi-intelligent
5-7	Low intelligence
8-10	Average (human) intelligence
11-12	Very intelligent
13-14	Highly intelligent
15-16	Exceptionally intelligent
17-18	Genius-level intelligence
19-20	Supra-genius
21+	Godlike intelligence

DX: Dexterity deals with a number of physical attributes from hand-eye coordination to speed of movement.

Dexterity Score	Attack Adj.	Defensive Adj.
3	-3	+4
4	-2	+3
5	-1	+2
6	0	+1
7	0	0
8	0	0
9	0	0
10	0	0

Dexterity Score	Attack Adj.	Defensive Adj.
11	0	0
12	0	0
13	0	0
14	0	0
15	0	-1
16	+1	-2
17	+2	-3
18	+3	-4
19	+3	-4

CN: Constitution encompasses the character's physique as it affects his resistance to hardship.

ST: Strength is a measure of muscle power and also factors in extra hitting and damaging abilities.

Strength Score	To Hit Adj.	Damage Adj.	Doors
3	-3	-1	1
4-5	-2	-1	1
6-7	-1	None	1
8-9	None	None	1-2
10-11	None	None	1-2
12-13	None	None	1-2
14-15	None	None	1-2
16	None	+1	1-3
17	+1	+1	1-3
18	+1	+2	1-3
18(01-50%)	+1	+3	1-3
18(51-75%)	+2	+3	1-4
18(76-90%)	+2	+4	1-4
18(91-99%)	+2	+5	1-4(1)
18(100%)	+3	+6	1-5(2)
19	+3	+7	7-8(3)

CH: Charisma is a combination of a character's persuasiveness and personal magnetism and is used if a character gets the chance to talk.

WS: Wisdom is a combination of a character's judgment, willpower, and intuitiveness.

AC: Armor Class is a measure of how difficult it is to hit a creature. It reflects the type of protection worn or inherent protection a creature has due to its physical or magical nature or its speed.

Move (MV): Movement represents the usual speed a monster is able to maintain for lengths of time. Short bursts of greater speed are possible. If more than one speed is listed, the monster can travel via two or more different methods:

- X" = ground speed
- /X" = flying speed
- //X" = swimming speed
- (X") = burrowing speed
- *X" = climbing in a web
- @X" = climbing in trees

HD: Hit Dice are used to calculate the number of hit points a monster has. This number also determines the THACO of the creature (see below) and saves of a creature.

hp: In most cases the hit points of the creature in this book are near maximum because these creatures are "superior" versions of their species.

#AT: Number of attacks shows the number of physical attacks the creature is able to make during a given melee round. The 3/2 listing means a creature can attack once on the odd melee rounds and twice on the even melee rounds.

Dmg: Damage per attack indicates the hit point range a creature can inflict after a successful strike.

THACO: This is an acronym for "To Hit Armor Class 0 (zero)." This gives the number that needs to be rolled on 1d20 for that being to hit Armor Class 0. To determine whether the attack hits another Armor Class, subtract that Armor Class number from the THACO to see what number needs to be rolled for a hit. If a creature with a THACO of 15 attacks a PC with an Armor Class of 4, the creature needs to roll an 11 (15 - 4) to hit. If the PC is Armor Class -3, however, the creature needs to roll an 18 (15 - [-3] = 15 + 3).

This number eliminates the need to consult tables or keep charts for each character. One simple calculation tells you whether the attack hits. You will find that this calculation quickly becomes automatic.

SA: Special Attacks detail such things as dragon breath, magic use, and the like special abilities of creatures.

SD: Special Defenses detail things like defensive magic, camouflage abilities, etc., that must be factored into a fight with that type of creature.

MR: Magic Resistance is the percentage chance that a creature is able to ignore the effects of a spell cast at it.

AL: Alignment indicates the behavior of the monster, whether it is of good or evil intent.

- g.p.:* gold pieces
- c.p.:* copper pieces
- s.p.:* silver pieces
- e.p.:* electrum pieces
- p.p.:* platinum pieces

Ability Checks

In an effort to simplify life for both players and DMs, and to give a character's abilities the importance they deserve, recent TSR® products have made use of a mechanism for resolving actions called the *Ability Check*.

When asked to make an Ability Check

(e.g., a Wisdom Check, a Dexterity Check, etc.), roll 1d20 against the character's appropriate ability score. A roll equal to or less than the appropriate score means the action succeeded, while a roll greater than the ability score indicates failure and the character suffers whatever dire consequences await. Sometimes an Ability Check enables a character to avoid all or some of the damage from an attack. Some actions are especially easy or difficult and have bonuses or penalties to the ability score to reflect the level of difficulty.

The Ability Check is a wonderful mechanism for resolving the results of almost any action. The DM needs to decide which ability applies to the situation, whether there should be any modifiers due to circumstances, and then roll away.

Other References

The Book of Lairs II is designed to be a stand alone product. *You* should be able to play an adventure in this book without consulting any of the monster manuals or other reference books (except for spell effects and magical item effects, which could not be included due to space restrictions).

Nonetheless, this book contains references to rules in the *Dungeoneer's Survival Guide*, *Dungeon Master's Guide*, and *Wilderness Survival Guide*. Simple versions of rules have been given in this text wherever possible.

Berserkers (5)

by Allen Varney

Terrain: Large City
Total Party Levels: 4-8 (avg. 1st)
Total Magic X.P.: 1500
Total g.p. X.P.: 2
Monster X.P.:
Kill: 140 Defeat: 105
Retreat: 35

Special Lair Features: This lair may be used by itself, or linked with the halfling lair described on page 6.

Set Up

* A wave of thefts as well as an outbreak of disappearances of young women has been linked to a pack of rowdies who moved into a building at the edge of town. Authorities have been unable to get near the old place to question anyone.

* An old lady keeps complaining about the noise coming from the winery near her home. Raucous shouts, arguments, weird howling—merciful Zorb, it's enough to drive a body to refuge in the temple! Those city guardsmen, she's complained to them over and over. "But they won't do a thing about it," she says. "Everybody knows they're practically owned by the merchants, and they won't do a thing unless you wave money at them."

* "No, really! I heard inhuman screechin' comin' from yon buildin' i' the dark o' last night. I tell ye, 'tis haunted! Haunted, an' I'll have none of it! Mark me, the property values are sure to plummet if somethin' isn't done

The Lair

Insanity runs in families. Witness the Stomm brothers: their father died years ago when he drove his team of horses through a crowded bazaar at full gallop. He was still laughing when the sixth arrow pierced his heart. Mrs. Stomm fell silent when her husband died, and never spoke another word during the last twelve years of her life. She spent all her waking hours building a 20'-tall scale model of a kobold, made entirely of dried leaves; nobody ever learned why. Everyone agrees that their five sons were by far the craziest of the family.

After their mother died, the five brothers were evicted from their home and told by the rest of the family to go far away. Impressed into service in the king's infantry, they fought heroically on many battlefields, but were dishonorably discharged when they assaulted their commanding officer. Poor and unemployable, the brothers descended on this city and took up residence in a winery. The winery

can be an old abandoned shell, or the Stomm brothers may have evicted its employees recently, according to DM preference.

Now the winery is their home. The upstairs offices comprise their filthy sleeping quarters, the site of drunken parties and brawls. The warehouse holds defunct winemaking equipment, as well as a pack of wild dogs the Stomms have corralled.

The brothers have rigged the winery with a few primitive alarms, but they don't have much use for traps and other such "cowardly things." They rely on their own fighting abilities, and on the dogs, for protection.

Meeting the Stomms

The vineyards surrounding the winery are large but dead. Bare brown vines, once heavy with red grapes, lie twisted in the dust like bodies. The building itself is an imposing brick structure with a peaked wooden roof, painted trim, and just a few windows, boarded over, in the office area at one end. This area was once reached by a staircase, but the stairs burned down and the doorway is now inaccessible without a climb.

In case anyone does attempt the climb, the "front entrance" is a wooden door, knocked loose from its frame and propped in place by a pile of bricks inside. Downstairs are four wide oak doors (one in each wall), solidly locked. Behind each door is a tall stack of wine bottles, which topple, crash, and alert the Stomms if the door is opened.

Characters probably alert the Stomms even before reaching the building. The dogs inside set up a howl that alerts the whole family as soon as strangers come within scenting range. Once alerted, the Stomms charge to the boarded windows to warn off the intruders.

The brothers are not (quite) so stupid as to leave a fortified point to attack intruders. They can spot thieves climbing the wall near the entrance, and are nicely situated to drop bricks on them (1d4 damage). They get at least two free attacks on flying characters who try to break through the door or pull away the boards on the windows. In general, they're protected from outside assault; determined invaders must go through the warehouse—and meet the dogs.

Downstairs

The warehouse is dark, dusty, and smells of vinegar. A huge winepress, covered with cobwebs, occupies the area beneath the offices. Beside it is a narrow staircase leading up. Most of the warehouse is taken up with enormous oak barrels called tuns, stacked horizontally six feet high. Near the back of the warehouse are cases of empty bottles, a pile of broken

glass, and huge crates of corks.

Inside one tun is the berserkers' meager hoard of treasure: 10 s.p. and 100 c.p., and a scroll of *protection from undead*. They've spent the rest of their money on liquor.

The dogs have the run of the place; there's one for each party member. The Stomms have brutalized these mongrels to the point that they're as vicious as their masters. The dogs attack unfamiliar characters instantly, and may attack the Stomms if it looks like they can win their freedom.

Dogs: AC 7; MV 15"; HD 1 + 1; hp 8; #AT 1; Dmg 1d4; THACO 18; AL N.

Upstairs: Offices/Bedrooms

These small rooms are unimaginably filthy and degraded. Broken bottles, rags, and demolished furniture lie scattered everywhere. There is nothing of interest in the rooms, and no treasure.

If the characters have gotten this far, the berserkers attack without warning. Their backs are to the wall here, and they fight to the death. However, they're stupid enough that a fast-talking character may be able to talk them into letting their guard down.

Any given berserker is ugly, suspicious, stoop-browed and smelly, prone to fixed stares and slurred speech, and wears chainmail at all times (military habits die hard). He stows a cheap broadsword in the sleeping area. No berserker has more than 10 c.p. to his name.

Speaking of names, they're Julius (the eldest), Augustus, Tiberius and Claudius (twins), and young Diocletian. You may wish to give the berserkers an accent or speech impediment to characterize them. Any snide reference to their names, speech, appearance, family background, or behavior is enough to provoke their berserker rage.

This rage is marked by an unusual circulatory condition: when a Stomm feels the onset of this fury, his usually pallid skin turns a pale yellow-green in hue, the color of a fading bruise. Then, watch out!

Berserkers: AC 7; MV 12"; HD 1d6 + 1; hp 7; #AT 1; Dmg by weapon; THACO 18; SA +2 to hit due to ferocity of attacks; gets 1 more attack after hit points are reduced to 0 (the body doesn't know it's dead yet); AL N.

The Berserkers and the Halfling

If you combine this piece with the Halfling lair, assume the Stomms have strange gaps in their memories (which are none too good anyway) corresponding to recent crimes they're accused of. The halfling appears in the night, controls the "innocent" Stomms magically, and forces them to commit his felonious deeds for him.

Halfling (1)

by Allen Varney

Terrain: Large City
Total Party Levels: 4-8 (avg. 1st)
Total Magic X.P.: 3200
Total g.p. X.P.: 2561
Monster X.P.:
Kill: 85 Defeat: 65
Retreat: 22

Special Lair Features: This lair may be used by itself, or linked with the Berserker lair on page 5.

Set Up

* People have been vanishing mysteriously from a prosperous neighborhood during the last several weeks. The only suspicious character is an old halfling who never talks to anybody—except himself, when he mumbles incessantly about "enemies." The last disappearance was practically on his doorstep. Somebody should find out if the old guy knows what's going on; a sizeable reward is rumored for at least one missing person.

* In a tavern the characters overhear: "You tryin' to sell some o' that loot? Old Branko'll have a look at it. He don't 'xactly pay top prices, y'understand, but he's always got the best stuff of any collector in town."

* "I swear to you upon my honor as an honest businessman, I have definite reason to suspect that splay-footed little thing of abducting my (daughter/ruby-encrusted egg/polo pony). I'll pay handsomely to have (her/it) returned—no questions asked."

The Lair

The halfling, Branko Gobbet, lives in a two-story home on a side street of a pleasant neighborhood near the busy part of town. Here the buildings are close together, their roofs flat, the streets between them close and narrow. The halfling's home, though above ground, otherwise fits the popular image of such dwellings: clean, cozy, and comfortably furnished. Its difference from other halfling homes lies in its owner: not a peaceable quiet type, but an odious, paranoid-compulsive, megalomaniacal, selfish and arrogant weasel.

The ground floor of the house has a living room, kitchen, and servants' quarters. The second floor, reached by a narrow staircase at the back of the house, has three bedrooms. Another flight of stairs leads to the roof, where the halfling keeps a large beehive. The house is honeycombed with small secret passages and nuisance-type traps.

Branko Gobbet, the Halfling

Branko was a 4th-level thief in his younger days, running half a step ahead of the law. Then a distant relative died and, unaware of Branko's sleazy character, left him a large legacy. Branko now had more honest money than he'd ever hoped for as a crook. Moving into a prosperous home in town, he went straight—straight for ways to indulge his need to exert control over others.

Branko is now a collector: porcelain, tropical fish, tapestries, bees, cookware, and, now and then, people. Player characters may hear of him when they have magical items to sell; Branko pretends interest in magical material of all kinds, but is really interested only in items that give control over others (he'll purchase these for the usual price). Characters might also meet Branko while investigating suspicious disappearances around the neighborhood—because these, too, relate to his "collecting."

Occasionally the halfling has some unfortunate man or woman kidnaped and held prisoner on the second floor of his home. Branko never tortures a prisoner, or even mistreats him except on a whim; he merely forces the prisoner to realize, in dozens of ways, that Branko has complete control over him. When seized by a depression (a frequent occurrence), the halfling goes to the prisoner for flattery, obedience, and groveling. After a month or so Branko grows bored with the prisoner, magically erases his memory of incarceration, and frees him in a distant town. Then the cycle begins again.

In conversing with Branko, characters notice several things. The halfling talks only of himself, and grows bored when the subject changes to anything beside himself; he has a certain squint about the eyes, and hunches over so that he appears even shorter than he really is; now and then he bares his teeth—not in a smile, but in a grimace.

Branko wears two rings: the silver band on his left hand is a *ring of mammal control*; his most prized possession, a gold *ring of human influence*, is worn on his right. He is always poised to use either at any time. He also carries a *potion of speed* and an ordinary dagger.

Halfling: AC 7; MV 9"; HD 4; hp 18; #AT 1; Dmg 1-6; THACO 17; SA *rings of human influence* and *mammal control*; AL NE.

The House

A heavy, double-locked door opens onto the ground floor living room, richly decorated with tapestries and overstuffed furnishings. A large tank of tropical fish dominates one wall; Branko sometimes likes to skip feeding them

and make them go hungry. The only other rooms on this floor are a well-stocked kitchen and three rooms for servants: a butler, maid, and cook (each a 0-level normal person). Branko knows he controls them—not by magic but by the more effective means of wage slavery—and so he treats them with contempt. The tapestries are worth 500 g.p.; nothing else of value is on this floor.

The dim, cramped staircase leads to a landing on the second floor, and a hallway with three doors. Two of these lead to bedrooms (Branko's own, and a spartan prison cell with one barred window); the third opens on Branko's study, cluttered with various collectibles. Here there is a porcelain figurine worth 200 g.p., and a well-hidden strongbox containing 50 g.p., 100 s.p., 100 c.p., and a vial of *poison*.

The roof is a dirty square with a low brick railing. A small brick chimney stands at one edge, near the bank of beehives which Branko holds under control. At least a dozen large hives are there, along with beekeeping equipment and protective veils. Hidden inside the largest hive is Branko's stash: 1200 g.p., and three gems worth 200 g.p. each. This treasure is well-protected—*Bzzz!*

Fighting Branko on his Home Ground

If a character attacks Branko, that's no more than the paranoid creature expected, and the halfling is ready to take control of party members with his *ring of human influence*. He sets controlled characters to fight their fellows, while he dodges into the house's many secret passages.

Under a couch or a bed, behind a tapestry, in the back of an oven—there are halfling-sized entrances to the network of passages in every room except the prison cell upstairs, and concealed observation slots everywhere. The passages are low and dark; no one but a halfling or dwarf can move through them normally. Branko has traps of smoke bombs, nets, and army ants set at intervals in every passage, to discourage pursuers. He can trigger the same traps against those in any room, and giggles with glee when he does.

If Branko thinks he no longer controls the situation, he flees to the roof and sends his bees swarming on all hostile characters. If they still pursue, he drinks his *potion of speed* and leads the characters on a chase across the rooftops, with every leap an ability check against Dexterity. (Branko's is 15.) If the characters don't catch him, it's poetic justice to have the halfling's own bees swarm over him angrily as he tried to jump. He falls to his death, and the world is better for it.

Otyughs (3)

by Ed Greenwood

Terrain: City
Total Party Levels: 27 (Average 5th)
Total Magic X.P.: 15,900
Total g.p. X.P.: 580
Monster X.P.:
Kill: 3,076 Defeat: 2,307
Retreat: 769

SetUp

* Somewhere beneath the city is a vast treasure hoard, where the bodies of many who have disappeared in the city over the years lie moldering, their gold and magic glowing about them. The hoard is said to be cursed; those who stumble upon it may find their way to the surface again, but if they subsequently set out to gain more of the treasures, they are never seen again.

* There is a great labyrinth of crumbling passages, old cellars, and noisome sewers beneath the city. Once patrolled and well-lit, it is now largely abandoned to those who dare its dark passageways; great treasure is said to lie below the city streets, lost somewhere in this dark maze. Thieves speak of eyes that watch in the dark ways—not the rats, but something else, for there are areas even the rats avoid—and of something that, these past twenty winters or so, has slowly torn away grating after grating in the darkness until all the barriers that divided cellars and back-passages from the sewers are gone.

* A mage of the city, Rraskar "the Wrathful", was robbed of a magical rod of great power some days ago. Unbeknownst to the thief, Rraskar could in some way know the whereabouts of this item; he pursued the thief unerringly through back streets and busy markets alike, unseen hands of magical force flinging or shoving people from his path as he went. The thief—one Pladros, considered a reckless fool by more experienced "procurers" of the city—and the angry mage were both seen to vanish down the Stairs of Stenches, a way that leads to the city cesspools. Neither has been seen since; it is assumed that some misadventure befell them both, so that the magical rod one took and the other sought to recover may await anyone who chances to come upon it, somewhere in the sewers.

The Lair

The city's sewers are vast and interesting; many adventures await those bold enough to explore them. Several nasty traps and pitfalls have claimed many victims in the reeking darkness; most dangers, however, are human. PCs exploring the sewers will find the non-

human menaces include the odd giant tick or centipede, and many rats—but careful examination will show that the tavern-talk is true: there is a large section of passages and chambers that the rats do not willingly enter (and will flee from, if taken into them).

PCs advancing into these areas will immediately begin to smell the stench of an open privy or kitchen midden, and the choking reek of human excrement and rotted food. The various rooms and passages eventually lead into a large, seemingly natural cavern whose floor is far below the level of the surrounding sewers (60 feet lower). Various passages—there are at least four—come out into the chamber far above the three cesspools and surrounding dungheaps that choke the cavern floor. The passages empty onto narrow ledges that lead down to the bottom of the cavern via open, rail-less stairs.

Here, barges of old were loaded with the city's fresh dung and poled along canals to farmland where it was needed, but the canal has long been dry and choked with dust and fallen stones. It provides two more entrances to the chamber, perhaps those once used by the otyughs to arrive here from some more remote lair. Here also the city's lepers and beggars come, for few will venture into such fetid filth to rob or beat such unfortunates. Few of the needy or the diseased have been seen in the city for some years now, for as the otyughs that lair here have grown, they have fed steadily and often.

One of the cesspools is over 40 feet across, and is 40 feet deep; the otyughs will flee to its depths to hide in thick muck if faced with death. Beyond it lie two smaller pools, each home to an otyugh. Each pool is roughly 20 feet across and 10 feet deep with vertical sides; each contains yellow-brown, scum-coated opaque water. The creatures will lie totally submerged in either pool, silent and motionless even if stones are thrown or poles prod them. When at least two M-sized creatures pass beyond their pools, the otyughs will emerge to block the creatures' exit.

Otyughs (2): AC 3; Move 6" ; HD 6; hp 31, 29; #AT 3; Dmg 1d8/1d8 (tentacles) and 2-5 (bite); THACO 13; SA 90% chance of inflicting typhus with bite (see "Disease," DMG); SD never surprised; AL N.

These otyughs are in guarded telepathic communication with each other and with the largest of the otyughs, a 62-hp monster that inhabits a dungheap in one end of the cavern. This otyugh has 8 HD; THACO 12; other statistics as above. The dungheap is studded with interesting junk and lies beyond the two smaller cesspools. It can be reached dryshod only by walking between the cesspools. The

otyughs in the pools conceal their watching eyestalks amid toadstools and faintly luminous fungus growths that encrust the edges of the pools. The otyugh in the heap slips its eyestalk up into the empty helm of a suit of plate armor that sits atop the heap, sprawled in a stone chair canted crazily to one side. PCs may notice that the armor seems to contain eyes looking at them if they approach it, but the otyugh will flick its eyestalk back down into the heap at any sign of impending attack upon, or examination of, the armor.

The Encounter

This large otyugh knows that it is surrounded by treasure attractive to humans, and will wait patiently for them to approach close enough for it to attack. It will coat its tentacles with dung to conceal them and settle them in the heap so that a human reaching for a certain glowing sword, or a particular pile of gold pieces, will actually be standing just in front of a tentacle. The tentacle will suddenly rise up from behind to slap the character towards the otyugh's waiting maw.

If creatures appear on the ledges of the chamber but seem uninterested in approaching or exploring, the otyugh will try to lure them telepathically, with a deliberately weak 'help . . . please, help . . . treasure—all I have . . . to anyone who will help me . . . hurt bad . . . help . . .', and so on. The otyugh will purport to be someone (human) badly injured, and left for dead on the far side of the heap. The other otyughs are familiar with this tactic, and will keep telepathically silent.

Deep in the largest dungheap is a black iron circlet unlikely to be found by any PC, for it does not radiate any dweomer and lies in the muck over 20 feet down. It is an *amulet of proof against detection and location*, and its influence is constant, extending to the entire chamber and preventing the successful detection of the otyughs. The use of infravision is hampered by the heat of the decomposing offal and dung in the chamber and in many parts of the sewers; it is only about 40% reliable in this chamber.

The otyughs have carefully scattered enticing treasure gained from earlier victims (many quite successful, but lone, thieves) about the chamber as follows: near the large cesspool, 26 silver pieces are scattered where they will catch and gleam in any light. Beyond, between the cesspools, lies the disarranged skeleton of a human clutching a glowing +1 dagger, +2 vs creatures smaller than man-sized. The weapon shines with a fairly strong blue-white luminescence, readily visible in darkness. Beyond this, in front of the dungheap, is the

skeleton of an unfortunate thief bearing a rusted and broken scimitar and a knapsack (now empty), around which six gold pieces have been scattered.

Above this rises the dungheap, a vast mound of filth; on the right, a rotting sack has split open to reveal a flood of 72 gold pieces (another skeleton lies beneath it), and on the left is a glowing broadsword. The sword glows with a flickering orange-white hue; the hilt is worked into a design of two fanged, open-mouthed serpents which form the guillons. Their bodies draw together and intertwine to form the grip, ending in a knot for theommel. The serpents have been dipped in gold; they once had tiny gems for eyes, but these fell out before the sword found its way here. It is a *+1 sword, +4 vs reptiles*.

Above these, the heap rises to its crown, adorned with the canted stone chair in which rests the suit *offullplate*. It is empty and non-magical, but worth 500 g.p.. The otyugh lair here is wily enough to make the armor move slightly by moving its eyestalk to draw party attacks; the dungheap will protect it from fire or electrical damage. Behind and under this is the largest otyugh itself; it can readily exit the back of the heap, where it has left an opening, or drop down a tunnel that curves into the largest cesspool in the room.

Beyond the heap, at the base of the chamber's far wall, the otyugh has just completed its latest lure: it has stuck the rod it gained from the unfortunate Pladros upright into the muck, and topped it with an empty gilded helm of splendid appearance. The rod is a *rod of cancellation* worth 15,000 g.p.; see DMG for details. The helm was acquired from an earlier victim, and is worth only 8 s.p.. A large flat metal shield lies in front of the helm to give the appearance of a grave; across the shield has been laid a non-magical scabbarded longsword.

It is unlikely that the PCs will find the remains of the mage, Rraskar; he was taken from behind while pursuing Pladros, pulled into one of the two smaller cesspools, drowned, and devoured—leaving only a *ring of warmth* behind. The ring is deep in the muck at the bottom of the cesspool. It is worth 5,000 g.p.; see the DMG for further details.

The otyughs have dumped all of the other, non-magical weapons from victims into the bottom of the largest cesspool, to keep them from the hands of potential new victims. In the cesspool lie nine daggers, four longswords, and a spear. If recovered, these will fetch little on the open market because of the all-pervasive smell they exude, and because of the corrosion they have suffered from their surroundings.

Note that if an encounter goes badly and the prospective meals leave, one otyugh will try to hide in a pool or slip out via the canal and quietly follow the intruders throughout the sewers, awaiting a chance to catch them unawares. The otyughs do not want victims to escape and bring back armed, forewarned parties that might endanger them.

If the PCs flush out the largest otyugh and attempt to follow it down its tunnel into the cesspool, it can collapse the tunnel in one round by pulling on a clump of rusting shields that keep the waters of the cesspool from pouring into the tunnel—endangering any PCs in the tunnel at the time. Imperiled beings should make both an Intelligence Check and a Strength Check; success permits them to hold their breath long enough to get back out of the tunnel without ingesting any of the liquid sewage which will fill the tunnel rapidly about them. If one check fails, assume that some liquid is ingested (1-2 hp damage, plus a 95% chance of contracting a disease or parasitic infestation; of "Disease," DMG). If both checks fail, the character is assumed to have lost consciousness—and if not removed from the liquid within three rounds, will drown. The body in this instance *will* carry disease.

Throughout the area of the chamber in which the otyughs lair, PCs should move at half speed due to their constant sinking into the yielding, shifting muck. Due to this footing, characters not able to *fly* or *levitate* will suffer an Armor Class penalty of 1. They may also, at the Dungeon Master's discretion, be further penalized — 1 "to hit" due to nausea, and/or lose one or more "extra attacks" normally employed by fighting-class characters of higher levels due to hampered mobility.

Much methane gas and similar vapors are given off by the decomposing muck, and the use of flammables or fire-based spells may well cause searing gas-jets which will do 1d4 x 1d6 damage. These jets will rise upwards, and thus usually endanger PCs far more than the otyughs. The jets will flare and burn out within a single round. There is a 75% chance of such a jet occurring the first time sparks or flames are introduced into the chamber; this chance is decreased by 2% per possible jet thereafter, as more of the gas is assumed to have burned or escaped. Note also that the otyughs have been residents here for some time, and know their lair intimately—they cannot be lured into sink-holes in the dung.

The Sinkholes

These sink-holes cannot be seen unless something is sinking into them; they are roughly circular and about ten feet across, but

appear identical to the varicolored, rotting goo all around them. If a PC enters one, that PC will begin to sink into semi-liquid sewage at the rate of one foot per round. Flailing about in an attempt to escape will cause the sink-hole to expand or move with the victim; victims can be pulled out by others (26 + combined Strength total required) employing some sort of reaching aid such as a rope or pole. A human chain will sink, its last member joining the previous victim, unless a shield or large object is used to reach the last five feet or so to the sinker. Victims may also escape by employing means of flying or levitation, or by swimming. If all held weapons or tools are dropped, and a PC makes both an Intelligence and a Dexterity Check successfully, that PC is assumed to have slithered to more solid ground, escaping the sink-hole. PCs who have full armor on—banded, splint, plate, or the like—or who refuse to cast away shield or weapons, will slowly but surely sink.

A PC who sinks will drown in the muck in one round; if pulled free before the end of the initial round of complete submergence, 1-12 hp of damage will be suffered. The victim will be weak and disoriented for one to three rounds thereafter, with penalties of —4 on ST, —2 "to hit", and no spell casting possible. The sink-holes are all about the chamber, in locations that are not near cesspools (open water) or the chamber walls, and the otyughs will try to lead PCs into them. Otyughs are in no danger when immersed in muck or water, but will try to skirt the actual hole so that PCs will not see that it is different from its surroundings.

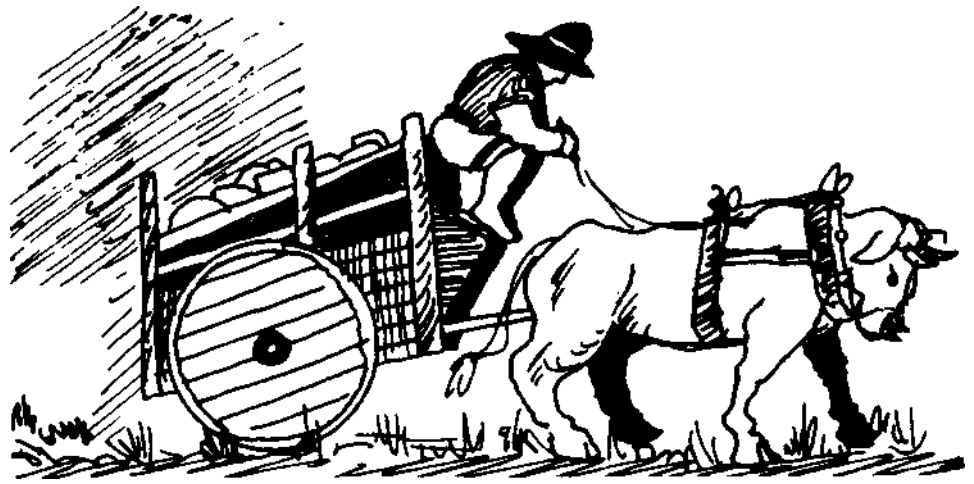
The otyughs will act as a fairly experienced team if attacked in strength, using their telepathy to work together, and attacking shrewdly to split up PCs and strike down the weaker ones. An otyugh is quite intelligent enough to disable a PC by injuring its arms or legs so that it is reduced to crawling in the muck. If tentacles can't reach to attack a PC, they will be used as scoops to fling dung at spellcasters—or at any PC readying a missile weapon—in order to confuse or spoil the attack. Slop can be flung up to 60 feet; the attack is resolved in this manner: Roll a d20 for the otyugh. If it equals or exceeds the attack roll of the PC in question, or equals or exceeds *twice* the experience level of a spell caster attempting a spell, the attack misses or the spellcasting is ruined and the spell lost.

Bright lights will anger and irritate the otyughs—causing them to attack and to seek to extinguish the lights—but such illumination does not disable or hamper the fighting ability of an otyugh.

If the otyughs emerge and battle a party of

adventurers who subsequently seem likely to be able to slay the creatures, the otyughs will first attempt to lure PCs into sink-holes by their retreat, and then seek refuge in a cesspool—the largest, if they can reach it. Deep in the bottom of the largest cesspool is what is left of one of the barges: a spongy-rotten wooden hull under which the otyughs can slip, so that electrical attacks directed into the pools will have lessened effectiveness (half damage) when the otyughs are so protected.

The otyughs are familiar with the layout, traps, and hidey-holes of most of the city's subterranean network; they have three other places in which they can hide if a concerted effort to hunt them down is mounted. If most of a PC party escapes their encounter with the otyughs, the otyughs will move to one of these other lairs and lie low for a time.



Merchant

by Alien Varney

Terrain: Large City
Total Party Levels: Any
Total Magic X.P.: 5000
Total g.p. X.P.: 120
Monster X.P.:

Kill: 1000 Defeat: 500
Retreat: 250 (see notes at end)

Set Up

* A rich merchant near the marketplace wants monster carcasses. He'll pay good money. Nobody knows why he wants them.

* The player characters need some information about local politics, people, or business opportunities. Dorvin the merchant is given as a reliable source.

* "What!" says an old geezer in a tavern. "You call that magic? I've seen Dorvin the merchant cast spells like nobody's business in my day. Bet he's got spells that would turn your hair gray and make it fall out."

The Lair

Dorvin's ice house is a large white block of a building at the edge of a thriving marketplace. Here customers buy chunks of ice held in white paper, to cool themselves on hot days; or they purchase big burlap-wrapped blocks, which are delivered to their home ice-boxes by beefy stevedores. Dorvin's ice keeps food edible in half the homes in town.

The ice preserves more than food, too. Scholars from monasteries and wizards' colleges often study the bodies of newly-discovered monsters brought in by adventurers. Dorvin's Ice House keeps these dead monsters in a remarkable state of preservation, cheaply and without (much) magic. This function is perfectly legitimate, but not widely publicized; management fears that customers might be uneasy buying ice if they thought it had been chipped from a dead troll, say, or had previously coated the fur of a mastodon.

Recently the owner has expanded his services in this capacity. The iceman found that preserving monsters is not nearly so lucrative as procuring them, dead but intact, for the scholars who make these learned studies. Now he's become an agent, if you will. He finds what specimens are desired, then hires parties of adventurers to secure them. This is the likeliest way your player characters will run into the iceman.

The ice house is a large warehouse of very sturdy construction. The front office has several rooms; the warehouse is a huge room with a high ceiling; a partition conceals the section of the warehouse holding the frozen monsters; and out behind the building is the area where the iceman creates the ice, single-handedly—for he's a sorcerer.

Dorvin

The owner of Dorvin's Ice House is a 9th

level magic user (retired). Dorvin was born poor, and early set out on a quest for riches and adventure. He found a lot of both. But he liked the former more than the latter, so years ago he settled in this city and used his treasure to buy an ice house—reasoning, as he says, that "ice is easy to make, people always want it, and why let good food spoil for want of a cleric to purify it?"

Dorvin's appearance is as straightforward as his thinking: round red face with bright eyes, brown hair thinning on top but very bushy on the chin, stout but muscular frame draped with rich robes and an elaborate woven belt, an air of cheerfulness and prosperity.

Business has been good. Though Dorvin keeps a few magical treasures for safety's sake (and as keepsakes), he feels no urge at all to return to the wandering life of his youth. The iceman is an industrious worker, a just and kind employer, an asset to the community. He enjoys his set routine: rise at dawn, breakfast at six, go into the city at seven, study one spell and create the day's ice, work straight through to six (with a twenty-minute lunch break), go home to an enormous dinner, spend an hour or so reading the writings of great wizards of the past, sleep soundly. Anything that doesn't deal with that routine, or with ice, or with business in general, is not very interesting to Dorvin.

However, there is one lack in the merchant's life. He is unmarried, and beginning to regret it. With his material success assured, he be-

gins to think of domestic security as well. He'd like a wife with spirit, a spouse who is interesting. Perhaps an adventuress . . . perhaps even a female player character . . .

Merchant: S 10, I 16, W 9, D 12, C 13, CH 11, CM 10; AC 2; MV 12"; HD 9; hp 32; #AT 1; Dmg 1d4 (dagger); THACO 19; SD *bracers of defense AC4, ring of protection +2*; AL NG.

To the Ice House

Squarish, white, plumes of steam rolling from vents on the roof: from a distance, Dorvin's Ice House looks like a gigantic ice cube itself. Getting closer, you see the rough texture of adobe siding, and the thin wooden door and small window at the front.

By the front door is a wide expanse of stone. This area is seldom used except on hot summer days, when Dorvin comes out every hour or so and casts a *wall of ice* spell on the ground. Employees chip off hunks of this ice and sell it to overheated customers. Although this is seldom cost-effective for Dorvin, since the ice vanishes in nine minutes, it's good public relations.

Around back is a strange triangular hole, about 90 feet long on a side. It's 10 feet deep near one point, increasing to nearly 40 feet deep at the far side. The hole leads to the nearby city reservoir. Here Dorvin creates his ice, early each morning.

Flooding the hole with reservoir water, he casts *cone of cold*—his single 5th level spell—and freezes the water solid. Then workers hastily cut the ice into chunks and haul it into the warehouse through a large back entrance. Dorvin goes to the front office to rest, then proceeds with the day's business.

Offices

Inside, you might think again of the giant ice cube, for the front office is quite cold. Here is a wooden counter where order clerks stand, and beyond it a couple of small offices where Dorvin and an accountant work. Under the counter is a petty cash box containing 40 s.p. and 100 c.p.. The front office is lighted by Dorvin's *continual light* spells.

Dorvin's office is sparsely appointed: a desk piled high with scrolls (not magical, just business records); a cot, which he uses when working through the night (fairly often); and a small liquor cabinet containing a few bottles of brandy and spirits. Dorvin doesn't drink, but he often entertains businessmen who do.

Dorvin also keeps his spell book in his office. He doesn't guard it particularly jealously, though it is hidden at the back of one desk drawer. It has a few low level spells (in addition to the ones he uses in business), but the

sorcerer feels little interest for such practical matters nowadays.

The accountant's office is nothing but a desk and several tall wooden cases filled with scrolls of business transactions. A locked and hidden strongbox contains 150 s.p. and 100 g.p..

Four people are in the front office during business hours, and they all wear mittens, heavy garments, and sometimes earmuffs. They all have unusually red faces, as though permanently blushing with happiness. The employees are all normal 0 level NPCs; all are content in their jobs, and have great respect for Dorvin.

In the front office area there are also a small kitchen beyond the accountant's office, a privy, and a heavy door leading to the warehouse. The door fits tightly in its frame, yet vapor still seeps through.

Warehouse

The vapor comes from the cavernous warehouse area just beyond the offices. This huge room has solid white walls and no windows, but is brightly lighted by more *continual light* spells. The walls are thick hardwood, sturdily supported. Everywhere in the warehouse are blocks of ice, sometimes piled 15 or 20 feet high.

Ten burly workers toil among the blocks with tongs, hammers, and sledges. They cut the ice, wrap it in burlap, and haul it to the back exit for delivery. Their faces are red, as though deeply sunburned; their breath is steamy. Wearing spiked boots, they walk with ease over the slick stone floors; player characters who are not so equipped may go slipping and sliding. Call for Dexterity Checks to maintain footing when running, fighting, or climbing the ice.

The workers, for all their heavy labor, have a pleasant attitude, not hostile toward their fellow workers or visitors. All are normal 0-level workers, though stronger and healthier than most.

The only unusual feature of the warehouse is a thin, black, wooden partition concealing a small corner near the back. The partition rises to the ceiling, and has only one door, locked with a light padlock. Dorvin has one key, and the only other one is in the accountant's office, hidden behind a pile of scrolls. The lock is easy work for any competent thief, and the thin wood can easily be broken by any heavy blow.

Behind the Partition

In this area, of course, Dorvin keeps his frozen monster specimens. Scholars come from far away to study them. As mentioned earlier,

this activity is legal and honest, but Dorvin never mentions it where customers might hear. The employees are aware of the monsters, but are instructed not to discuss them.

The monsters include a wyvern, a minotaur, three hobgoblins, and a very young green dragon, as well as other monsters you deem appropriate. All are quite dead, and often bloodied in various degrees from the combats that killed them (especially the hobgoblins). They're all posed like statues and frozen in large rectangular blocks.

These monsters cannot be *animated* or *raised* from the dead except by the most powerful magic. Other monsters, mainly those with the ability to *regenerate*, can escape even an icy prison. There was an unpleasant incident several months ago in the ice house when a troll, presumed dead, melted a needle-sized hole in its block with saliva, then oozed its body out the hole. Its escape left the workers jumpy for weeks.

While at the ice house, player characters may meet the learned gentlemen who study these monsters. Most are absentminded professor types, pursuing knowledge for its own sake. But you might build an entire adventure around an evil sorcerer who is interested in animating and recruiting the specimens he examines.

Dorvin is always on the lookout for brave adventurers who can fetch him the specimens his scholarly customers desire. He typically offers a finder's fee of from one to three times the monster's x.p. value in gold, if the creature isn't too badly damaged. He can be bargained up to five times the x.p. value for desirable specimens, and lets the party keep the monster's treasure in any case.

Gaining Experience

The merchant is more valuable to the player characters as a patron and information resource than as a quick victim to be hacked and forgotten. Therefore, you may wish to award x.p. for other, non-combat ways of "defeating" Dorvin.

For example, it would certainly be appropriate to give x.p. for beating Dorvin at his own game; driving a hard bargain, wangling some extra reward for a job, or coming up with an honest way to make money that he hasn't spotted yet. But such a victory will be hard-won. Dorvin is a shrewd bargainer!

Yakuza (24)

by Deborah Christian

Terrain: City
Total Party Levels: 32 (Average 5th)
Total Magic X.P.: 0
Total g.p. X.P.: 2082 (5125 tael)
Monster X.P.:
Kill: 2100 Defeat: 1575
Retreat: 525

Set Up

* A local merchant is the victim of an extortion attempt. He refuses to pay and is threatened. Fearing for his life, he contracts the adventurers to guard him and his shop for a time. Whether or not the party accepts the job, the merchant is killed shortly after the adventurers speak with him.

* A fence quietly approaches the party and inquires if they have any unusual goods they would like to sell or buy. This is a ploy to gauge how well off the adventurers are. The fence will do business with the party if they are so inclined, but his true purpose is to finger them as a likely target for the local yakuza family.

The Lair

A family of yakuza have disposed of an uncooperative shopkeeper. Seeking to profit even further from the merchant's death, they decide to frame the adventurers for the murder and then threaten to turn them over to the constabulary if they do not meet the yakuza's price for silence.

The Shakedown

Three yakuza approach the party where they are lodging.

Yakuza (3): AC 8; MV 12"; HD 2; hp 7; #AT 1; Dmg 1-6; THACO 20; AL LE. They are armed with hand axes. SA *move silently, hide in shadows, open locks, pick pockets, hear noise, investigate*. SD ki power, reduces damage by 1/2, once per round, twice per day.

If outnumbered by the party, the yakuza will be careful not to be surrounded or cut off from quick escape routes. Their spokesman informs the group that the yakuza have indisputable proof of the adventurers' involvement in the murder of the merchant. They will go to the constabulary with this information unless the characters pay the equivalent of 5000 g.p. for their silence (in cash or valuables, cash preferred). When characters protest their innocence, the spokesman merely smiles and states that there are witnesses prepared to testify about the party's guilt. At this point it becomes obvious that this is a serious

extortion attempt.

It should be made clear that the constables here are quite strict and will happily arrest and hold the characters if they have reason to believe they are implicated. The yakuza give the adventurers a time limit of six hours to come up with the money or goods of equivalent value, then they depart.

The Collection Effort

Six yakuza return when the time limit has expired.

Yakuza (6): AC 7; MV 12"; HD 3; hp 12; #AT 1; Dmg 1-6; THACO 20; AL LE; SA *move silently, hide in shadows, open locks, pick pockets, hear noise, investigate*; SD ki power, reduces damage by 1/2, once per round, three times per day; three yakuza carry bo sticks, the other three have hand axes.

If the characters pay the blackmail, the yakuza take the money and leave. If there are more than three adventurers present and they refuse to pay, the yakuza do not confront them at this time and leave. If there are three or fewer party members who refuse to pay, the yakuza attack them. The thieves attacks to subdue their opponents, strip the characters of their belongings (including clothes, cash, and any valuables in the room), and tie them up. The yakuza are in this for the money, and in fact do not plan to go to the law with their phoney information. Therefore, they depart with a warning that they will be back in five hours, and expect to be paid at that time.

If the adventurers refused to pay extortion money and were too many for the six yakuza to safely attack, the thieves will instead wait outside and trail the adventurers until they have an opportunity to sneak up on and mug a single character. This character will be treated as described above, and is given their ultimatum to carry to his companions.

The Confrontation

Not five hours later, but four—for the sake of surprise—the yakuza return in force. Twelve yakuza confront the party, with statistics as given above. In addition, three of them carry fishing nets which they will use to entangle opponents. Six of the thieves surround the area where the adventurers are to be found, while six confront the party directly. If payment is forthcoming, the group is left alone; otherwise a sharp whistle goes out and all yakuza converge on and attack the group.

The thieves must make an example of the characters; their lack of cooperation is a bad example for the extortion business. They prefer to fight to subdue, killing only if necessary. (Note that yakuza kill without scruples in retaliation for deaths of their clan members.)

Subdued adventurers are mugged, stripped of belongings and clothes, and dumped in the muck of a distant part of the riverbank. Local persons disappear while this confrontation occurs, but if the disturbance continues for more than 20 minutes the watch might be summoned.

Yakuza Family

The adventurers may decide to deal with the yakuza before the situation worsens to the point of confrontation. Ninja or other yakuza characters have the best chance of *investigating* or trailing the thieves to discover their local headquarters. The DM must adjudicate what other methods may be useful in revealing information about the family of extortionists.

If the party successfully tracks the yakuza to their source, they find that family activities center in a moderately-sized house a few blocks from where the characters are staying. The house is surrounded with a high wall; enclosed within is the garden, a teahouse, and a spacious dwelling. On the lintel over the front door is a *charm of protection from theft*. Until 10 hours after the party has first been contacted, 2d4 yakuza are present here. After the tenth hour, there are only three yakuza in the house.

Yakuza (3): AC 6; MV 12"; HD 5; hp 22; #AT 1; Dmg 1-6 + 1; THACO 19; AL LE.

Each carries a hand axe and three large shuriken. Special abilities are as given above; these three more senior thieves may use their ki power five times per day. Within the house an hour of searching will reveal the following treasure: 100 ch'ien, 4000 tael, 500 yuan, and 100 ch'ao.

Consequences

The party must be wary of excessive noise or violence which will draw the attention of the constables. If the authorities become involved the yakuza will produce their bribed witness to testify against the party. If the adventurers injure a yakuza, that thief will bear them ill will and may swear vengeance for himself. The entire clan will swear vengeance on any person who kills one of their family. If the characters pay the blackmail, they will find they are pressured for money on a regular basis. Unwelcome attention will be drawn on the party if they wipe out the entire family of yakuza; related criminal groups will see the party as a threat and take action to eliminate them. If this encounter takes place in a city where the characters are known, enemy yakuza will begin to investigate them and find out real secrets and other information that may provide leverage against the adventurers.

Ki-Rin(1)

by Anne Brown

Terrain: A castle in the clouds
Total Party Levels: 32 (Average 5th)
Total Magic X.P.: 3000 (more if the party is provided with items for flight)
Total g.p. X.P.: None
Monster X.P.:
Kill: 17,900 Defeat: 13,425
Retreat: 4500
(more points are possible, depending on the players' actions)

Set Up

* After seeking out a couatl for a cure for the king's son, your party discovers that the couatl does not have the cure but knows of someone who does. He gives you instructions for reaching a mighty creature of knowledge.

* One of your party members has a recurring dream about a castle in the clouds. In the dream, a being similar to a unicorn offers the party magical protection from their enemies. By coincidence, the party meets a sage who is able to interpret the dream and provide instructions for reaching the castle.

* Evil forces are growing in the party's homeland. Your party is hired to travel to an enchanted castle and ask for assistance in thwarting this evil.

The Lair

The ki-rin's castle in the clouds can only be found using detailed instructions. It must be sought on the first three days of the new moon, precisely at midnight. There must be cloud cover of at least 50% with a westerly breeze, and the castle may be seen only by persons who face due south and search the heavens carefully. If all these conditions are met, searchers have a 20% chance of finding the castle on the first night, a 25% chance of finding it on the second night, and a 30% chance on the third night. Party members may search for a period of two turns before the castle passes from view.

If the castle is sighted, the adventurers must be prepared to fly toward it at once, using any typical means of flying. The castle is at an altitude of 3000 feet. The DM may wish to provide one or more magical items of flying along with the directions.

As the party nears the clouds, a beautiful, stately castle in shades of white and light blue comes into view. It is not excessively ornate; instead, its beauty comes from its tall spires and graceful, sweeping lines. The castle is sufficiently large to be comfortable for the ki-rin, his friends, and several visitors.

The front of the castle has many windows

and a large front door. The party may correctly guess that the structure has three floors, no attic, and no basement. The sides and rear of the castle also have many windows, and the rear also has a doorway. The castle faces in different directions from time to time, due to changes in the wind, but the front of the building is presently facing east.

The ki-rin created this castle using a special spell which he researched and developed himself, called *cloud shape*. This spell allows him to permanently form the clouds into useful, solid shapes, including walls, floors, furniture, and doors. These objects feel soft yet solid to the touch, much like cotton wrapped around a wooden article.

The ki-rin has created this castle for comfort and solitude, for he is a peaceful creature who enjoys living alone. He is of supra-genius intelligence and has many abilities.

The Ki-rin: AD -5; MV 24" /48"; HD 12; hp 84; #AT 3; Dmg 2-8/2-8/3-18; THACO 9; SD uses spells at 18th level ability, can use nine 1st level spells per day, eight of the 2d level, seven of the 3d, six of the 4th, five of the 5th, four of the 6th, three of the 7th, two of the 8th, and one of the 9th. Once per day the ki-rin can *create food* for 2-24 persons, *create beverages* for 2-24 persons, *create soft goods or wooden items* which are permanent, *create metal items* of short lifespan, *create an illusion* with audio, visual, and olfactory components which is permanent until dispelled or touched in disbelief, *assume gaseous form*, *windwalk*, *call lightning*, and *summon weather*. The ki-rin also has psionic abilities (130 to 200) and operates at a ninth level of mastery for all abilities of a type known to magic-users. The ki-rin can converse with almost any living thing telepathically. SA attacks with both front hooves as well as his magically sharp (+3) horn similar to that of a unicorn. MR 90%; AL LG.

On either side of both the front and rear doors stands a stone golem. The golems are a pale blue in color to match the rest of the castle, and will stand still unless a stranger comes within 30 feet. The pair of golems will attack anyone whom they do not recognize.

Stone golems: AC 5; MV 6" ; HD; hp 60; #AT 1; Dmg 3d8; THACO 8; SD damaged only by +2 or greater weapon, affected by only three spells (*rock to mud* slows by 50% for 2d6 rounds, *mud to rock* restores all damage, *stone to flesh* makes golem vulnerable to normal attacks); SA able to cast *slow* spell on any opponent within 1" of its front every other round; MR as above; AL N.

If the party knocks on the door or tries to enter, they will be greeted by a cloud giant.

Cloud Giant: AC 2; MV 15" ; HD 12 + 2-

7; hp 72; #AT 1; Dmg 6d6; THACO 9; SD surprised only on a 1; SA hurling rocks for 2d12 hit points; MR standard; AL NG.

The giant will attack if provoked, but otherwise simply acts as a doorman. He will ask for the party's names and their motives, show them to a large sitting room, and leave to summon his master. He will also ask that the party make themselves at home.

The inside of the castle is a pale blue, with wide, airy hallways and archways leading into the rooms. The windows have no glass and are open to the outside. The sitting room in which the party is seated is quite spacious, and the floor is covered with large, 3-foot-square pillows in every color imaginable. Around the room are five small wooden tables bearing pitchers of fresh fruit juice, platters of fresh fruit, and large baskets of bread and muffins. The party is completely at ease in this setting (unless, of course, it is an evil party).

After approximately twenty minutes, the ki-rin enters the room. He has taken some time to observe and assess the party, including casting *know alignment* and *detect evil* on the party.

The ki-rin is well-mannered, polite, and reserved, but somewhat shy. He prefers to keep to himself and chooses as friends only other lawful good creatures. He is happy to help persons in need who prove themselves worthy, and will not tolerate deceit or mercenary actions.

The adventurers have never before seen such a magnificent creature. The ki-rin resembles a large unicorn, with bright golden fur, and a darker gold mane and tail. He addresses the party telepathically and introduces himself, and then asks politely why he has been paid this visit. If the party is honest and upfront, he will ask that the adventurers spend the night while he considers their request. They will be shown to comfortable rooms with bed-size pillows and blankets.

Should the party have an evil member, a cloud giant will be placed as a guard overnight. If the party is mostly or all evil, the ki-rin will call upon eight to twelve more cloud giants to help eliminate the party. The ki-rin will also have at least two *teleport* spells at his disposal and will *teleport* as many adventurers as possible to another, possibly unpleasant location. He may choose to do this immediately, or he may wait until the evil party is asleep to *teleport* them.

The rest of the castle is made up of similar bedrooms and sitting rooms. The ki-rin's bedroom is the largest and is located on the third floor. If the party were able to search the castle, they would find no real treasure, for the ki-rin simply creates items as he needs them. If the ki-rin receives rewards or gifts, he generally donates them to the needy.

In the morning, following a breakfast of

fruit and pastries, the ki-rin will join the assembled party and agree to grant their wish only if the party will prove that they are worthy, and only if he may call upon them for future assistance if necessary. If the party agrees, and they pass the ki-rin's test, they will have accomplished their mission.

The ki-rin's test will consist of either defeating an evil monster or character, or locating a lost magical item or rare spell component.

The ki-rin will be able to *teleport* the party directly to a monster's lair, or to a logical starting point for their search. The test is up to the DM's discretion in order to remain consistent with an existing campaign.

By agreeing to put their services at the ki-rin's disposal, the party will gain a valuable ally, but also a responsibility to him. The ki-rin will also provide the party with a special *magical ring* which will allow the adventurers to contact him

during the first evening of the new moon, but three months of sunlight are needed to charge the ring to its fullest power. Therefore, it is only useful on four nights each year. The ring also acts as a homing device so the ki-rin may know that party's whereabouts (although he might forget to tell the party members this). The ring has an experience point value of 3000 points, and must be worn by a character whose intelligence is 17 or greater.

Dervish (100)

by Alien Varney

Terrain: Any (especially desert)
Total Party Levels: 8-12 (avg. 2d)
Total Magic X.P.: None
Total g.p. X.P.: None
Monster X.P.:
Kill: 2110 Defeat: 1055
Retreat: 528

Special Lair Features: The lair itself is on the ethereal plane.

Set Up

* A holy order of mendicant dervishes knows the secret of instant travel—or so it's said. They can be found begging for alms in every city bordering on the desert.

* "Honest!" says an urchin in the marketplace. "I saw these guys in black robes, running around in a circle so many times it made me dizzy, and then they clean vanished away! Let's follow them, next time they come here begging, and maybe we'll appear in their treasure hoard!"

* Unarmed beggars in religious garb sometimes wander in from the wilderness, but no one knows where they live, or how they seem to be well-acquainted with the world without showing signs of long travel. It's a mystery.

The Lair

This order of 100 male dervishes inhabits a magical mosque on the Ethereal Plane, which the dervishes reach by chewing a magical root grown in one special desert oasis.

The dervishes, 1st level and lawful good in alignment, are mendicant; they live by begging for food and alms, and give any treasure they receive to the poor. They fight skillfully, but do not initiate violence. In this encounter, treasure and fighting are less important than a chance to make new allies and gain a powerful method of transportation.

Early Clues

Characters can recognize a dervish of this order—the "Holy Disciples of Oneness in All Places and Things"—by his loose black robes and white sash. He carries no weapons and wears no armor, but begs humbly at the edges of cities and villages, carrying a tin tray to hold food and coins.

Like all in his order, the dervish has a heavy beard. He is well-groomed and very clean, but an alert character (who succeeds in an Intelligence check) notices the dervish's teeth are stained bright blue.

A dervish carries no treasure, except (on a good day) a few small coins. If a character donates food or a couple of coppers (larger offers are gently refused), the dervish talks amiably and answers questions. However, he speaks ambiguously, with frequent mystical references to "oneness" and "transcending the physical to embrace the All." Interrogating him isn't very helpful.

Player characters can follow the dervish either openly or secretly. Their quarry meets several others of his order after a time. The dervishes perform their ritual, described below, and vanish. The players must pick up the trail another time, possibly in another city. But if the PCs ask sincerely to know more of the order, the dervish decides to "take them to his leader." He meets with his fellow holy men, and they lead the PCs on a desert trek.

Dervish: S 11, I 12, W 14, D 14, C 13, Ch 9, Cm 9; AC 10; MV 12"; HD 1; hp 6; #AT 1; Dmg nil; THACO 19; SA +1 to hit and damage (already figured into THACO); AL LG.

The Oasis

(Note: If the dervish encounter doesn't take place near a desert, you can set this scene in any isolated area.)

After a day's journey, during which the dervishes seem unaffected by heat, hunger, or thirst, the party arrives at a small oasis (or for-

est spring, or mountain pond). A few date trees, some scrub bushes, a small tent camp of three or four dervishes: nothing marks this oasis as extraordinary—except for a thicket of reeds growing in the shallows at one end of the pond, where the dervishes have pitched their camp. Any PC who succeeds in an Intelligence check notices that the reeds have unusual blue shafts, the same color as their dervish friend's teeth. The reeds detect as slightly magical.

These reeds are the only source of janda root, which the dervishes use to enter their ethereal lair. Janda root is not a drug, but contains a crude natural potion that resembles *oil of ethereality*. By chewing a portion of root, the user can enter and leave the Ethereal Plane at will, with his belongings, for up to eight hours.

However, janda root has drawbacks: the user always enters the Ethereal Plane via the dervishes' lair, known as the Mosque of Eternity (described below): he is weak and groggy after the root's effects wear off; and because of its unrefined nature, the root's effects must be activated by concentration and ritual. Also, the root is very scarce, and is jealously guarded by the dervishes.

Six guards approach the party as they arrive at the oasis. They are all 3d level fighters, armed with scimitars and daggers. They do not attack unless the PCs try to cut or destroy the janda reeds.

Dervish Guards: S 11, I 12, W 14, D 14, C 13, Ch 9, Cm 9; AC 4; MV 12"; HD 3; hp 20; #AT 1; Dmg 1d8; THACO 17; SA +1 to hit and damage (already figured in THACO); AL LG.

The Ritual

If the PCs are accompanied by dervishes and make no hostile moves, they are welcomed to the camp and asked to share a humble meal. Then the dervishes offer the PCs small quantities of janda root, without expla-

nation. If there are female members in the party, the dervishes debate among themselves whether to allow a woman into the lair, but they finally offer the root to all PCs equally.

The PCs who chew the janda root note its bittersweet, pungent taste, but feel nothing unusual. They are asked to sit in a group on the ground, while the dervishes form a large circle around them. Then, as the dervishes finish chewing on their own janda roots, the ritual begins.

They chant in low voices at first, intoning a simple prayer over and over with hypnotic rhythm. The chant gets louder, and then the dervishes leap to their feet. They stand like statues for another minute or two, then each raises his right arm and lifts his left knee. With the arm pointing straight up and the leg held high, each dervish begins to whirl: slowly at first, then faster, and finally with dizzying speed. The chant turns to a howl, and some dervishes whistle strangely. When the ritual reaches a peak of excitement, the dervishes and the entire party vanish from the oasis, appearing instantly in the Mosque of Eternity.

(If they enter the infinite reaches of the Ethereal Plane without chewing the janda root, PCs can't find the Mosque unless they use powerful magic.)

The Mosque of Eternity

The party arrives on a marble floor inlaid with many colors: large green areas are sheets of emerald and jade, while streaks of sapphire lead to vast expanses of lapis lazuli. Yellow patches are gold, and brown stripes of copper are spread everywhere.

A little study of this floor shows it to be a gigantic map of the PCs' campaign world, drawn at a scale of one mile to the foot. Green represents forests, yellow forms the deserts, the burnished copper stripes are mountain ranges, and sapphire and lapis represent bodies of water. (If a player asks, and his or her character would be likely to know, mention that the PCs' point of arrival corresponds to the geographic location of the oasis.)

This is the floor of a colossal mosque, or temple, which floats in a fixed spot in the

Ethereal Plane. The Mosque of Eternity is a beautiful square building several miles on a side. Its high stone roof rests on a regular array of thick white marble columns, which form a long sequence of arches. The dim light here comes from no detectable source. The quiet is solemn and soothing.

Outside the mosque is the vast grayness of the Ethereal Plane. From the outside, the building looks even more beautiful, with a breathtaking expanse of pure white marble and a brilliant central dome. Many open archways, spaced evenly along the walls, allow easy entrance to and exit from the mosque.

The dervishes won't prevent PCs from leaving the mosque or returning to it, but say that if the characters truly wish to learn more of their order, they should meet the dervish spiritual leader, Mahmoud.

In the center of the mosque is a cavernous dome, decorated with brilliant abstract mosaics, although no sculptures or paintings of living things can be found. The floor "map" directly beneath the dome's center shows the homeland of the dervishes (this varies among campaign worlds), and it stretches away among the colonnades in all directions.

The dervishes lead the PCs to this dome, where they find the entire order of dozens of black-robed holy men. All of them are listening diligently to the teachings of Mahmoud, the 10th level cleric leader of this order.

The Leader of the Dervishes

Mahmoud, addressed by the dervishes as "Exalted One," sits on a high marble throne. His spindly, skeletal body has fallen prey to some wasting disease beyond the power of magic to cure. He now remains permanently on the Ethereal Plane, to escape perpetual agony. His teeth and lips are stained almost black by janda root, but he is a good-hearted, almost saintly man who will heal characters, bless them, and do whatever he can to help the PCs fight evil.

Mahmoud: S 9, I 16, W 17, D 11, C 7, CH 14, CM 9; AC 10; MV 12"; HD 9+2; hp 20 (reduced by illness); #AT nil (never attacks); Dmg nil; THACO 14; AL LG. Spells: *bles*,

cure light wounds, detect evil, remove fear, augury, chant, detect charm, know alignment, continual light, cure disease, remove curse, cure serious wounds, exorcise, protection from evil 10' radius, cure critical wounds, dispel evil.

Mahmoud sees that the PCs would not be happy in his order, but he's certainly willing to befriend them. The high priest is always courteous to PCs of lawful alignment, somewhat cool to neutrals, and hostile to chaotics. As mentioned above, he never leaves the mosque, but will invite the PCs to return there in time of need. He gives them each a piece of janda root, enough for one return trip.

If the PCs attack Mahmoud, the other dervishes instantly attack with scimitars, cutting them to ribbons.

The Floor Map

The dervishes have no treasure or magical items. Though the decorations in the mosque appear rich indeed, they are completely ethereal; if a PC vandalizes the temple to gain a chunk of gemstone or marble, he finds the treasure has vanished upon his return to the Prime Material Plane—and he's banned from the mosque forever, to boot.

The most constructive help the dervishes give to the PCs is permission to use their map, which allows transportation almost anywhere on the world. The user simply walks to the desired location on the map, wills himself to leave the Ethereal Plane, and he appears at the corresponding spot on the Prime Material Plane!

However, as with the janda root, the DM has several ways to control this powerful gift. Mahmoud must approve each use of the mosque. He only allows the floor to be used in a holy cause—a battle against momentous evil, for instance. Also, because of the imprecision of the map, PCs may emerge miles away from their target location (within d10 miles of the desired spot). And, of course, miles of the desired spot). And, of course, characters need janda root to get to the mosque in the first place.



Flesh Golem (1)

by Jon Pickens

Terrain: Crypt/Desert
Total Party Levels: 36 (Average 6th)
Total Magic X.P.: 7,600
Total g.p. X.P.: 40,000
Monster X.P.:
Kill: 15,290 Defeat: 12,468
Retreat: 3822

Set Up

* On a previous adventure, the players have discovered a partial map covered with strange hieroglyphs. The hieroglyphs, once deciphered, tell of an ancient tomb guarded by an ebony god of the underworld, neither stone nor metal.

* An NPC wizard hires the party to locate the legendary tomb of an ancient high priest.

The statue should about the wall of either a sandswept temple or an underground chamber. The DM should add a significant campaign detail to the statue description so the party will recognize it when they reach it. It should be a god of the underworld (Apep from the Egyptian Mythos in the *Legends & Lore* book, for example).

The Lair

This lair is primarily a puzzle-solving exercise; getting in is half the battle. Various clues in this lair appear as hieroglyphics that can be deciphered by a thief or via a *comprehend languages* spell. All the magical effects in the crypt operate at 18th level. All the statues and obelisks are made of a black, shiny mineral that blocks scrying and detections like lead and is immune to electrical attack.

The Secret Entrance

The entrance to this area is hidden behind a statue of a god of the underworld. Concealed in the side right of the statue's base is a narrow vertical slot. If a sword blade is inserted in the slot, eyes of the statue glow violet and the arm (or tail) of the statue will swing down, snapping any non-magical blade (at which point the eyes go blank). If a magical blade is inserted, the arm will rebound. The statue and the wall behind it will then pivot on a central axis, revealing a stairway leading down to a 10' x 10' landing. The wall pivots shut, requiring a combined strength of 45 to open from the inside. The sword can be recovered when the door closes (if anyone is outside).

The First Landing

The landing is dry, dusty and very dark. If the party has light, they will see a hieroglyph

carved in the center of the landing, and stairs leading down to the south.

The hieroglyph is the god's name. The entire landing is trapped with a *glyph of warding*, which has the effect of a *symbol of pain* (-4 to hit, -2 dexterity for 2-20 turns). Speaking the name of the god allows a character to pass unharmed.

The east wall of the stairway is carved with hieroglyphics. If the party reads them, they learn the mightiest priest of the underworld cult was exceptionally tall and powerful. The carvings celebrate his many victories over desert tribes, and hint at dark and evil rites and works of the cult. The last section requires a *read magic* spell or equivalent to read. If read, the reader must save vs. spells or go *blind*. Good clerics save at —3, neutral clerics save at -1.

The Second Landing

The second landing is dominated by a large statue of the god on a broad round base. The base is carved with a short column of hieroglyphics. Before it lies a blasted skeleton dressed in a style of leather armor a score of years old. More hieroglyphics adorn the east wall, and stairs descend to the west.

As soon as a character reaches the landing, the statue glows violet and its eyes glow blue. Those touching the statue take 2 points of electrical damage and any temporary magics (spells, potions, etc.) affecting the character have a 5% chance per caster level under 18 of dissipating. The statue can be rotated to face down the west stairs (8 points of damage, precautions can reduce damage to 4 points minimum, at the DM's discretion). The statue becomes completely dormant when no characters remain on the landing.

The statue hieroglyphics read "Opener of the Way." The wall hieroglyphics tell of the priest's funeral and mummification, of his avid lust for gold and of his boast that "not a single thief will loot my tomb." Part of the hieroglyphic has been chipped away.

The Third Landing

The stairs end at this 10' x 10' landing. A shiny black obelisk stands in the southwest corner, a massive triangular column that reaches to the ceiling. To the north is a stone wall with a hieroglyph carved into it. Under the hieroglyph, a blackened skeleton lies on the floor. Over the skeleton, a gouge 1' deep has been blasted into the stone. To the east, the wall is again carved with hieroglyphs.

The hieroglyphs here are a cryptic fragment intended to mislead would-be crypt robbers.

"Far away cross waters deep
On shores of ebon crystal
Lies a sacred toppled obelisk
Like a drop of amber long congealed
On that master's brow
Whom I have served for all my days:
Second to None, the Opener of the Way,
Words of the World; Then the Destination,
Now the Journey of Three Tests.
Months coming, opposite and eastward then
To caverns black, those chapel men that
faith holds true
My blessed remains will stop forevermore.
Those faithful who do know my mind
Are welcome to what dross remains.
All robbers shall accursed be
Forever and beyond."

(This reads: "FOLLOW Second Words Now: Journey three months opposite eastward to black chapel that holds my remains." It is a complete blind alley, that the DM can exploit if the players figure it out.)

Short of a *passwall*, there is no easy way in to the "treasure room." The worked stone wall is a solid block 6' thick. Just before the stone wall is a concealed pressure plate. Depressing this when someone is on the second landing and the statue is oriented westward will release a 3' x 3' blast of lightning from the statue on the second landing that will bounce off the obelisk and hit the stone under the hieroglyph. Any character in the way takes 8d6 lightning damage, save for half, and another 1' of rock is blown away. Four more blasts will break into the next area.

Treasure Room

When the party breaks in, they will find much gold (including jewelry of worked gold) lying scattered around the floor. At the far end of the room is another statue identical to the one at the crypt entrance. In a heap before it is a large pile of treasure, including some ivory scroll cases. The treasure's total value appears to be over 50,000 g.p.

Thieves can gently take scrolls from the pile by making *pickpocket* rolls. If the pile itself is disturbed, the pressure plate it is on will sink into the floor with a great grinding noise and four large black obelisks will thrust up from the floor at even intervals around the room. They open to reveal mummies; which attack the party immediately from all sides. Their placement prevents a single cleric from turning more than one per round.

Mummies (4): AC 3; Move 6"; HD 6+3; hp 30 each; #AT 1; Dmg 1-12; THACO 13; SA fear, save vs. magic or be paralyzed 1d4 melee rounds; disease, touch inflicts a rotting disease that negates cure *wound* spells, and is

fatal in 1-6 months; SD Harmed only by magical weapons, which do half damage (round fractions down); immune to *sleep*, *charm*, *hold*, and *cold-based* spells; poison and paralysis do no harm; holy water causes 2d4; creatures killed by mummies rot and cannot be raised unless a *cure disease* and *raise dead* spell are cast within 6 turns.

The treasure is *fools gold* and worthless. The six scrolls are all *cursed*. Their effects (in order of opening) are: strength 3; - 2 to all to hit, save, and turn rolls; *mummy rot*; dexterity 3; *cause serious wounds* and wisdom 3 (this save at -2).

The statue is identical to the statue at the entrance to this lair — the party will find a similar slot in the base if they look for it specifically. The wall pivots into the real tomb. As the opening swings shut behind them, a special warding *curse* is activated that *slows* all living creatures in the crypt. This curse remains in effect until removed or until the crypt is left.

The Tomb

This room contains six normal sarcophagi, plus one slightly taller one. Half a dozen chests lie about the room along with a goodly amount of loose treasure. In the center of the room is a 20' well.

One turn after the entrance opens, it will

pivot shut. Those inside the tomb will be attacked by the monsters in the sarcophagi. The main monster is a *flesh golem* wrapped in mummy wrappings (these are thoroughly infected with mummy rot and provides AC 8). In addition, the golem wears an *amulet of protection vs. good*. Up to five of the remaining sarcophagi can have mummies (deduct one for each party member below half hit points, with a maximum of two mummies if the party is without a cleric). The last sarcophagi contains the curled body of the priest with most of his personal magical treasure (marked "*").

There are several *javelins of lightning* in the treasure, which the golem will pick up and use in melee (curing itself of 9 points of damage with the backblast, 5 if it saves). The golem may also hurl chests of treasure once per round for 4d8; completely smashing the chest and scattering its contents.

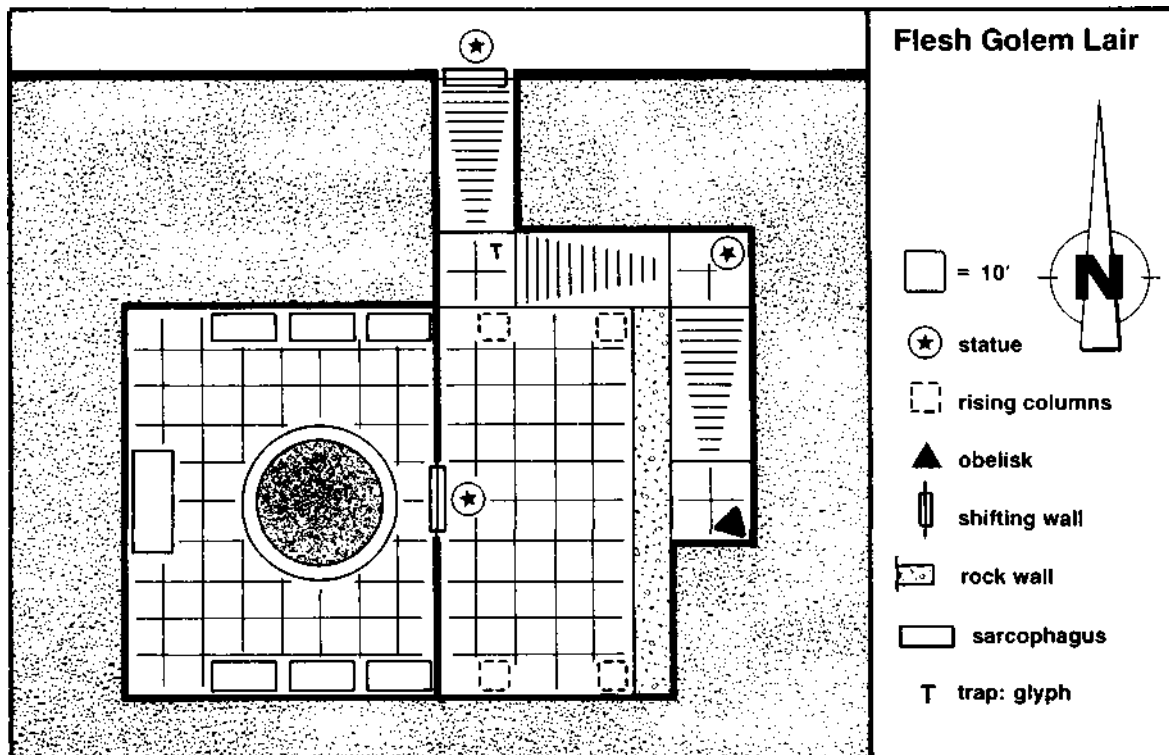
Flesh Golem (1): AC 6 (8); Move 8"; HD 9; hp 40; #AT 2; Dmg 2-16/2-16; THACO 12; SA 1 % chance per round cumulative chance it will go berserk, randomly attacking anything in sight; disease, touch inflicts a rotting disease that negates cure wound spells, and is fatal in 1-6 months; SD Harmed only by magical weapons; immune to most spells; fire or cold-based spells *slow* for 2-12 rounds; electricity restores one hit point per die of dam-

age; creatures killed by golem rot and cannot be raised unless a *cure disease* and *raise dead* spell are cast within 6 turns. The golem's *amulet of protection vs. good* crumples into dust when the golem is destroyed.

Mummies (4): AC 3; Move 6"; HD 6 + 3; hp 30 each; #AT 1; Dmg 1-12; THACO 13; SA fear, save vs. magic or be paralyzed 1d4 melee rounds; disease, touch inflicts a rotting disease that negates cure wound spells, and is fatal in 1-6 months; SD Harmed only by magical weapons, which do half damage (round fractions down); immune to *sleep*, *charm*, *hold*, and *cold-based* spells; poison and paralysis do no harm; holy water causes 2d4; creatures killed by mummies rot and cannot be raised unless a *cure disease* and *raise dead* spell are cast within 6 turns.

When the golem is defeated, the party can exit the way they came (45 strength for the doors), or they can find a one-way crawlway out about 5' down inside the well (otherwise bottomless).

Treasure: 25,000 g.p. in bulk coins; 15,000 g.p. in portable gems and jewels; 3 *javelins of lightning* (less usage); *scarab of protection** (6 charges); *shield +3*; *ring of spell storing** (*cure serious wounds*, *death's door*, *augury*); two *elixirs of health*; one *potion of vitality*; and 3 *sling bullets of impact*.



Shedu(1)

by David and Karen Martin

Terrain: Desert
Total Party Levels: 10 (average 3)
Total Magic X.P.: 5,000
Total g.p. X.P.: 5,500
Monster X.P.:
Kill: 4,218 Defeat: 3,168
Retreat: 1,054

Set Up

* The PCs urgently need the shedu's assistance, to fight a marauding, evil magic-user.

* The PCs have been hired to remove a monster dwelling atop the mountain south of town. Ignorant peasants think it is a mantico-re.

The Lair

The lair sits atop a butte in the desert. (Place this in a suitable desert area in your campaign world.) The butte is about 150 feet tall, nearly 300 feet around at the base, and narrows to about 100 feet in diameter at the top. It is roughly circular in shape. The butte's sides are rough, shale-like stone, prone to rock slides. There is no discernible trail up any face of the formation, but the sides are climbable.

A herd of small, nimble goats live on the cliff faces. They live on the meager vegetation—scrub bushes and desert flowers.

A stone circle stands in the center of the top. It is built of rough-hewn slabs carved from the butte. More slabs form the roof, on top of which rests a giant eagle's nest. Its four inhabitants provide the main line of defense.

The slabs stand in three concentric circles and are so arranged that PCs cannot see farther than one ring. The roof slabs contain enough cracks to permit even light throughout. The eagles do not enter the ring.

The outer ring is nearly empty. Drapes hang in the opening of the second ring; these are made of ordinary canvas.

The second ring is the shedu's living quarters. It is filled with a variety of bric-a-brac and objets-d'art. The bric-a-brac is mostly low-value curiosities. Mixed in is a collection of fine statuary and tapestries, with a combined value of 5,000 g.p. (this is the bulk of the shedu's treasure). There are various cushions of all sizes, including a 4-foot by 8-foot one used as a bed.

Entrances to the inner ring are covered with tapestries. Within this ring, the shedu keeps his special treasures. These include scrolls, maps, and magical whatnot.

Among the magical whatnot is a very rare item. It is a *ring of air elemental command* en-

cased in a small box of sapphire, worth 500 g.p. in itself. The full properties of this item are given in the *Dungeon Master's Guide* on page 129, but are capsulized here. The wearer has command over air elementals (and may attempt to *charm* them). Other creatures from the plane of Air attack at a -1 to hit. The wearer gains specific bonuses against such creatures. He can also converse with those creatures, which recognize that he wears the *ring*. In addition, he is penalized -2 on saving throws versus fire. Only one of these powers can be used at a time. This ring also has specific magical effects, given in full in the *DMG*.

This *ring* appears to be a normal *ring of invisibility* until a specific condition is met. The DM must decide on a condition, such as defeating an air elemental, and inform the owner of the change in the ring.

The DM may choose to place other magical items in this lair, but it is suggested that they be of significantly lesser value than the *ring of air elemental command*.

Encountering the Shedu

Shedu: AC 4; MV 12" /24"; HD 9 + 9; hp 81; THACO; #AT 2; Dmg 1-6/1-6; ALLawful Good; SA/SD psionics, all attack/defense modes at 9th level, can become ethereal at will.

Characters who can *fly*, *teleport*, or otherwise get to the top of the butte without climbing the sides can avoid meeting the mountain goats, but are still attacked by the eagles living up there. The top is littered with debris from the eagles' nest; bones, twigs from faraway forests, bits of cloth (presumably from past adventurers).

This is not the usual, run-of-the-mill shedu. He is psionically controlled by a succubus whom he had previously humiliated. She eventually defeated the shedu in psionic combat, and now through *Id Insinuation* she completely controls his every thought and deed. (This handily explains why the poor folk in the second set up are angry with him.)

Due to his situation, the shedu cannot become ethereal at will, nor can he use his psionic attacks unless the succubus allows him to do so. This shedu attacks immediately, and is out for blood.

The succubus is hiding out in the shedu's lair, in the innermost chamber. The shedu is effectively her bodyguard for this encounter. She fights if directly attacked, but otherwise prefers to direct the action from afar. For her statistics, see the *Succubus* lair on page 91.

The party members may be reluctant to attack the shedu if they are familiar with the

type of beast it normally is. However, if they wait too long to defend themselves, the shedu is capable of killing them. Reasoning with him cannot work, as his mind is not his own. Sooner or later (preferably sooner) the party must realize that they must flee, fight, or die. The succubus cares not which they do. Remember that the shedu cannot use his psionic powers voluntarily—only at the will of the succubus.

This succubus has been run out of her own area by vigilantes, angered at what she has done to the local nobility. Their homes are no longer safe. If the PCs have already been to the succubus's lair, and did not defeat her, she has fled here and is using the shedu as a scapegoat, causing him to terrorize that village. She intends to fight to the death, if need be.

If the party has not been to the succubus's lair yet, devise a way for her to escape from this encounter and flee to her own lair, where they can find her later.

If the party decides that something is amiss, let the members investigate the lair more thoroughly. The succubus does not flee if they find her; rather, she attacks also. Of course, the investigating must be done while under attack by the shedu, so it may take quite a while before anyone finds the succubus in the inner chamber.

If the succubus is killed, the shedu is released from her control. If she is severely wounded (losing half or more of her hit points), she must release her control over the shedu and he may join the characters in their battle against her. If she flees, the shedu tells the characters about her lair (again, see the *Succubus* lair on page 91). Perhaps they may want to pursue her at a later date.

If the shedu is released from the succubus's control, he rewards the party with a favor. At any time, the members may call upon him with a magical phrase, whereupon he appears and takes them into the ethereal plane. If they are wise, they save this boon for a true emergency.



Bakemono (29)

by Rick Swan

Terrain: Forest
Total Party Levels: 18 (Average 3rd)
Total Magic X.P.: 1,000
Total yuan X.P.: 2,200
Monster X.P.:
Kill: 384 Defeat: 228
Retreat: 96

Set Up

* A small jade statue of a barley sheaf has brought good luck to local farmers for generations, ensuring good weather and bountiful harvests. The statue has been stolen, presumably by some bakemono seen recently in the area. The farmers have little money, but offer their undying gratitude for the safe return of their statue.

* Twenty years ago, an army of bakemono conducted a series of surprise raids on the village, destroying property, looting homes, and slaughtering citizens. Now it is feared that some bakemono sighted recently outside the village are the advance group for another army. The villagers beg the PCs to help them eliminate the bakemono before their numbers grow stronger.

* A band of bakemono have taken over and vandalized a holy temple outside of the city. Elders fear the wrath of the gods if this desecration isn't ended and the bakemono driven away.

The Lair

A group of 29 bakemono (including one leader) are entrenched in a temple in a forest clearing about a mile from a small farming community. The bakemono have erected wooden walls to completely enclose the temple; it now resembles a rather crudely constructed two story house. There are windows cut into each side, and there are open doorways in the front and back. The upper floor is reserved for the leader and his four guards. The bottom floor is the living quarters for the other 23.

Training Grounds

After traveling about a mile through the forest, the PCs will spot the temple in a clearing by a river. The temple is square, about 60 feet on a side, and about 30 feet high (modest by standards of the area). It is completely enclosed in crude wooden walls and now looks more like a shack than a holy place.

From a thicket about 100 feet from the temple, the PCs will be able to observe a group of 10 bakemono near a large tree in the center of the clearing. The bakemono are involved in a

brutal game. While the others watch, two blindfolded bakemono whack each other with swords wrapped in thick cloth. The other eight shout encouragement and laughingly push the blindfolded bakemono at each other when they wander the wrong way.

Bakemono (10): AC 6; Move 6" ; HD 1-1; hp 7 each; #AT 1; Dmg 1d6 (short sword); THACO 19; AL CE.

Since these bakemono are in the middle of a clearing and there is no cover in the immediate area, a direct assault is probably the best strategy for the PCs. If the PCs give themselves away before attacking (such as by making excessive noise) or if they attack from a distance with missile weapons, the bakemono will panic and run inside the temple, there becoming part of the group on the first floor (see next encounter).

If the PCs charge, the bakemono will fight back with their short swords. These bakemono have all been ordered to fight to the death if necessary. It will take the blindfolded bakemono three rounds to figure out what's going on before they join the battle. Unless specifically alerted by the PCs, the bakemono inside the temple will not join the battle. They will ignore the noise outside, assuming it's all part of the game.

In the Temple

There are 14 bakemono inside the temple on the first floor. This floor is essentially one large room. The room is scattered with rugs and sleeping mats and littered with partially eaten food and filthy clothing. Six bakemono are sleeping, snoring loudly. The other eight are amusing themselves by carving obscene bakemono slogans in the large ivory statue of a deity in the center of the room.

The room is accessible by a three-foot square window cut into the center of each wall. There is an open doorway, four feet high and three feet wide, in the front and back walls. All entrances are unguarded; PCs should have little trouble surprising the bakemono inside if they move carefully.

Bakemono (14): Dmg 1d8 (naginata); all other statistics as above.

Once attacked, the alert bakemono will defend themselves with naginatas. In the second round they will be joined by two awakened bakemono; two more will join in round three, and the last two will join in round four. These bakemono will also fight with naginatas. All have been ordered to fight to the death.

If the PCs search the room, they will find a small silk purse under one of the sleeping mats containing three white pearls valued at 300 tael each.

The Upper Floor

The upper floor is the quarters for the bakemono leader and his four guards. They have heard the sounds of battle below and are ready for an assault. If the PCs have somehow managed to bypass the bakemono on the first floor, they will still find these bakemono guards standing alert; the bakemono from below, if not already defeated, will come to this floor if they hear the sounds of fighting.

Bakemono (4): all statistics as above.

Bakemono leader: HD 2; hp 15; Dmg 1d10 (katana); all other statistics as above.

The most direct route to the upper floor is by a stone stairway that leads from the floor below to an open doorway on the upper floor. The upper floor is similar to the floor below: a large room with sleeping mats, refuse strewn about, and a window in each wall.

The guards will attack with naginatas at the first sign of the PCs. The leader will remain near a window, and the guards will protect him at all costs.

The guards will fight to the death. If things are going badly for them, the leader will throw some items in a cloth bag and lower himself out the window by a rope attached to the window frame, leaving the guards to fend for themselves.

The leader will run away as fast as he can, but the PCs should have no problem overtaking him, he will collapse from exhaustion after running for seven rounds. If overtaken, he will grovel for mercy. "Please don't kill me," he will beg. "I know where there is an emperor's fortune in gold. Take me there, and we'll split it!" This is a lie, merely a ruse for the leader to catch his breath. If he can stall in this way for two rounds, he will attempt to run away again, collapsing after four rounds if not overtaken first. This time, he will forego the begging routine; he will attack with his katana and fight to the death.

If the bakemono leader is slain, the PCs may examine his bag. Inside are five pearls worth 300 tael each, a small jade statue of a barley sheaf worth 1,600 tael, a jagged chunk of yellow ivory worth 8,000 yuan, and a *po-tion of evil dragon control*.

Brownies (16)

by Rick Swan

Terrain: Forest
Total Party Levels: 24 (Average 4th)
Total Magic X.P.: None
Total g.p. X.P.: 8528
Monster X.P.:
Kill: 1112 Defeat: 834
Retreat: 278

Set Up

* A collector has offered a substantial reward for the lucky charms that brownies are rumored to wear around their necks.

* On returning from a long trip, an old woman discovers that her modest cabin in the woods has been taken over by brownies. All of her possessions have been stacked outside and all of the windows are boarded shut. The brownies refuse to let her back in.

The Lair

Brownies from far and wide have gathered here for their annual card tournament. Since the game is very complex, they require total isolation in order to concentrate. They found a small abandoned cabin in the woods (actually belonging to a vacationing widow) that they decided would make a perfect location for their game. They threw out all of the furniture, made a few alterations, and then settled in for a week of serious cards.

The Chirping Cabin

The small cabin is nestled in a serene area of a lush forest. Approaching the cabin, the PCs notice tables, chairs, and other household items piled outside. All of the windows have been boarded up.

There is a single door in the front of the cabin which appears to be nailed shut. If the PCs listen, they will hear the muffled sounds of brownie voices, the clinking of coins, and strangely, what sounds like crickets chirping. No amount of banging or yelling will attract the brownies; they are too involved in their game to be bothered.

There are a number of small holes in the roof of the cabin which the brownies have drilled for ventilation. If the PCs get up on the roof and peer in one of the holes, they will see 16 brownies in a circle on the floor of the one room cabin. The room is brightly lit, thanks to the brownies' *continual light* spells. Each brownie has a large stack of coins in front of him with a larger pile in the center of the circle. They are playing a card game. If the PCs study the game for a few minutes, they will see that the brownies are playing a complex version of poker. There are also several dozen

crickets freely hopping around the room. The brownies are very superstitious and each has brought as many crickets as he could find to give him good luck. (It is unlikely the PCs will know the significance of the crickets.)

Brownies (16): AC 3; Move 1 2"; HD 1/2; hp 5 each; #AT 1; Dmg 1d4 (short sword); THACO 19; SA *protection from evil*, *ventriloquism*, *dancing lights*, *continual light*, *mirror image* (three images), *confusion*, *dimension door*, SD save as 9th level cleric; MR as above; AL LG.

The PCs will have no trouble prying the boards loose from a window to get in the cabin. They can also break down the door with a modest amount of effort.

As soon as the PCs open a window or door (or create their own opening in the wall or ceiling), the crickets begin to jump out. The brownies will panic: there goes their good luck! They will curse the PCs in pixieish language and hastily gather up their possessions, ignoring any words or actions of the PCs. It will take the brownies only two rounds to gather everything together, at which time they will use *dimension door* to teleport through the cabin wall into the back yard.

Once in the back yard, the brownies will cast *mirror image* to create three duplicates of themselves. They and their duplicates will run as fast as they can away from the cabin towards the woods.

The PCs may attempt to catch the brownies, but the brownies should have a substantial headstart. They will run about 20 yards, dive into the weeds, and seemingly vanish.

The Badger Hole

Once in the weeds, the brownies will use their natural ability of blending into the landscape to essentially disappear. The weed patch is right beside the entrance to the lair of two giant badgers. The brownies intentionally run this way to fool the PCs into thinking they are hiding in the badger hole.

When the PCs approach the weed patch, they will see a three-foot diameter hole in the ground. From their perspective, it would be reasonable to assume that at least some of the brownies jumped in. If the PCs poke around the hole (or if they are brave enough to actually go inside), they will anger the two giant badgers who live there.

Giant badgers (2): AC 4; Move 6"; HD 3; hp 15, 17; #AT 3; Dmg 1d3/1d3/1d6; THACO 17; AL N.

The snarling badgers will fight ferociously to defend their territory. If the PCs withdraw, the badgers will go back into their hole. The badger hole contains nothing of value to the PCs.

Ambush in the Rose Bushes

If the PCs venture into the woods, their attention will be drawn to a clearing containing a large cluster of rose bushes surrounded by tall trees. The rose bushes appear to be very dense, yet the PCs will be able to hear the voices of the brownies and the sounds of the card game coming from deep inside the bushes. They can even hear cricket noises.

The sounds in the rose bushes are the result of *ventriloquism* spells cast by the brownies who are hiding in the trees above. On a signal from one of them, (a sharp whistle), the brownies will cast *confusion*, then drop out of the trees on top of the PCs.

The brownies will fight with their swords for two rounds, then withdraw and stand their ground. "Will you leave us alone?" one says. "Or will you force us to kill you?"

If the PCs continue to attack, the brownies will fight back. If half of the brownies are killed, the rest attempt to retreat into the woods, most likely escaping thanks to their effective use of natural cover.

If the PCs agree to talk, the brownies will engage in cautious negotiation. They will entertain any reasonable request, providing the PCs in turn will find them a place to hold their game in peace and find them some replacement crickets. The brownies will give up the lucky charms worn around their necks only if they feel there is no other way to continue their game. (They will still, however, insist on a peaceful location and the return of their crickets.)

There is a 25% chance that any given brownie is wearing a lucky charm around his neck. (The charm is a silver cricket on a silver chain, worth 2,000 g.p. to a collector.) Each brownie also has a pouch containing 3d20 g.p. and 6d20 s.p.



Ettins (2)

by Robin Jenkins

Terrain: Forest, Subterranean
Total Party Levels: 30 (Average 6th)
Total Magic X.P.: 2,500
Total g.p. X.P.: 9,902
Monster X.P.:
Kill: 5,440 Defeat: 4,080
Retreat: 1,360

Set Up

* Stories of a two-headed giant inhabiting Ebonwood — a large, dark, dense forest on the western outskirts of civilization — are popular among the locals in the area. Numerous people claim to have seen the creature, though in reality, fewer than a handful actually have.

* Local legends tell of a lost mine somewhere in the midst of Ebonwood. The exact location, however, is unknown. It is rumored that the mines still contain a massive vein of silver. By the same token, though, it is also believed that the mines are home to an unspeakable terror.

The Lair

Travelling along the forest path, the party discovers the partial remains of a good-sized deer. The rest of the creature appears to have been dragged off through the underbrush. Footprints accompany the drag marks; they are humanoid in shape, but twice the size. The drag marks are very obvious and lead into the brush; thus, following the tracks is no problem.

The prints lead to a small (10' by 10') clearing in the forest. Overhead, the tree limbs have grown together to form an arboreal roof. Because of its density, the leafy roof keeps the clearing in shadow throughout the day.

At the opposite end of the clearing is a small drumlin. In the end of the mound is a wooden frame: an opening into the earth. Both the footprints and the drag marks lead into the doorway. Inside the doorway, both sets of prints disappear. A close examination of the opening reveals a twisted, half-buried set of rusted metal tracks. Other than this, there is little of interest outside the mine.

During daylight hours, there is no chance of encountering the ettin above the earth's surface. At night, however, there is a 30% chance of encounter. A roll of 6 on 1d6 indicates that both ettins are encountered. If encountered on the surface, the ettins attack in simultaneous combat. Attacks are delivered as normal, except that the ettins also have the ability to throw rocks (an action they often prefer) for 2-12 points of damage with range

figures of 2" , 4" , and 6". Each arm can throw one rock per round. In close range, the ettins use their spiked clubs for hand-to-hand combat. These clubs do damage equal to the ettin's normal damage figure — the only difference being that the spikes produce punctures in armor and flesh (check for impalement and blood loss). If the ettins are not encountered at this point, the party proceeds as normal.

Ettins (male, female): AC 3; Move 12"; HD 10; hp 64, 46; #AT 2; Dmg 2-16/3-18; THACO 10; SA nil; SD surprised only on a 1; AL CE

The ettins attack vehemently and fight to the death. Damage from attacks is 2-16 for the left arm and 3-18 for the right. The right head of an ettin is dominant and controls the creature's action. The ettin can, however, act as normal with only one functioning head.

The opening to the mine shaft is 9' high and 6' wide. The shaft continues into the mound for 5' before gradually sloping into the earth. Many of the timber supports in this shaft are broken or show signs of breaking. Piles of collapsed earth make the passage difficult to navigate; at times, the shaft is no wider than 4' across. Occasional corridors branch off from the main shaft; many of these twist and descend further into the earth before ending in blank walls or larger, mined-out rooms.

About 100' into the shaft, the path levels off. Presently, the party is at a depth of 30'. A mere 5' beyond the point at which the corridor levels off is a covered pit. The pit itself is a crevasse which drops 100' before coming to a wedged point. The crevasse has been covered over by the ettins to trap unwanted intruders. Unless the party has successfully checked for traps, the first player to this point falls into the pit and takes damage appropriate for such a fall. The pit itself is 3' wide and reaches 6' across the shaft — leaving no clearance on either side.

If it is still daylight, there is a 10% chance that the party encounters the ettin(s) in the tunnels (roll 6 on 1d6 as before). If it is night, the chance is 20%. If encountered at this point, the ettin waits in hiding (hunched over, of course) in one of the side shafts and waits for the party to pass. Once the party is past, the ettin attacks from the rear. If the party decides to search the tunnel the ettin occupies, the ettin attacks immediately. In either case, the party is subject to surprise. Because of the ettin's keen senses, the creature is not similarly surprised (it is aware of the intruders almost from the moment they enter the mine).

In these confined quarters, the ettin attacks with both hands, doing damage as normal. Because of its dual brain structure, the ettin

has a natural protection from spells of mental control (*sleep, fear, charm, hold* spells, etc.), unless two of the spells are thrown simultaneously (in other words, one for each brain). Both spells must be successful to work. Likewise, the creature gets two separate saving throws (one for each head). If only one spell works, the affected head (and corresponding arm) is merely dazed and inactive. The other head and arm continue as normal. Note that mass effect spells (*mass charm, repulsion*, etc.) affect the ettin normally. In this case, only one saving throw is allowed for the creature.

If the ettin's dominant head is destroyed in combat, the ettin continues to live and act as normal. The only effect is that the ettin is "confused" for 1-6 rounds, after which it regains control of both arms. The opposite arm, however, fails to operate correctly on a roll above 50% (roll d% prior to each such attack to determine this). Ettins save against all *illusions* at - 1 on their saving throw, although each head is entitled to such a roll. If the ettin is not encountered in the tunnels, it is encountered in its lair.

At the end of the mine shaft is a large natural cavern, the dimensions of which are 30' wide by 40' long, and 16' in height. Stalactites and stalagmites adorn the cavern, as do the male and female ettins, if they have not been encountered until this point. The ettins attack immediately. In their lair, the ettins utilize their clubs for damage as normal.

The ettins are dressed simply in rotting, stinking skins and nothing else. The female has a jeweled necklace worth 2,000 g.p.. The lair itself is generally free of furnishings, save for a crude fire pit, a manger for sleeping in, and a makeshift latrine. Hidden in the back of the cavern, in a hole covered by a rock, are the following items: 2,000 c.p., 5,000 g.p., 5 gems (worth 2,600 g.p.), a bottle containing *oil of acid resistance*, and a stone *horse* (*descrier*). Also, scattered about the floor of the lair and in the tunnel are 6,000 s.p. worth of silver nuggets. Other than this, nothing else occupies the cavern but the bones of numerous humans, demi-humans, and other crea-

Griffons (10)

by Paul Jaquays

Terrain: Rugged, hilly forest
Total Party Levels: 36 (average 6th)
Total Magic X.P.: 7150
Total g.p. X.P.: 15,500
Monster X.P.:
Kill: 11,065 Defeat: 8299
Retreat: 2766

Set Up

* An ambitious baron has long desired to mount his knights on griffon steeds. At last, he has learned the location of an aerie in a stony ridge in the wilderness of another barony. He will pay handsomely for the retrieval of griffon fledglings and eggs.

* The leader of a thriving wilderness village has complained about griffons raiding the flocks. The recent loss of his two prize brood mares has angered him beyond reason. He wants those griffons destroyed.

* A page torn from a book on the mystical realms of air reads: "High atop Stormy Ridge ye Cave of Whispers opens upon the Fane of Ten Thousand Winds guarded by countless gryphons. After years beyond measure, the sages of the Pasha have again discovered his lost horn."

The Lair

Long ago, clerics who worshipped the power of the air brought a treasured relic to a narrow valley wedged between two high, stony ridges. They created the Fane of Ten Thousand Winds to house their relic, and they nurtured fledgling griffons to act as guardians. The clerics further enhanced the bond between griffon and fane by mating a creature from a wondrous figurine with a natural griffon. The magic-resistant descendants of that union have formed the core of the Whispering Cave griffons. The fane and its founders have long since been forgotten. Nevertheless, the Cave of Whispers high in the great rocky ridge has remained a natural habitat for griffons.

The investigation of the griffon lair consists of three distinct phases—the approach to the entrance, which includes an ambush by the griffons to steal the PCs' horses and the PCs' treacherous climb up the cliff; the eerie Cave of Whispers where creatures can dart out of nowhere and disappear into winding tunnels; and the Fane of Ten Thousand Winds, a valley beset with fierce, magical winds that can slam an unwary adventurer against the rocky walls and make retaliation against the griffons' aerial bombardment nearly impossible.

Ambush

As the PCs begin to pass through a clearing, a pair of griffons dives like hawks from a ridge. Attacking with surprise, they will try to knock two to four of the party off their horses. The griffons will land, turn and attack the horses. If no horses are present, the griffons will try to knock two PCs to the ground. The DM should allow the griffons to get in one round of attacks before checking for initiative. The powerful griffons will attempt together to carry off a horse carcass or, if they score two claw hits within the same round on a character, to carry off that character.

Griffons (2): AC 3; MV 12" /30"; HD 7; hp 37; #AT 3; Dmg 1d4 (each claw)/2d8 (bite); THACO 13; SA carry and drop characters for 1d6 points of damage per 10' of height; AL N.

Climbing the Cliff

The slight incline of the forest floor gives way to a steep, wooded slope. The forest ends abruptly at the base of a precipitous rocky ridge. High above, but well below the summit, the PCs can see forest debris dangling over the edge of a rock shelf (about 200 feet up). A brief search along the base of the cliff will turn up several humanoid skeletons clothed in rotting robes, mildewed leathers and rusted armor. The search may also reveal *gauntlets of swimming and climbing* and a *ring of feather falling* (in a pouch), various pieces of climbing gear, and up to 500 g.p. in miscellaneous coins.

To reach the griffons' lair, the PCs must climb or fly up to the ledge. If the characters climb, see the *Wilderness Survival Guide* for climbing rules. Climbing ability varies per character.

The griffons attack when the PCs are about a third of the way up the rock face. One to six griffons (out of the 10 that live here), including the powerful gnarly gray flock leader, attack by dropping rocks and then swooping in to land on the cliff face. There, they will claw or bite before leaping outward into flight again. The griffons fight and fly guerilla style. They will not attempt to place themselves in undue danger. If any of the griffons are seriously injured in close combat, the entire flock will restrict itself to rock bombardment.

Each time a character is hit by a griffon, a Strength/Dexterity Check (average of the two abilities) is required to keep from falling or losing footing. Each time a character attempts a weapon attack (not a bow attack) against a griffon, the character must make a Dexterity Check to maintain balance. Falling damage from the cliff at this point is 20d6 (save for half damage).

Griffons (9): AC 3; MV 12" /30"; HD 7; hp 37; #AT 3; Dmg 1d4 (each claw)/2d8 (bite); THACO 13; SA drop large rocks for 1d10 damage; SD opponents are at a — 3 penalty on attack rolls due to fighting on a near-vertical surface; AL N.

Griffon flock leader: AC 3; MV 12" /30"; HD 7; hp 56; Dmg 1d4 (each claw)/2d8 (bite); THACO 13; SA drop large rocks for 1d10 damage; SD opponents are at a — 3 penalty due to fighting on a near-vertical surface; MR 25%; AL N.

Entrance to the Cave of Whispers

Several immense nests on ledges flank the narrow opening of a cave in the rock wall. The remains of rusted spikes near remnants of a flagstone path leading into the cave indicate that a rope ladder once allowed access to this high place. The nests contain broken pieces of honey-colored egg shells. An unusually brisk breeze from out of the cavern carries an ancient, but not unpleasant, animal odor.

The Cave of Whispers is so named because of the unusual sound of the wind that blows through it. Throughout the search, the PCs will imagine they hear voices. It seems like the voices are trying to tell a secret. The DM should require magic-users to make an Intelligence check to ignore the whispers and maintain their concentration each time they cast spells.

The cavern is a honeycomb of multi-level, interconnecting passageways and chambers. The floor is littered with guano, feathers, fur, and pieces of animal skeletons. Several horse skulls are evident. An observant character might note there is no evidence of griffon remains in any of the chambers.

Every chamber the PCs enter has a 1-2 chance (on 1d6) of being a griffon nesting area. Each griffon nest will have one or two fledglings or eggs and an adult parent (up to five such nests can be found). The fledglings are the size of collie dogs.

There is no clear path through the cave. Unless the PCs try to think their way through the cavern, they will wander aimlessly from chamber to chamber. However, if they move debris away from the entrance to the chamber, they will find a flagstone path in good condition. By clearing the path, they will find a steep, winding stairway leading down to the Fane of Ten Thousand Winds. Or, they may constantly test the wind direction to find the breeze blows up from the stairway.

The griffons have not given up the defense of their lair. The surviving adults will dodge out of side passages, take one or two swings or bites (check for surprise on the first attack) and dodge back into the maze. If pursued, the

griffons will attempt to divide the party. The fight is constantly hit and run. Nevertheless, if the party captures any fledglings or eggs, the griffons will stand and fight to the death to regain their young.

At least one of the nest chambers will open on a short tunnel that leads out to the other side of the ridge. Far below, the PCs can see a narrow vale walled on all sides by high, rocky cliffs. A few standing columns arranged in a circle surround a pile of rubble that may have been a small, domed shrine. A tantalizing gleam shines from within these ruins. Surrounding the ruins are what appear to be hundreds or thousands of resting griffons.

If the PCs attempt to climb down the 300-foot cliff, they will find the climb down as difficult as the climb up. They will be attacked by the surviving griffons, which will attempt to knock characters from the cliff face. The flock leader will try to sever any ropes he sees. However, the griffons will not attack characters carrying fledglings or eggs.

At about 200 feet down, the PCs climb is further complicated by a fierce wind that threatens to blow them off the wall. All Strength/Dexterity Checks for the remainder of the climb are at -2.

The Fane of Ten Thousand Winds

The winding stairway from the aerie leads so far down that it seems to reach below ground level. About halfway down, a trip block lets loose a great pile of boulders that burst open the wall and block the stairs with rubble. Require all players to make an initiative roll. If they beat the DM's roll, their characters avoid 1d8 damage from the falling debris. At the base of the stairway, the passage ends at a shredded wooden door rimmed in nitre and bound with rust. It flaps loosely in the gusting wind.

The door opens on the end of a narrow valley, not much more than a deep cleft sheltered

from the world by the two rick ridges that encase it. A fierce wind shrieks at the PCs from the far end of the valley, gusting and changing direction frequently. In spite of the wind, the PCs can see the tumbledown pillars of a ruined shrine. A tantalizing gleam shines from within the ruins. Between the party and the shrine is what appears to be thousands of sleeping griffons, literally blanketing the floor of the valley. The griffons are dead. Over the millennia, they have come here from the aerie above to die. A strange preservative force in the shrine keeps them from decaying. The wind ruffles their feathers, giving a false appearance of life.

If the PCs search around the door, they will find the perfectly preserved bodies of several adventurers garbed in ancient clothing and armor. The magic-user and cleric spell preparation materials are still fresh and usable. *Detect magic* spells will reveal the presence of several magical items strewn about the base of the cliff: a *potion of extra healing* in a steel bottle, a *scroll of protection from air elementals* and a *shield +1*.

The magical wind is so strong and changes so suddenly that it is impossible to walk upright toward the fane. It will take about 10 rounds of crawling to reach the fane. Characters who stand run the risk of being bowled over by the wind and losing one to three rounds of distance gained, plus taking 1d4 points of damage if they do not make a Strength/Dexterity Check. Characters who attempt to *fly* to the fane will be dashed against the rock walls and will take 3d10 points of damage.

The surviving griffons will continue to attack from the air. They will drop large rocks (to hit ability reduced by 6) for 2d10 points of damage. Each griffon can attack once per every four rounds in this manner. Return fire of normal missiles against the griffons is impossible because of the intense wind.

There is no wind within the fane itself (like the eye of a hurricane). When the surviving characters reach the ruins the griffons drop out of the sky and attack before giving their opponents proper time to prepare themselves. This is a last ditch fight to the death.

When the fight ends, the surviving PCs will see that when the roof of the shrine had collapsed, it opened up a hidden passage leading out to a secret opening on the other side of the far ridge, which is opposite the ridge the PCs entered. Lying on a piece of marvelous pale blue velvet is the prize of the fane, *Airolis's Shining Horn of Ten Thousand Winds*, a very unique magical item aligned with the forces of chaos and good. Once per week the horn can summon up a permanent storm—like the one that hampered the PCs' approach to the fane—until the storm is dispelled with a *dispel magic* or by the horn's user. On command the horn will grant the power of *feather fall*, and will allow the bearer to *wind walk* once per day. The horn prevents some changes in the user. The possessor can neither age nor improve abilities (rise in level). Even learning new spells is prohibited. The dead do not decay in the area of effect of the horn. The possessor only can part with the horn when a *remove curse* spell is cast.

Surrounding the horn are three *figurines of wondrous power*—three alabaster griffon statuettes. Apparently, there were a number of other figurines that were crushed by the dome's collapse. When invoked by the command word (engraved on the figurine), they become adult male griffons: AC 3; MV 12"/30"; HD 7; hp 40; #AT 3; Dmg 1d4 (each claw)/2d8 (bite); THACO 13; MR 50%; AL N. Griffons are air maneuverability class D when mounted (class E when carrying two riders). Each figurine can be used once per week for up to 12 hours. If slain in combat, they cannot be brought back from statuette form for three weeks.



Iron Golem (1)

by Ed Greenwood

Terrain: Any (lightly settled forest or mountain area suggested; in ruin)

Total Party Levels: 72 (Average 12th)

Total Magic X.P.: 8,500

Total g.p. X.P.: 64,669

Monster X.P.:

Kill: 14,550 Defeat: 10,912

Retreat: 3,637

Set Up

* A great mage, Arghast of the Awesome Spells, once dwelt in a tower nearby, now ruined. Many have sought treasure there, but returned empty-handed—or not returned at all. Arghast is said to have invented many powerful spells—some now lost to practitioners of the magical arts, who might well pay highly to gain some of Arghast's lost magic.

* A ruined tower nearby is said to contain a white throne, where demons dance on certain nights, and skeletons lie all about. The throne will sometimes grant wishes if said aloud while sitting on it—but a fearsome monster guards the seat.

The Lair

Arghast of the Awesome Spells dwelt in a tower some two hundred years ago, and was destroyed in a magical duel which partially destroyed the tower. His nemesis was a mage known as Mylyrkhon, who took from the tower all he could find of value—much magic, but little gold and no coinage—and burned his name into the fallen stones of the tower's arched entryway, where it can still be seen today. Mylyrkhon then departed. No one in the vicinity has heard from ancestors his name, description, or where he went, but an interested DM could well leave some clues—perhaps available through stone *tell* or psionic *object reading* and *sensitivity to psychic impressions*—as to where Mylyrkhon is now, alive or dead.

All that remains in the ruined tower now are many human skeletons, the skeleton of a leucrotta who briefly took up residence there before being slain by a party of adventurers, and, in an inner chamber, a white throne.

PCs exploring the tower who reach this chamber will see a large, arch-backed chair carved out of a single block of white stone. The throne is without adornment, and has two broad arm rests flanking an empty seat. It is six feet square at its base.

Nothing else is visible in the chamber. The floor is of stone blocks; no traps can be detected, but any detection for magic will reveal a faint dweomer at the base of (or rather, from

under) the stone seat. The chair is heavy, requiring a combined PC Strength of 26 to be shifted, but it can be pushed aside to reveal a five-foot diameter circular shaft. Five feet down the shaft is the top of a heap of gold coins that covers and apparently fills the entire shaft up to this point. In reality, the gold pieces—4,669 of them—are only a few feet in depth. If any coin of this heap is touched or moved in any manner, a *magic mouth* will appear on one wall of the shaft above the coins and say, "A curse on all thieves." This warning is merely an opinion, not any trigger for a real, magical bestowal of a curse. The treasure is guarded, however—anyone removing or disturbing coins enough to reveal the upturned, massive iron head underlying the pile of coins will immediately be attacked with a cloud of poisonous breath—for the head is that of an iron golem, created by the long-dead Arghast as a guardian for magical treasure which lies in an iron box under the golem's feet. The box contains a *wand of fire* with 76 charges, and a *ring of x-ray vision* (q.v., DMG); the DM should substitute other treasures if these are not suitable for his or her campaign.

The Iron Golem

Iron golem (1): AC 3; Move 6" ; HD 10; hp 80; #AT 1; Dmg 4d10; THACO 10; SA breathes cloud of poisonous gas directly ahead (1"x1"x1"), once every seven melee rounds; can do one point of structural damage per melee round; SD struck only by magical weapons of +3 or better; the only magical attacks which affect the golem are electrical, which slow the monster 50% for three melee rounds; magical fire repairs damage on a 1 hit point for 1 hit point basis; MR see special defenses; AL N.

The shaft is seventeen feet deep; the golem stands at the bottom of the shaft with its arms outstretched on either side. Pillars of fitted, loose stone blocks have been built up from the floor to the golem's fists, and built up atop the golem's fists to support two huge slabs underlying the chamber floor. On the round following the round in which it breathes, Arghast's golem will pull in its hands and strike inwards and upwards. This shatters the heavy circular tile which forms the walls of the shaft and rests on the golem's shoulders. The removal of its fists will cause the floor of the chamber to collapse with a thunderous roar during the round following the golem's breath expulsion. Any PC spellcasting will probably be ruined, and all beings not capable of instant levitation or flight must make a Dexterity Check. Those who fail take 1d6 falling damage, and must make a second Dexterity Check. Failure indicates 1d4 further

damage from the impact of pieces of shattering or shifting stone, and partial burial or pinning under the rubble.

Anyone caught in the collapse of the chamber floor will find themselves in a litter of stone rubble that rises to waist height or more in places. If a PC is pinned or partially buried, that PC can attempt to free him- or herself once per round; this effort is represented by a Strength Check, and must be the *only* PC action attempted in the round (if not, the attempts will always fail). A successful roll means the PC is free; within the same round, the character is able to move up to ten feet and ready a weapon or material component before the next round commences. Fragile equipment (potion vials, unrolled scrolls, oil flasks, and the like) carried by PCs who are caught in the collapse of the chamber floor must make a Saving Throw (cf. DMG p. 80) against "fall".

The golem has been instructed to crush the heads of all creatures who are in the chamber after it is activated, which occurs when it is uncovered in the shaft full of coins. It has directions to strike such creatures even after their heads are crushed if they continue to move, and not to pursue intruders who leave the chamber unless those creatures bear the *wand of fire*—or any other foot-long, tapering stick of wood.

Theft of the coins will be ignored by the golem, but bearers of wands or similar sticks will be tirelessly pursued by it until either it or they are destroyed. If it loses track of its quarry, the golem will search until it finds them again—or any other creature bearing a foot-long, tapering stick of wood. It will then attempt to slay the creature and return with the stick to the chamber it was originally found in. If more than one such creature is encountered, the golem will happily collect sticks of wood, and may well return with a half-dozen wands or wandlike sticks.

The golem has no weapons, and strikes with its massive fists. It will not hurl stones nor use the rubble in any way to aid it in combat, but PCs facing it in the ruins must make a Dexterity Check at +2 each round in which they make a physical attack upon the golem or in which it attacks them. Failure results in being pinned by rubble shifting as the golem crashes around the chamber. The DM must judge the likelihood of trapped PCs being crushed or injured by a golem inadvertently stepping on them or on rubble that affects them (2-12 to 3-24 damage possible); see above for PCs freeing themselves. The golem cannot itself use the treasures it guards, and will not attempt to do so.

Leprechaun (1)

by Jeff O'Hare

Terrain: Forest, green valleys
Total Party Levels: 12 (average 3)
Total Magic X.P.: 2500
Total g.p. X.P.: 1625
Monster X.P.:

Kill: 145 Defeat: 85
Retreat: 36

Set Up

* Stopping at a roadside inn for the evening, the characters are surprised to see the innkeeper put out a small cake and a glass of wine before retiring for the night. He tells the PCs that the food is to appease the wee folk who have been visiting the inn at night. If food is not left, the wee ones cause bad luck the following day. He'll richly reward anyone who can rid him of these sprites.

* While sleeping at a small inn, the PCs each have something valuable stolen from their person or pack. There is a 25% chance that a PC will awaken during the theft and see a small, man-like figure searching his belongings. If the theft is not discovered till morning, the innkeeper is sour when confronted, though he claims innocence. The PCs are not the first to make such accusations. To prove his innocence, the innkeeper will allow them to stay an extra night at no expense, so that they may try to discover who took their property.

The Lair

The inn (to be named by the DM) is small and rural. There is a main eating room capable of seating 30 people comfortably and a kitchen to one side, consisting mainly of a single cauldron and a storage closet. Upstairs are four sleeping chambers, one of which is used by the widowed innkeeper. Below the inn is a storage cellar containing ten casks of wine. A stable for four mounts is in the rear, beside a moldy pile of old hay.

The cellar contains a secret doorway. It is 3' high and is hidden behind a shelf filled with pickle jars. There is a 40% chance of anyone finding it. The door leads to a warren-like set of tunnels.

The leprechaun has constructed a series of tunnels which lead to a number of secret doorways. One of these tunnels leads to the inn, another out to the forest, while one runs way out into the field. One comes up inside a hollow stump, which allows the leprechaun to keep an eye on the road. These tunnels are crude, and are filled with hanging roots and stones. At the center of this warren is the mound which contains the main chamber of the lair.

The main section of the leprechaun's home is quite comfortable and pleasant. A woven rug lies on the floor and a roughly carved table covered by a fine linen cloth and four small chairs sit to one side. There is also a trunk for storage and a bench. A huge cross-section of tree roots, around which a working hearth has been erected, make up the opposite wall. There is a ladder to one side of the hearth, leading up into the tree, which is used to keep an eye on the area. This is also an escape route. Off to the north is the bedroom and to the south is the small entryway that is the lair's main entrance.

Above the hearth are two shelves lined with a series of odd bottles, jars, and tins. Among the many potions contained in these jars are ones for *growth*, *healing*, *human control*, *treasure finding*, a blue potion (used for *shrinking*), and some powder which acts like a *sleep* spell.

At the Inn

Every night, after all are supposed to be asleep, the doorway to the cellar slides open and a small figure steps out. The room is dark, but the figure has no trouble making his way directly to the food and wine. He takes his time eating, after which he will explore the remainder of the inn.

Should the PCs make any noise before his arrival, there is a 50% chance that the leprechaun is scared off for the evening. If prepared, the PCs may attack the small man at any time.

Leprechaun: AC 8; MV 15"; HD 1; hp 5; #AT nil; Dmg nil; THACO 20; the leprechaun has a number of spells at his disposal, which he uses frequently to confuse his enemies. These spells allow him to become *invisible* at will, *polymorph non-living objects*, *create illusions*, and use *ventriloquism*. All spells may be used as often as the leprechaun wishes. The leprechaun is highly intelligent and can never be surprised; AL N.

This leprechaun loves a good donnybrook and is unlikely to run at first glance of the PCs. He will stay and bedevil the group as long as it amuses him. Should the battle turn, he will retreat, leaving his hidden door open behind him.

If captured, the leprechaun cheerfully introduces himself as Seamus Callahan. He is a great faker who can call up any emotion. Even at his most insidious, Seamus keeps a smile on his face and a lilt in his voice. He claims to be a midget or small human, professing to have no magical abilities. Any number of spells, including *detect magic* or *detect lie*, can be used to determine that this is untrue.

Once his identity is revealed, the lepre-

chaun offers to grant a single wish in exchange for his release. If the PCs agree, the DM should have Seamus grant the wish in as literal and *tricky* a manner as possible. For example, if the party wishes for a horse, their most powerful weapon may be transmuted into a horse. The DM must be sure that the wish is granted in a manner compatible to the leprechaun's abilities. Once a wish is granted, the leprechaun is free, whether the party releases him or not. The PCs may then attempt to recapture him.

After the offer of a wish, his next tactic is to claim poverty. He pleads with the PCs that he has been ostracized from his prank (correct group name for ten or more leprechauns), and hasn't a gold piece to his name.

If the PCs don't believe his claims, they may demand that the leprechaun give them his gold. After trying for convince the PCs that they have his entire fortune, Seamus reluctantly leads them to the wine cellar to reveal his hidden door. Opening this, Seamus invites the PCs into his private tunnels. Saying "Well, you're too much for me," he seems resigned to let the PCs have their way.

While captive, Seamus plays along with the PCs. However, he's always on the lookout for an escape. Once freed, Seamus will turn *invisible* and make a dash for the stairs leading to his secret door. He is in such a hurry that he will not bother to close the door behind him.

Behind the Door

The doorway that conceals Seamus's tunnel measures only 3' in height. Halflings and dwarves should be able to push inside, but any other races are too tall to fit. Other races may be able to crawl in, though weapons like longstaves, bows, and swords will be useless in the confined area.

If the characters arrive at the doorway with Seamus in tow, it is closed. Anyone in front of the doorway stands a 75% chance of being struck by either of two arrows which fly out as the door swings open. "Oops! I forgot to turn off the alarm system. Sorry about that," the leprechaun smiles.

The characters are led on a tortuous crawl through the tunnels. A trap is rigged halfway through each tunnel; the trigger in the floor is weight activated. If anyone over fifty pounds moves across the flat area of smooth dirt, two sets of spiked boards will push out through either wall of the tunnel. The spikes cause 3d6 points of damage to anyone caught on them. The principle of this trap is the same as a bear trap.

With his light weight, Seamus can walk over the trigger safely. However, the din has obviously been smoothed, so there is a 75%

chance of a PC noticing a difference.

Other than the trap and natural obstacles like rocks, low hanging roots, and occasional seepage, the tunnels are empty.

The end of the tunnel opens up onto a small chamber. This chamber is six feet in diameter and may provide relief for some cramped PCs. In one corner of the chamber is another doorway, which has been painted bright green. This doorway is only two feet high. It is impossible for any but the shortest halflings to enter. A gleaming pot of gold sits at one side of the door.

This gold is an illusion, used to tempt adventurers. If the PCs release Seamus, he bids them a hearty farewell, laughing at having been beaten by this group and wishing them luck as they crawl back through the tunnels. Once the PCs are on their way, the gold fades within six turns.

Should the illusion be revealed while the party still holds the leprechaun, he confesses that another pot of gold is hidden nearby. He then shows the party which rock to roll away from the din wall. A pot of gold is revealed in a hole behind the rock. This is indeed real gold (260 g.p.). Seamus does not tell the party that this gold has a curse on it. This gold can never be spent, because it actually belongs to a family of fairies, from whom the leprechaun appropriated it.

This means two things to the PCs. Whenever they spend these pieces, the gold always returns to their pouches. Should they divide it, all the gold returns to the PC holding the majority of the pieces. The gold can easily be gotten rid of, if the PCs part with all of it willingly. The curse can only be noticed by a *detect magic* or *true sight* spell. Any merchants or others with whom the PCs trade become outraged when the gold disappears. The merchants may even take after the PCs, demanding a new payment.

Secondly, should the party ever come in contact with a tribe of fairies, the fairies will demand to know how the PCs came into possession of this gold. They won't take kindly to any non-fairies in possession of said gold. There is a 20% chance that a member of the appropriate family will be in any tribe of fairies the PCs encounter.

Anyone trying to open the green door finds it locked. No amount of wizardry or work with a lock pick can open it. Seamus, though, will open it without hesitation. Inside, the PCs get a glimpse of his cozy home. They may wish to enter, but most will be unable to fit. Seamus has the solution, since he likes to entertain and often has bigger folk in for tea. If the PCs allow it, Seamus enters his room, returning with a vial full of blue liquid. He offers it to

the PCs to drink, saying this will get them inside.

Those who are reluctant to drink must wait outside. Seamus makes a show of being insulted should the PCs refuse his generosity, saying they'll embarrass him by not sharing a drop. Should the PCs insist, the nondrinkers may watch through the doorway. Anyone with a *shrinking* spell may also enter the room without drinking.

Those who drink shrink down to half of their original size. If that isn't enough, they can take another sip. These PCs then shrink to half their new size. Only the character shrinks. No weapons, armor, or other goods shrink along with the PCs (except their clothes).

Seamus assures the PCs their items are fine and they have no need of weapons now that they've all become friends. He then invites the PCs to sit as he sets about making tea on the hearth. He also has wine on hand for those who want it.

Each PC gets whatever drink he requests. The first drink is quite tasty and the host sets up another round. This second round causes the PCs to shrink again. There is only a 30% chance the PCs will notice they've shrunk, as Seamus uses his powers of illusion to make everything around them shrink. In this way, the PCs maintain a spatial relationship with the rest of the room. The shrinking is not an illusion.

Seamus sits with the party, making pleasant talk. Each new drink causes the PCs to continue shrinking, until they are approximately six inches tall. When this occurs, Seamus takes a glass jar from one of his cupboards. Next, he allows the illusion to fade, leaving the PCs in confusion. Seamus then scoops up the miniature PCs and tosses them into the jar.

Once the PCs are his prisoners, Seamus ignores their pleas. He is not likely to heed any offers of wealth or treasure, since he can already take all the valuables they dropped while shrinking.

Seamus plans to sell the PCs to a wizard he knows for gold. He puts a special cover, with plenty of air holes, on the jar and places it atop the hearth.

There are several options open to the PCs. They may have a wizard among them who has some spell that will do the trick. Or they may be able to tilt the jar and break it open. This is very dangerous, though, since the PCs run a great risk of being killed in any fall or cut by the glass.

Any PCs outside the room won't notice the shrinking until it is too late, due to Seamus's powers of illusion. Once Seamus bottles the others, the PCs outside will realize what has occurred. They may try to attack by swinging

their arms into the room, but they will be unable to enter to rescue their friends. Seamus leaves through a different doorway, taking the jar with him.

Of course, the PCs in the room may catch on and battle with Seamus at any opportunity. This combat should be conducted in the normal manner, with considerations made against those who have been shrunk and may not have full proficiency with their larger weapons.

Should the PCs be victorious, Seamus takes his loss good-naturedly. He returns the PCs to their normal size by using a *growth* potion kept in one of the jars above the hearth.

Seamus is unafraid of any pain that the PCs may inflict. Only by threatening to force-feed him the blue liquid can the PCs scare Seamus into revealing his true treasure. If Seamus is forced to drink any of the blue liquid, he shrinks and vanishes.

The leprechaun's treasure is concealed in a secret compartment beneath the trunk, reachable only by lifting the entire trunk straight up. When the PCs first look in the compartment, they see a pit of writhing, spitting snakes. This is an illusion, which can be overcome simply by reaching into the hole.

Within this hole is Seamus's entire fortune, consisting of: 400 s.p., 350 e.p., 250 g.p., 25 p.p., 3 sapphires (120, 105, 80 g.p.), 1 emerald (390 g.p.), a gold bracelet (100 g.p.), and a *bag of tricks*. Also included here would be any items stolen from the PCs during the set up of this encounter.

Conclusion

If he is still alive, Seamus shows the PCs out through the orange front door at the north, nor the one by which they entered. He hopes to prevent the PCs from regaining their valuables and equipment, which he will keep. If the PCs point this out, Seamus smiles and apologizes. He then leads them out through the green door where all their items are waiting for them. Once all the PCs are out of doors, Seamus is free of them. The door disappears and the PCs have only a 10% chance of finding their way back in. They may exit freely, crawling through the tunnels back to the inn.

The innkeeper, grateful for his release from the leprechaun, rewards the PCs with 150g.p.

Once his real treasure is uncovered, Seamus is defeated, but he won't forget that the PCs have beaten him. This may come back to haunt the PCs some day. Seamus will turn *invisible* and use all his powers to create ill luck for the PCs. He will follow them for some time, even for months, causing bad things to happen at the worst possible moments.

Minotaurs (8)

by Robin Jenkins

Terrain: Forest

Total Party Levels: 30 (Average 5th)

Total Magic X.P.: 2,900

Total g.p. X.P.: 2,855

Monster X.P.:

Kill: 7,515 Defeat: 5,636

Retreat: 1,879

Set Up

* In the city, the players learn of two paths through a nearby forest. They are advised to follow the right fork only. Although the left route is the shorter of the two, it is no longer used for transport. The locals warn that death will befall anyone who travels the shorter of the two paths.

* While traveling along an overgrown path through the forest, the party comes across a second abandoned path which turns in a sweeping curve to the south. If the characters investigate this route, they find that it winds into the forest for quite some distance, and that it appears to proceed more directly through the forest than the previous route.

* A local lord calls upon the party to investigate the cause of a rash of recent disappearances in the farmlands surrounding his castle. The players will be paid handsomely (1,000 g.p. each) if they can find the cause and put an end to these disappearances. Of course, the lord will expect to see some proof of success.

The Lair

The forest has often been the source of much trouble for the outlying farmlands and the village; throughout the past 10 years, there have been numerous disappearances from each. No less than 60 villagers and farmers have disappeared from the area in the past; the majority of these disappearances were blamed on wolves and other animals. Recently, however, the disappearances have become more frequent: within the past couple of months, as many as 30 people have disappeared — not to count the unknown number of travelers who may have met with misfortune on the forest path. In the past, there were no organized efforts to discover the cause of the disappearances; the recent increase, however, has sparked some concern amongst the locals. In the village, curfew has been called to protect the townspeople. In the rural areas, farmers have taken great efforts to protect their families and their livestock. Two weeks prior, a party of ten local men were deputized to find the cause of the disturbances; none of the party returned. Efforts to form another

group have met with disapproval in the village; the townspeople are fearful that they might not come back from such an expedition. In this respect, the party will find itself in great demand.

Unbeknownst to the villagers, the forest has become the habitat for a group of minotaurs; it is they who have caused the recent surge in disappearances in the area. Living in the brambles in the center of the forest, the minotaurs have found for themselves the perfect environment for their existence: a labyrinthine habitat with a reasonably accessible source of food nearby. The minotaurs have formed a small communal group of eight within the twisting paths of the brambles, and have grown quite comfortable in their new abode.

The forest is very thick with trees and undergrowth, making travel slow and somewhat difficult. The main path through the woods has fallen into disrepair in recent times; the locals do not use it, choosing to circumvent the forest altogether in the event of travel. Consequently, the party will find themselves capable only of travel on foot through this terrain; horses will not be able to make the journey, although smaller pack animals may be of some assistance.

The Spider's Web

The path becomes overgrown with a silky substance that is very difficult to move through, requiring a slash from a sword to clear the substance from the path. The substance becomes thicker as the path continues; looking overhead, the party will notice that the silky fibers stretch in a number of layers. Any movement of these fibers will alert the inhabitants of the web — 5 giant spiders — that someone is coming for dinner. The spiders will attack by dropping on the party from above. If more than half of the spiders are killed in battle, the remaining spiders will attempt to escape into the hidden folds of the web high above.

Giant spiders (5): AC 4; Move 3" *12"; HD 4+4; hp 24, 24, 23, 20, 18; #AT 1; Dmg 2-8; THACO 15; SA poisonous bite; SD nil; AL N

The Deserted Cottage

Along the path, the party discovers another path which strikes off from the original and heads to the south. Following along this route, the party comes across a deserted cottage about a mile down the path. This one-story building is covered with ivy and brambles, both of which wind about the vacant structure. A weather-beaten sign hangs from one chain in front of the cottage; it

reads, "The Sacred Bull Tavern." To all appearances, the cottage has been vacant for sometime; the windows (or what is left of them, at least) are covered with dirt and cobwebs. The remains of a front door hangs in splinters from rusted, broken hinges. Closer inspection of the building's interior reveals a scene of utter destruction: furniture and furnishings lie about the rotted hardwood floor in pieces — the mute suggestions of a dated conflict. Amidst the remains of tables and chairs lies the hilt of a sword; in the dust beside it are the shattered remnants of its blade. Shredded articles of clothing lie within the dust; beneath these shreds is a curious piece of bone resembling the point of a bull's horn. Approximately 1" in length, this article is brown and white, and still maintains a degree of sharpness at its point. There is nothing else of importance on the premises.

The Thorny Maze

Further along, the path becomes constricted with brambles. At first, these thorny sinews appear sporadically, and are easily circumvented. Deeper into the woods, however, the path becomes obscured by the briars, and eventually becomes impassable. Off to the right is the beginning of a narrow footpath (3' feet wide at most) that picks its way jaggedly through the thorny overgrowth. As this route progresses further into the forest, the brambles grow thicker and thornier. Into the thicket, the path continues.

At this point, the brambles have grown into thick, sinuous branches nearly a foot in diameter. They seem nearly infinite in length as they wind confusingly around trees and bushes, intertwining with other branches at several points. Large thorns — some up to 6" in length — line the branches as they coil about the trunks and limbs of trees. The brambles intertwine at numerous points and wrap around the trees in thorny knots. For the most part, it has become impossible to see through the briars because of their density. The characters will note that the sinewy branches have begun to grow over the path, creating a tunnel through the thicket. Further along, the path begins to take on the appearance of a corridor as it winds randomly amidst the thorny growth. By this point, the path will have become so overgrown and dark that it will be impossible to see without light or some other means of enhanced vision. Upon lighting a torch (or similar), the characters will become aware of several large hoof prints in the dirt before them. These hoofprints are accompanied by furrows in the dirt — prints which suggest that something (or someone) was dragged along this path.

As the path continues deeper into the brambles, it becomes harder and harder to sense direction. At several points, the path winds erratically through the thicket, striking off at sharp angles and doubling back on itself repeatedly. Close scrutiny of the brambles alongside the path will show the cross-sections of a number of clipped branches — evidence of an unnatural upkeep. At no point is the path any less or any wider than 3'; likewise, the "ceiling" of this winding corridor is never any lower than 8' high. Though uneven, the ground is free of any branches.

The path through the briars eventually comes to a fork. Since cardinal directions are not applicable, the DM is advised to refer to the path directions as "right" and "left," "forward" and "backward." From this point onward, the accompanying map illustrates the structure of the thorny maze. Paths that come to a dead end come to a wall of thorns. All other paths lead eventually to the center room of the minotaur lair.

In the heart of the maze is a large, open area. Overhead, the brambles grow thin, revealing the intertwining branches of the forest trees. In the center of the open area is a large bramble bush 20 feet across and nearly 10' high; this bush obscures the other side of the open area. The ground in this area is littered with human bones

and skulls, many of which have been gathered into piles at the extreme edges of the lair. The path through which the characters enter the open area will determine their relative position therein; this will also determine what other areas are visible to the characters. Behind the wall of thorns, 1 to 6 minotaurs will wait to spring upon the characters. Any minotaurs not in this section will be in the various smaller lairs adjacent to this central room.

Minotaurs (7): AC 6; Move 12"; HD 6 + 3; hp 37, 37, 34, 33, 32, 29, 27; #AT 2; Dmg 2-8 or 1-4/by weapon type; THACO 12; SA nil; SD surprised only on a 1; AL CE

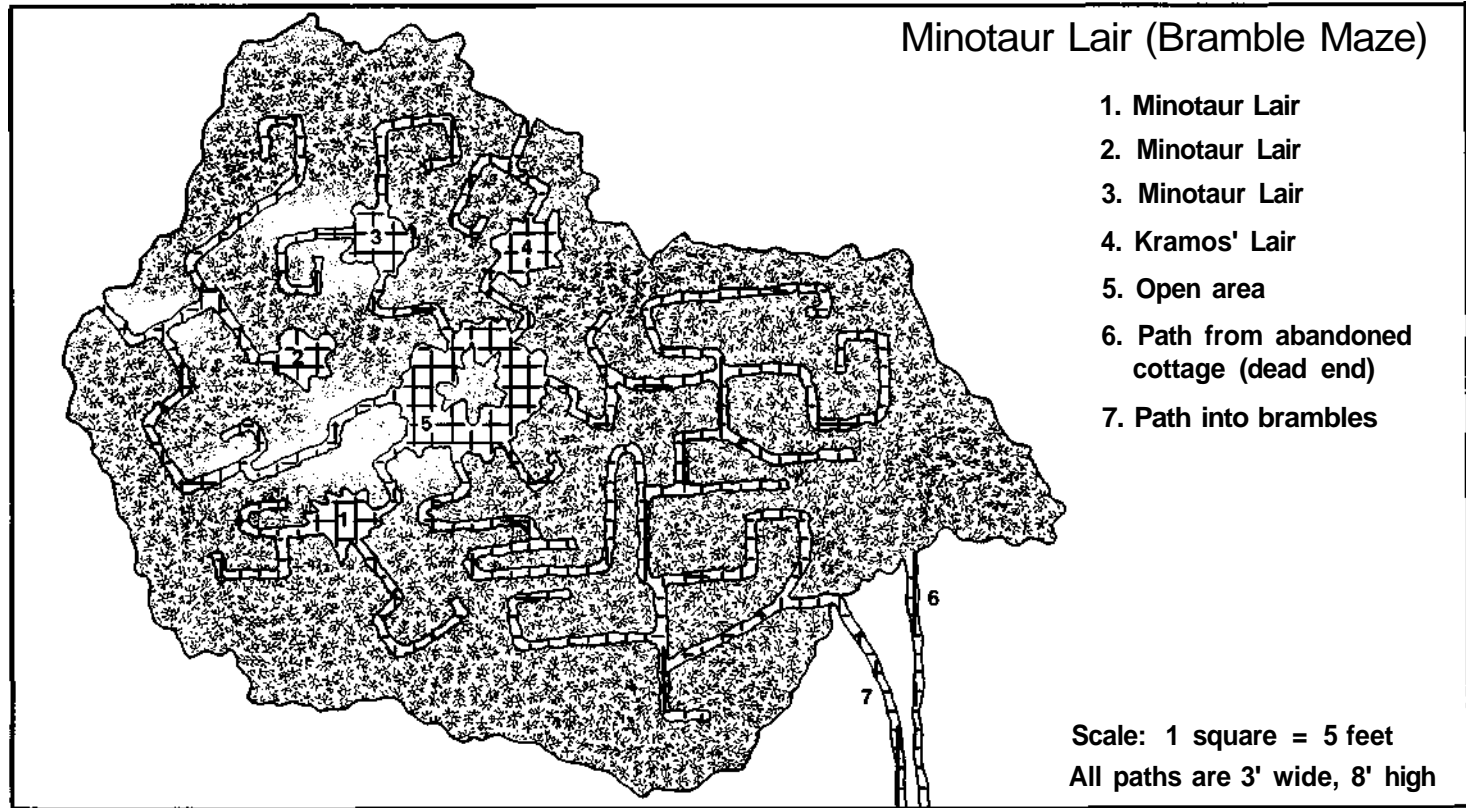
The minotaurs in this section will fight to the death. Any noise made during combat will alert the other minotaurs hiding in wait in the later sections of the maze. These creatures will remain in hiding until the characters enter the room or until there is a possible chance of sneaking up on the party from behind from another part of the maze. The minotaurs rely heavily on their keen sense of smell to alert them of the party's proximity; once within reach, the minotaurs will attack in an attempt to surprise the remaining characters.

The leader of the minotaur tribe, Kramos, is the largest, strongest, and most cunning of the creatures. Kramos is strongly muscular, and has two very sharp brown and white

horns. Close examination will show that one of the horns is shorter than the other, and bears a few deep nicks. Kramos' horns are adorned with metal bands (10 g.p. worth each) and are used frequently in combat. Kramos will remain in his den until the fighting is over (see accompanying map). Kramos remains in wait for the party to enter and then surprises them as they come into the area. If taken below 75% of his hits, Kramos will retreat into the briar maze in hopes that the characters will follow. Herein, the minotaur will attempt to surprise the characters again. If the odds are overwhelmingly against Kramos, he will retreat through the exit at the opposite end of his den and run into the forest and return to his lair at some later point.

Kramos (1): AC 6; Move 12"; HD 6 + 3; hp 46; #AT 2; Dmg 2-8 of 1-4/by weapon type; THACO 11; SA Kramos has acquired a *battle axe +1* in his marauding; though he doesn't understand the weapon, he uses it nonetheless; SD surprised only on a 1; AL CE

Inside the various lairs, scattered amongst the bones of victims and the belongings of the minotaurs are the following items: 7,000 c.p., 6,000 s.p., 2,000 e.p., 8 gems (1500 g.p. worth), 2 gold bands (20 g.p. total), a *potion of flying*, a *ring of water walking*, *gauntlets of dexterity*, and Kramos' *battle axe +1*.



The Mad Oriental Monk (1)

by Warren Spector

Terrain: Forest
Total Party Levels: 48 (average: 8th)
Total Magic X.P.:
Total g.p. X.P.:
Monster X.P.:
Kill: 8867 Defeat: 6650
Retreat: 2195

Set Up

* Jalan is a tiny village with but one thing to set it apart from every other tiny village in Kara-tur—a temple of unsurpassed beauty, located atop a mountain near town. Recently, a mad monk took over the temple and he won't allow the townsfolk to worship there. In fact, he plans to destroy the temple and build a great monastery on the site.

At first, the townsfolk tried to appease the monk—they even offered to help build a monastery elsewhere but the old coot wouldn't listen. Village champions sent to throw him out of the temple were all defeated. The head man of Jalan has spread the word that the town's greatest treasure—a Holy Word scroll—will be given to anyone who can get rid of the monk. Any treasure or magic the town's champions find in the temple is theirs to keep.

* The party seeks food and rest at a monastery. After a simple meal and a good night's sleep, the monastery's Grand Master of Flowers asks for the PCs' aid: the Master of Spring, Ts'ai Ts'ao-Shu, went mad some months earlier and disappeared. Since then, he has caused untold grief to those in the surrounding area. All those the Grand Master has sent to subdue or, if necessary, kill him, have themselves been defeated or killed. He offers the PCs a Holy Word scroll and any possessions the mad monk may have acquired if they can succeed where others have failed.

The Monk

Ts'ai Ts'ao-Shu is a 16th level monk renowned for his wisdom and compassion. Just as he seemed ready to reach true enlightenment and become Grand Master of Flowers, he went mad. His fellow monks tried to restrain him, but in his madness, he tore free of their hold, and stormed off into the night. When last seen, he had taken up residence in a shrine to Kuan Yin, the Goddess of Mercy, near the town of Jalan.

In actuality, Ts'ai Ts'ao-Shu didn't go mad; he was possessed by a Kuei, the spirit of Tai Zhong, a 9th level monk whose geomantic evaluations indicated he must create a monastery on the site of Jalan's Temple—never mind

that such a course would bring the wrath of the gods down upon the people of Jalan. He would not be deterred from this selfish course of action.

Before he could bring his plans to fruition, however, the townsfolk descended upon him and killed him. Even death couldn't stop Tai Zhong, however, for he returned to the Prime Material Plane as a Kuei. Realizing he needed the powers of one more skilled than he had been, he possessed Ts'ai Ts'ao-Shu, began attracting followers, and set out to create his monastery—the people be damned!

The Lair

Temple of Kuan Yin

The possessed monk's new home is surrounded on three sides: behind it, a mountain rises; on either side, rolling hills stretch to the horizon. The clearing in front of the temple ends in a sheer precipice and provides a magnificent view of the sea far below.

In order to reach the temple, the PCs must go around the mountain and follow paths through the hills, approaching from either side. Climbing the mountain in order to approach the temple from behind is possible, but difficult and time-consuming.

The temple itself has a large main hall and, above it, two terraces. (Use the temple diagram on page 143 of the *Oriental Adventures* book.)

The Clearing

As the players enter the temple clearing, they see eight monks sitting cross-legged on the ground before the shrine. The monks are chanting softly but the players can't understand a word being said. Owls flit about overhead, seemingly responding to the monks' voices.

Upon seeing the party, the monks cease their chanting and rise. The owls fly off to roost in the first terrace of the temple. A successful Intelligence check at this point reveals the presence of a shadowy figure on the upper terrace—the possessed Ts'ai Ts'ao-Shu.

Ts'ai Ts'ao-Shu, the monk: AC -2; MV 30"; HD 16; hp 57; #AT 5; Dmg 4d8+1; THACO 10; SA see below; SD nil; AL L.

S 15; W 17; I 14; D 15; Co 15; Ch 15; Com 15.

Possession has done nothing to dull Ts'ai Ts'ao-Shu's abilities: his ki halves damage from magical attacks and, if he makes a saving throw, he takes no damage at all; he can speak with plants and animals; takes no damage from falls of 30 feet or less if he's within four feet of a wall; immune to diseases and poisons, as well as to *haste*, *slow*, *geas*, and *quest* spells; can feign death; heals quickly (2-5

+ 16); resists *charm*, *hypnosis*, and *suggestion* spells (130%) and *ESP* (62% chance); defends against telepathic and mind blast attacks as Int 18.

In addition, he has the following abilities: Open Locks (97%), Find/Remove Traps (95%), Move Silently (99%), Hide in Shadows (99%), Hear Noise (50%), Climb Walls (99%), and Surprise (4%). His five proficiencies are Religion, Calligraphy, Animal Handling, Reading/Writing, and Tea Ceremony.

Ts'ai Ts'ao-Shu is a master of Tenjin-Shinyo-Ryu, a school of jujutsu noted for hand and foot attacks against vital points, as well as immobilization methods, and strangulations. Ts'ai Ts'ao-Shu knows all Lock and Vital Area special maneuvers in addition to Missile Deflection! He is proficient with boku-toh, but usually fights without weapons. If he uses a weapon at all, it's likely to be a foot-long, metal-tipped calligraphy brush—called a Pan-Gwan-Bi, or "Justice Brush." (Treat this like a +1 jitte without the hook. It does 1-4 + 1 damage (+8 for Ts'ai Ts'ao-Shu's level bonus) and is worth 30 yuan.)

The monks on the ground warn the PCs to leave, saying "This is the future site of Ts'ai Ts'ao-Shu's monastery—none but his followers may set foot here." If the PCs leave, the monks return to their chanting. If the PCs remain or make any aggressive move, they prepare to do battle.

Monks (8): AC 6; MC 17"; HD 3; hp 11; #AT 2; Dmg 1-8; THACO 20; SA know Tenjin-Shinyo-Ryu (described above). Each monk knows the Missile Deflection, Pain Touch, and Choke special maneuvers; SD nil; AL LE.

If four monks are killed, the rest will flee into the main hall of the temple. Ts'ai Ts'ao-Shu, watching from above, will call up reinforcements—a pair of Giant Owls. Then the mysterious figure on the terrace disappears into the shadows within the shrine. As soon as he disappears, the Giant Owls swoop down from the terrace and attack.

Giant Owls (2): AC 6; MV 3"/18"; HD 4; hp 21; #AT 3; Dmg 2-8/2-8/2-5; THACO 13; SA surprise on 1-5; SD nil; AL N.

The Main Hall of the Temple of Kuan Yin

The player characters can run inside the temple immediately—the owls won't follow, but they will be waiting whenever the PCs reach the first terrace. (If the PCs don't investigate the terraces, the owls will attack as they leave the temple.) If the PCs stay outside and fight, the owls will fight to the death.

Whether they defeat the owls or run away from them, the PCs enter the temple by

climbing a low, wide stairway leading up to the main hall. The lighting is poor inside. The smell of incense is strong. All is still and the temple appears to be empty—the surviving monks must be hiding.

Dominating the temple is a large, centrally-located altar. Atop the altar is a large statue of the goddess Kuan Yin. Before the statue is a low table out of which pokes a single, large stick of incense. This isn't ordinary incense; if lit, the stick will act like an *eversmoking bottle* (described on page 143 of the DMG).

Against the left wall is a shrine to Hua Tuo, the God of Medicine. Before the shrine is a tea set which fills itself once each day. The tea acts like a *cure light wounds* spell—enough to cure each member of the party once each day. It is worth 20 ch'ien. Against the right wall is a shrine to Kuan Di, the God of War. Before this shrine is a *drum of thunder* (page 134 in the Oriental Adventures book). As soon as the PCs approach the central altar, one of the hiding monks leaps from behind the Kuan Di statue and begins beating it. (The effect is of a *drum of panic*.)

At that, the rest of the remaining monks leap from hiding—one from behind the statue of Hua Tuo and two from behind the statue of Kuan Yin—and attack the charac-

ters, this time with boku-toh.

The First Terrace

A set of stairs to the left of the large altar leads to the first terrace. If the PCs didn't take care of the *giant owls* in the clearing encounter, the bords will attack when they reach the top of the stairs. If the owls were killed earlier, the PCs can take their time and search this level or go immediately to the upper terrace.

This terrace is littered with scrolls, leaves, scraps of cloth, pieces of paper, and assorted junk, some brought by the people of Jalan, some by the roosting owls. Some of the items hidden away among the trash are special: half an hour of searching uncovers two copper coins. An Intelligence Check reveals that these are part of an *eight diagram coin set*. An hour more will uncover the rest of the coins. One more hour, and the player characters find *paper offerings*.

The Upper Terrace

Climbing the stairs to the upper terrace, the PCs will find Ts'ai Ts'ao-Shu pacing back and forth. He babbles madly as he paces, and though there is no one else on the terrace, the PCs can clearly hear two voices, two people talking. The monk seems to be arguing with himself about the

monastery he will build on this site:

"It must be built," he says.

"But at what cost?" the second voice responds.

"What matter, the cost?" says the first in disgust. "How did a weakling like you come so close to enlightenment?"

And so on.

Ideally, the PCs will figure out that the monk is possessed. There are three ways to drive a kuei out of a possessed body: exorcism, completion of the task which brought the spirit back to the Prime Plane, and the death of the host body.

If the PCs don't get the picture and simply fight Ts'ai Ts'ao-Shu/Tai Zhong, the kuei will leave its host body when the monk is reduced to 5hp. At that point, the kuei will attempt to possess the most powerful player character and flee. If captured, he will attempt one more possession (his third, and last, of the day). Only if it appears that this last body will die does Tai Zhong fight in his own, ethereal form.

Tai Zhong, the Kuei: AC -4; MV 18"; HD 3; hp 13; #AT 1; Dmg 1-6; THACO 16; SA possession; SD immune to *ESP*, psionic attack, *charm*, *enchantment*, *illusion*, and water spells; immune to ordinary fire and cold—magical fire and cold do half damage; AL LE.

Ninja (3) (Oriental Adventures)

by David Cook

Terrain: Forest or mountains

Total Party Levels: 24

Total Magic X.P.: 7700

Total g.p. X.P.: none

Monster X.P.:

Kill: 13,597 Defeat: 15,000

Set Up

* One of the player characters is a dangerous obstacle to a sinister lord. Ninja seek to subtly destroy this player character while the character travels on the road.

* While headed through a wooded area in the mountains, the party is befriended by an ancient samurai hobbling along a path. His wretched servants have abandoned him and he looks obviously nervous about something. The old samurai is the target of a ninja plot.

The Lair

Sunk far into the desolate woodlands is the home of a poor and simple bamboo cutter—or so it would seem. Here, well away from prying eyes and unwanted attention, live the Imose family: a stooped and aged father; his middle-aged wife; and their son, who is little more than a boy. They live here not for the seclusion and quiet peace of the woods, but so they can secretly practice their craft. Each of the Imose is a highly talented ninja.

Grandfather Imose, 13th level ninja/10th level wu jen: AC 7; MV 12"; hp 34; #AT 2/1 (with ninja weapons); Dmg by weapon; THACO 14; SA spells and ninja abilities; AL NE.

S 9; I 15; W 12; D 16; Co 8; Ch 14;

Spells: *animate wood*, *detect magic*, *drowsy insects*, *wall of fog*, *warp wood*, *bind*, *detect invisibility*, *enchanted blade*, *phantasmal force*, *feign death*, *steam breath*, *suggestion*, *melt metal*, *transfix*, *spirit self*, *water to poison*.

Proficiencies: Kiseru, blowpipe, chain, kusari-gama, kyoketsu-shogi, needle, nekode, ninja-to, tetsu-bishu, herbalist, iaijutsu (ninja-to), calligraphy, swimming, tea ceremony.

Equipment: Kusari-gama of quality, scroll of *protection from magic*, *ring of protection +1*, *seal of deception* and *all proficient weaponry*.

Notes: +1 to hit with kiseru, master of the wood/nature element, cannot bow to another, cannot smoke tobacco, must bathe daily; honor 14.

Ki power: +3 to initiative 1/day, cast one spell for maximum effect 1/day, hold breath for 13 rounds 1/day, walk across water 75' 13 times/day, and walk through 13' wall 1/day (only if no ki has been used).

Mother Imose, 8th level ninja/7th level yakuza: AC 9; MV 12"; hp 24; #AT 3/2 (with ninja weapons); Dmg by weapon; THACO 19; SA see below; AL NE.

S 11; I 16; W 11; D 15; Co 9; Ch 16

Proficiencies: Shuriken, kumade, ninja-to, shakujo yari, gaming, seamstress, weaver, music, cooking, flower arranging.

Equipment: *ninja-to of balance*, *four spike shuriken* +2, *potion of delusion* and *all proficient weaponry*.

Ki power: 1/2 damage from attacks seven times/day, hold breath eight rounds 1/day, walk across water 40' eight times/day.

Young Imose, 2d level ninja/3d level bushi: AC 4; MV 12"; hp 20; #AT 1; Dmg by weapon; THACO 19; SA see below; AL NE.

S 13; I 15; W 8; D 14; Co 14; Ch 10.

Proficiencies: Katana, pellet bow (specialized), metsubishi, kawanaga, reading/writing, weaponsmith, bowyer, armorer.

Equipment: *brigandine armor* +2, *potion of healing*, and *all proficient weapons*. Notes: cutpurse 26%.

Ki power: increase level by two for one turn 1/day and hold breath two rounds 1/day.

Ninja abilities useful to encounter:

	Hide in shadows	Move silently	Escape	Backstab
Grandfather	85%	95%	58%	x4
Mother Imose	49%	63%	38%	x3
Young Imose	15%	21%	14%	x2

The Imose have been hired to deal with the player characters or some companion accompanying them. If it is to be a player character, select the one most likely to have offended an important NPC. A player character with an abrasive and rebellious personality will do nicely. Otherwise, an NPC may be introduced to fit this need. The Imose have not been hired by accident. Though highly secretive, they have an impeccable reputation as perfectionists in their craft. Whoever wants the deed done has hired only the best. In addition, the Imose are conveniently based not far from the very trail the player characters happen to be taking.

The Imose intend to use a ploy which has worked quite well for them many times in the past. In his guise as a bamboo cutter, Grandfather Imose will attempt to persuade the player characters to rest at his humble house. Once the victim is lured there, Mother Imose will do her part. While Grandfather and Young Imose entertain their guests and allay their questions and suspicious natures, Mother Imose will prepare dinner. This dinner will be quite normal for all save the intended victim, whose food has been sprinkled with an extremely slow-acting and deadly poison. Such is the nature of this poison that the victim will not have any symptoms until approximately 16 hours after the meal. By this time the player characters should be well along their journey once more. Once the meal is finished, everyone will go to bed. The player

characters will be offered the choicest accommodations in the house. The next morning the family will see them off as the father returns to bamboo cutting. This plan leaves the companions little suspecting the bamboo cutter and his family.

If all goes according to plan, the player characters stand very little chance against these ninja. Indeed, if the ninja play their parts perfectly, the player characters will never even realize they have spent the night in this evil den! Therefore, the DM may find it necessary to give the players some subtle clues about the situation. The DM should do this only if necessary. These ninja are meant to be tricky and difficult, forcing players to rely more on subtle observation than brawn and brashness. Listed below are some of the things the player characters might notice if they are observant during their night's stay.

* There are several weapons kept semi-concealed, more than would be expected in a common peasant's house. (None of the weapons are ninja-related.)

* All the members of the family seem to move with an extreme grace and ease.

* Catching a glimpse of Mother Imose as she prepares to retire for the night, a character sees an elaborate tattoo across her back.

* For that of a simple bamboo cutter, the house seems quite well-kept and perhaps beyond the normal means.

The Old Man in the Forest

As the characters walk down the trail, they hear a faint "Tchok! Tchok!" Rounding the bend, they meet Grandfather Imose hacking away at a tall trunk of bamboo. He is a small, stooped old man, who is obviously exhausted by his work. He stops and watches the player characters with great interest as they approach. Hobbling over, he will begin talking to them, hoping to pass the time since it is late in the day. After some talk, he will discreetly suggest that the player characters stay the night at his humble house. It is, after all, getting late and the next village is still many hours away. His young son would be thrilled to meet valiant adventurers. If pressed very hard, he nervously admits that there may be spirits in the area and he would welcome the company of warriors. Grandfather is not above using his spells to encourage the player characters, particularly his *suggestion* spell. If he can persuade the characters, he will shoulder what seems to be a backbreaking load of bamboo and lead them to his house. Although he only seems to have a crude hatchet, Grandfather has his kusari-gama wrapped around his waist, several needles in the sleeve of his field coat, and his ninja-to hidden in a

prepared piece of bamboo. Any of these weapons can be readied within a round.

The Ninja House

Upon arriving at the house, the old man will call out loudly. Dutifully appearing to greet him come his wife and son. She is a strong-looking woman of age 40 or so, and she is genuinely pleased to see him. She will bow to the guests and then leave, hastening to prepare for them. The old man's son, who is barely 15, quickly helps his father store the bamboo and put away the equipment while he describes his day. Apparently the youth was studying at a local temple today, learning to read and write. Grandfather Imose greatly believes in the value of an education.

After these preliminaries, the player characters will be invited inside. Mother Imose will join the guests, bringing a jug of home-brewed beer, powdered tea, and a kettle of boiling water. Thereupon they will begin to entertain the guests and politely converse. Their talk is that of simple folk. If asked about the evil things haunting the woods, they apologize for their ignorance. They are not brave warriors. During the conversation, Mother Imose will prepare a dinner of rice balls, pickles, hot mustard, and vegetables. The victim's dinner is poisoned with the slow-acting drug. No effects will be felt for 16 hours. Then the character will suffer 40 points of damage each round for six rounds. After dinner, the guests will be given bedding and the best room. The family will sleep on the dirt floor of the cooking room. In the morning Grandfather will guide them back to the trail, thanking them for staying the night.

Emergency Measures

If the plan does not work, the Imose have several alternatives. First, Grandfather Imose will use his spells. The Imose have their combat abilities, and they will fight in the sneakiest and most effective ways. Their house is also fitted with several useful features.

A specially-fitted floor board conceals a compartment containing two ninja-to and the magical shuriken.

Entrances to secret passages are built into two pivoting walls and a trapdoor in the floor. All are connected by crawlways under the floor and through the rafters.

A panel on the veranda can be quickly opened, allowing the ninja to vanish by diving through the panel. It is spring-loaded to instantly shut behind the ninja.

Strings of five shurikens are hidden in the eaves of the house. They cannot be seen by normal observation and can be pulled down and used in one combat round.

Pseudodragon (1)

by Anne Brown

Terrain: Forest
Total Party Levels: 26 (Average 4th)
Total Magic X.P.: 5000
Total g.p. X.P.: 350
Monster X.P.:
Kill: 3200 Defeat: 2400
Retreat: 800

Set Up

* As the party travels down a wooded path, they discover the body of a young woman wearing the clothing of a magic-user. Judging from her possessions, she has not yet reached 4th level. The only item of interest which she carries is an old map which appears to be of this very path. It bears one word—"Porlan"—and a mark on the map looks as if it would be reached after walking about 200 yards, and then leaving the path for another 30 yards.

* The magic-user in your party recalls his master mentioning a fellow wizard named Porlan. One evening, while at a town pub, the party overhears a group of locals exchanging fascinating legends about Porlan. They are happy to supply directions to Porlan's cabin, which is about three miles outside of town, but add that no one has seen the wizard in over 15 years.

The Lair

Porlan was an old wizard who lived on this hillside for about 30 years. He kept to himself, but would sell healing and other potions upon request to townsfolk in exchange for gems, nonperishable food, or specially made clothing, weapons, and household goods. The townsfolk generally stayed away from Porlan, not out of fear of him, but out of fear of his strange possessions and the odd smells which escaped up his chimney. The last time anyone sought Porlan was 15 years ago and they returned terrified, claiming that they had been attacked by a small dragon. Very few persons have ventured near Porlan's cabin since then, and none have ever encountered the wizard.

Porlan has been dead for about 15 years. Before his death, he prepared his own grave to the north of his herb garden. On his deathbed, he summoned an *unseen servant* to handle his burial. He was buried with all his magical items of *protection* (sufficient to give him AC — 5), a ring which will be described later, and his spellbooks. His familiar, a pseudodragon, still inhabits the cabin, and possesses a *ring of protection* +3, which was designed for him by Porlan many years earlier. There is no way for the party to learn of

Porlan's final resting place.

Porlan's cabin can be found only by following the map or with detailed instructions. The cabin is set into the side of a hill, revealing only the first 8 feet of the small house. There is a small window on each side of the house, about 7 feet off the ground. The roof slopes toward the front door, and the peak of the roof is approximately 11 feet high. An overgrown brick chimney rises out of the roof at the east side of the building. The front door is round and is 6 feet in diameter, and faces due north. Most of the structure is covered by vines and plants, and two huge, ancient pine trees stand at either side of the front door, about 15 feet apart. They help to obscure the building as well as to protect it from the wind.

As the party approaches the dwelling, they can also make out what used to be an herb garden. It lies to their right, and was once a neat octagon, but is now overgrown and weedy.

Any knock on the door will be greeted by silence. An attempt to look into either of the *wizard-locked* windows will yield nothing, for they are too dirty and overgrown to see through. The only visible way into the small house is through the front door, which is also *wizard-locked*.

Once inside, the party will find themselves in a small sitting room, 12 feet wide and 10 feet deep. It contains a fireplace on the east wall and typical living furnishings, but nothing of particular interest. The back wall is made of solid wood paneling, about 4 inches thick, thus making it difficult to determine by knocking whether a room lies behind it. A secret door in the form of a sliding panel is placed in the east end of the paneling, near the fireplace.

The secret door leads to Porlan's larder. Here he stored food, cookware, and other possessions. The room is only 8 feet square, but has a counter and cupboards along the south wall, and a table and four chairs in the center of the room. Some of the food is spoiled, but some is fresh, and it is quite obvious that someone or something has been here recently.

There is another secret door on the west wall. This door leads to a winding, circular stone stairway leading down. The stairway is lit by a 1-foot-diameter circle on the ceiling, which must have had *continual light* cast upon it at one time. At the bottom of the stairway is a closed and *wizard-locked* round door. A torch of *continual light* hangs on the wall to the right of the door.

The stairway is only about 5 feet wide, forcing party members to descend single-file. There is nothing unusual about the stairway, but it is exceptionally smooth and well-made. Once the PCs reach the bottom, last member

of the party will be attacked by a trapper.

Trapper: AC 3; MV 3"; HD 12; hp 60; #AT 1; Dmg 4+ victim's AC; THACO 9; SA 95% undetectable, smothers victim in 6 rounds, victim cannot use weapons; SD partial immunity to cold and fire (half or no damage); MR standard; AL N. If the trapper is killed and the body moved, the party will discover its treasure: 100 g.p., a 250 g.p. sapphire, and a clerical scroll of *neutralize poison*.

If the party manages to open the round door, they find Porlan's laboratory. The only light in the room is another 1-foot-diameter spot of *continual light* on the ceiling in the center of the laboratory. This spot was meant to serve as a night-light for Porlan. On each of the four walls Porlan had also installed three torches of *continual light* about 5 feet high. Each torch is equipped with a black cloth bag so the torches may be temporarily extinguished if desired. When the party reaches the laboratory, all of the torches will be covered.

If the party could see the round doorway from the inside, they would notice a large, finely-crafted, wrought iron ring encircling the doorway. Carved onto the ring are various magical symbols as well as tiny figures of both humans and animals. This ring was one of Porlan's elaborate creations. It is a huge *ring of shrinking*, which Porlan created using the reversed *enlarge* spell. The ring is activated by any creature stepping or flying through it. There is no saving throw against the effects of this ring, but *dispel magic* will neutralize its effect temporarily. Creatures are shrunk from their normal height *in feet* to their normal height *in inches* (thus, a five-foot-tall human would become a five-inch-tall human). The effects will last until 24 hours after a creature returns through the ring or until a *dispel magic* is cast upon the creature. Any creature not returning through the ring will remain shrunken until one of these conditions has been met.

The ring also features a delayed action of the shrinkage of 1d6 rounds for each character. Porlan initiated this effect to confuse affected creatures and to gain the advantage of surprise. Any creature who is attacked on the same round as he or she is shrunken will be subject to surprise.

The ring's delayed action will allow characters to begin examining the laboratory. It also increases the possibility that characters may be separated when the shrinking occurs, and will need to re-group when attacked. Movement while in the shrunken state will be reduced from *feet/turn* to *inches/turn* for all types of locomotion.

Porlan, of course, needed to be protected from his own magical item. Both he and his pseudodragon owned and wore at all times a ring which would negate the shrinking effects. Porlan wore his ring to his grave; the pseudodragon still wears the other ring. The rings have no function other than that of negating the *ring of shrinking*, and therefore will have no resale value as a magical item.

Shrunken party members will suffer the following consequences:

- * Magical weapons only inflict 50% of damage rolled. Rolls to hit are not affected.

- * Normal weapons inflict only 25% of damage rolled. Rolls to hit are not affected.

- * Spells not requiring a material component operate normally. Spells which do require a material component are affected as follows: Range, 50% of normal; Duration, normal; Area of Effect, 50% of normal, except for spells affecting one creature or the magic-user, which operate normally. Damage inflicted by spells using material components is reduced to 50%.

- * Shrunken persons are more difficult to hit, and opponents therefore add 2 to their THACO.

- * Shrunken persons are easier to wound, and take an additional 50% on damage rolled.

- * Shrunken persons will have a 75% chance of hiding successfully. Thieves have a 95% chance.

Within 1d8 rounds of entering the room, two to five normal rats appear.

Rats: AC 7; MV 9"; HD 1; hp 2; #AT 1; Dmg 1-2; THACO 20; SA disease; SD none; MR standard; AL N.

The commotion caused by the ensuing battle wakens the pseudodragon, who is sleeping in what was once Porlan's bedchamber. He wakes within 1d6 rounds after the first two rounds of melee.

The pseudodragon: AC 2; MV 6"/24"; HD 2; hp 12; #AT 1; Dmg 1-3; THACO 16; SA poison sting on tail, hits at +4; SD chameleon power; MR 35%; AL NG. It attacks anyone entering the laboratory, which has been its lair since Porlan's death. As Porlan's familiar, its duty was always to protect its master's property, and the *ring of shrinking* was designed to give it an extra advantage. The party being attacked will feel as if they were attacking a normal dragon, since once they are shrunk the pseudodragon is three to four times their size.

The rest of the lab contains that which one might expect in a magic-user's lab. The wall opposite the round doorway is made up of rows of shelves holding herbs, flowers, spices, animal parts, and jars of various colored liquids. These items have not been used since Porlan's death and are therefore too stale and old to be useful. Similar items can be found on a long table which occupies the center of the room.

To the far left of the round doorway lies

Porlan's bedchamber. Rows of small drawers line the wall on either side of the door, about eight drawers across and 12 drawers down on each side. The drawers hold more herbs, candles, string, nails, various animal teeth, sealing wax, and other assorted odds and ends. If all the drawers are searched, the party will find one *potion of extra-healing* and one *potion of neutralize poison*. However, 5% of these 192 drawers have been trapped to release *dust of sneezing and choking* when opened.

A search of Porlan's bedchamber will yield a *ring of invisibility* which only works properly 50% of the time, and a *decanter of endless water*. The furniture, consisting of a bed, a night table, and a wardrobe, is very simple and the party finds nothing out of the ordinary. There is also a secret door leading to an underground tunnel which in turn leads to an escape hatch above ground, but tree roots and cave-ins make it impassable.

The party must be extremely creative about searching the room in their small size, and needs to make use of climbing and mountaineering skills. PCs should also exercise caution, for a fall from the table or shelves will almost certainly be fatal. The party might also opt to search once they have returned to normal size, making use of the pseudodragon's *ring of immunity* to enter the lab. The entire party may enter the lab by walking in one at a time while wearing the ring, and tossing it back through the doorway to the next character.

Shan Sao (18) (Oriental Adventures)

by Rick Swan

Terrain: Forest

Total Party Levels: 36 (Average 6th)

Total Magic X.P.: 2,600

Total Yuan X.P.: 5,494

Monster X.P.:

Kill: 4,372 Defeat: 3,279

Retreat: 1,093

Set Up

- * Several holy men went into the woods for a religious retreat but never returned. Their mangled bodies were found a week later. It is suspected that a group of shan sao who have been seen nearby are responsible. As this is a favored area for religious contemplation, it is hoped that the PCs will restore tranquility by disposing of the shan sao.

- * The PCs happen upon two elderly craftsmen on a country road in dire need of assistance. The old men eke out a living by making bamboo curtains and chests, but the bamboo grove which supplies them with most of their materials has been taken over by shan sao. The shan sao have threatened to kill them if they ever return. The men are too feeble to put up much resistance, and they plead with the PCs to help them.

The Lair

A group of shan sao, 12 males and 6 females, live in a bamboo grove a mile beyond a florid woodland. Three tigers share the lair and feed on unfortunate passers-by, recently including a group of holy men on religious retreat. The shan sao are unconcerned about these killings, but they fully expect retaliation soon.

On the Road

Although seldom traveled, there is a road through the forest leading to the bamboo grove where the shan sao have their home. The mile-long journey through the forest is an easy one.

When the PCs get within 300 yards of the bamboo grove, a flock of seven crows will follow them overhead. These crows are actually seven shan sao who have used *polymorph* to transform to this shape to watch for intruders. The crows will do nothing suspicious, and the PCs will have no reason to believe they are anything other than ordinary birds.

When the PCs are 200 yards from the bamboo field, the crows will land in the high branches of a tree near the roadway. Thick clusters of bushes line the roadway on both sides.

Once hidden in the tree, the shan sao will resume their normal forms and recover a cache of darts they have concealed in the branches. When the PCs walk by the tree, the shan sao will attack them with darts (seven darts in all per attack, distributed randomly among the PCs).

Shan sao (7): AC 4; Move 6"/15"; HD 4; hp 28 each; #AT 1 (dart); Dmg 1d3; THACO 16; SA *cause disease* by pointing at victim within 10 feet; SD summon tigers, immune to fear; AL CN.

The shan sao will repeat this attack in the next round, then will *polymorph* back into crows and fly away as fast as they can, vanishing into the trees. If the PCs hesitate after the second dart attack, the shan sao will attack with darts a third time, retreating at the first sign of retaliation. (The DM should try to insure the shan sao all survive this encounter, having them retreat earlier if necessary.)

Tiger Attack

After traveling another 100 yards, the PCs will come upon a scene virtually identical to the previous one: a large tree with leafy branches near the roadway, with thick bushes lining each side of the road.

The shan sao from the previous encounter are waiting here to ambush the PCs. They have flown ahead in their crow forms, but instead of hiding in the trees, they are now waiting in the bushes. On the left side of the road, six shan sao in their regular forms are hiding in the bushes, armed with short swords (Dmg 1d6). A single shan sao armed with a short sword is hiding in the bushes on the other side

of the road. A tiger is waiting there with him.

Tiger (1): AC 6; Move 12"; HD 5 + 5; hp 35; #AT 3; Dmg 1d6/1d6/1d10, rear claws for 2d4/2d4; THACO 14; SA rear claw attack when two forepaws hit in one round; SD surprised only on a 1; AL N.

If the PCs try to go around the road on the left side (expecting another attack from the tree branches) the shan sao hiding there will ambush them, attacking with their swords. They will be joined one round later by the other shan sao and the tiger. The reverse will happen if the PCs go around the road on the right side (an ambush by the single shan sao and the tiger, joined a round later by the other six shan sao). If the PCs stay on the road, all the shan sao and the tiger will attempt to attack from behind. If the shan sao are discovered, they will fight back. The shan sao and the tiger will not retreat this time and will fight to the death. This is a vicious group of shan sao who would rather hack the PCs to pieces with their weapons than use *cause disease*, but there is a 50% chance that a given shan sao will attack with *cause disease* if reduced to less than six hit points.

The Village of the Shan Sao

After another 100 yards, the roadway will end near a small hill bordering a large bamboo grove. From the top of the hill, the PCs will be able to see the lair of the shan sao in a clearing in the grove only 40 yards ahead. The lair consists of five small shacks arranged in a circle around a large iron cooking pot. A fire is burning under the pot, and the air is filled with a strange aroma that smells like a mixture

of onions, cherries, and cinnamon. Several shan sao are milling about, sharpening swords, repairing the shacks, and stirring the pungent stew.

There are five males and six females in the lair. Three of the males are sleeping in the shacks. The rest are working outside. A tiger lounges near the cooking pot. A second tiger is hidden in a shack.

Male shan sao (5): all statistics as above.

Female shan sao (6): HD 1; hp 7 each; all other statistics as above.

Tigers (2): all statistics as above.

If the PCs act quickly, they may be able to surprise the shan sao. If they hesitate for more than two rounds, the tiger will sniff the air. In the next round, the tiger will lead the shan sao in a charge at the PCs. Regardless of whether the PCs or the shan sao attack first, the three sleeping shan sao and the other tiger will join the fight two rounds after it begins.

The male shan sao will all attack with short swords. The males prefer their swords to using *cause disease* (but there is a 50% chance they will use the spell if reduced to less than six hit points). The females will use *cause disease* at their earliest opportunity. The tigers will attack any PC they can reach. The shan sao and the tigers will fight to the death and will pursue the PCs if they attempt to retreat.

If the PCs search the shacks, they will find several objects taken from the bodies of tiger victims: a purse containing 8,000 fen and 900 tael wrapped in a silk handkerchief, a +2 *domam* and a +3 *katana*. A flask of the shan sao stew is worth 10,000 tael to a wealthy gourmet with a taste for exotic foods.

Sphinxes (5)

by Gary Thomas

Terrain: Forest

Total Party Levels: 42 (Average 7th)

Total Magic X.P.: 17,800

Total g.p. X.P.: 8625

Monster X.P.:

Kill: 8290 Defeat: 6218

Retreat: 2073

Set Up

* A local temple often sends its young men and women to a small shrine far to the south, as part of a "coming of age" ceremony. A few acolytes usually accompany them, and

stay at the shrine for a year's time taking care of it. Groups typically return after two months, but none have returned now for four months, and temple leaders are worried about them.

* A cleric at a local temple was praying for his spells and was told that he would receive none "until the god's southern shrine is cleansed of its evil." He is soliciting a group of adventurers to accomplish this, as the cleric is unable to go himself.

* At a small village, the adventurers learn of a paladin who died there a few weeks before from smoke inhalation. (Part of the local inn burned in an accidental fire.) The paladin had mentioned to some of the villagers that he was

on a special quest. Among his belongings is a map of the road south, leading to a small shrine.

The Lair

This adventure has two encounters, one along the way to the southern shrine and the other at the shrine itself. Two criosphinxes attempt to extort the party on the road, and a nasty band of Hieracosphinxes has made a nest in the cliffs just above the shrine.

Any good or neutral god can be used for this scenario, and the shrine can be any minor one, frequented only by a few pilgrims from time to time and far from any large town.

The Criosphinxes

Traveling south along the little-used road, the party finds fewer coniferous trees and more deciduous trees as the weather becomes warmer. Circling far overhead is a criosphinx, looking for just such prey as the adventurers. The sphinx alerts its companion, and together they try to surprise the party deep within the forest.

The criosphinxes: AC 0; MV 12" /24" ; HD 10; hp 75, 68; #AT 3; Dmg 2d4/2d4/3d6; THACO 10; AL N.

The criosphinxes will not immediately attack, but will politely ask the travelers for a "road toll," guaranteeing safe passage through this area. The amount demanded will depend upon the apparent wealth of the party. Poor-looking groups with little weaponry showing will get off most easily, perhaps for as little as 1 g.p. each. If the party shows signs of wealth, the ransom will be accordingly higher, up to 500 g.p. per individual.

If any party member has obvious magical items upon his or her person, the criosphinxes will not yield without receiving at least one of these treasures.

Depending on the strength of the party, and the relative value to them of the amount demanded by the criosphinxes, a battle may or may not ensue. If the party quietly pays the ransom, the criosphinxes will graciously thank them and retire with their new-won booty to their lair, a large cave a few miles to the east.

If the party chooses to fight, the criosphinxes will exert themselves, but if the going gets too bad for them they retire from the field or seek a truce. The criosphinxes can be trusted to uphold any terms to which they agree, but they will not pay over a treasure themselves if they can otherwise escape.

Even if the adventurers should manage to escape this time, the criosphinxes know that the party will probably return along this same road some time in the future.

If the party does defeat their two foes, they may decide to search for the lair of the criosphinxes. A variety of magical means can easily accomplish this, or the party can search for signs or tracks. This is not difficult; each party member searching has a 10% chance per turn of uncovering evidence of the criosphinxes (rangers have a 40% chance). Once a sign has been spotted, it is a simple matter to find the criosphinxes' cave.

The cave contains the criosphinxes' collected wealth: 2000 e.p., 1000 g.p., *studded leather armor* +2, a *potion of invisibility*, and a *levitate* scroll.

The Hieracosphinxes

The shrine is located another few weeks' travel south. Nestled into the base of a cliff, it commemorates some important event in the history of the god, or perhaps some saint, cleric, or just an influential follower. Pilgrims at the shrine light candles and leave small offerings appropriate to the god.

Situated about two-thirds of the way up the sheer 300-foot cliff is a cave, empty for years but now inhabited by three hieracosphinxes: AC 1; MV 9"/36" ; HD 9; hp 65, 51, 36; #AT 3; Dmg 2d4/2d4/1d10; THACO 12; AL CE.

This rapacious band swoops down upon unsuspecting pilgrims, killing them for food and storing their valuables up in the dirty cave. The sphinxes are nasty opponents, and will fight to the death.

The sphinxes will surprise the party only on a roll of 1 on 1d8, because the vicious beasts have become careless with the "easy pickings" afforded by the shrine's pilgrims.

Once the hieracosphinxes have been defeated, the party will want to search their cliff-side lair for treasure. Gaining access to the cave may be difficult if the party is not properly prepared for the task.

The cliff face is rough, so a thief who successfully rolls his climb walls percentage or less

will be able to scale the cliff at a rate of 24 feet per melee round. Non-thieves will not be able to climb, unless they are using ropes, spikes, or other tools.

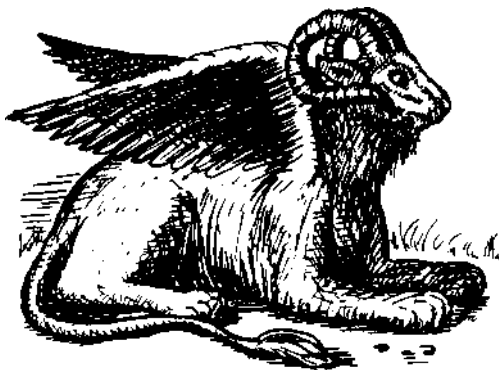
Alternatively, the characters can travel around the base of the hill, reaching the top of the cliff after a one-hour horseback ride or four hours of walking. From the top, they can use ropes to lower themselves 100 feet to the mouth of the cave.

Any character falling from the face of the cliff will certainly suffer damage if he is not stopped before landing in the mud below. Damage sustained is 1d6 for the first 20 feet fallen, 2d6 for the second 20 feet, 3d6 for the third 20 feet, and so on. A 60-foot fall, for example, inflicts a total of 6d6 points of damage to a character.

Within the cave of the hieracosphinxes is their stolen treasure. Coins amounting to 8000 g.p., 6000 e.p., and 3000 g.p. are scattered over the floor of the cave. Four gems with values of 500 g.p., 50 g.p., 25 g.p., and 10 g.p., respectively, are kept in a small leather pouch, hidden behind a rock near the back wall.

An ornate wooden case contains a *wand of enemy detection* with 29 charges. A small brass plate mounted on the inside of the case's lid contains the single word "Aperi." (This is not the command word, but the name of its late owner. Inquiries back at the temple may reveal this to the adventurers.)

Besides these material goods, a successful group is likely to be rewarded by the temple itself, particularly if the adventurers were previously aligned with the god rather than hired specifically for this purpose. Possible benefits could include reduced costs for spells used to bring the members of the party back to their original strength (such as *cure*, *heal*, *raise dead*, or *restoration*). Religious training for clerics and paladins might also be provided at a discount, if appropriate for the character.



Tengu (4) (Oriental Adventures)

by Rick Swan

Terrain: Forest
Total Party Levels: 30 (Average 5th)
Total Magic X.P.: 2,500
Total yuan X.P.: 3,005
Monster X.P.:
Kill: 2,000 Defeat: 1,500
Retreat: 500

Set Up

* Several tengu have taken up residence near a roadway frequently used by traveling merchants. Trade has been considerably slowed due to the harassment of the tengu.

* Tengu have been sighted outside of town, and clan elders say this is a bad omen. Misfortune will surely follow if the tengu aren't destroyed.

* Local fishermen say that a favorite fishing pond has been taken over by tengu. They fear the tengu will take all the fish from the pond, thus threatening their livelihood and an important source of food for the community.

The Lair

The tengu live in a nest of weeds and sticks located in a thicket near a forest pond. The pond is about 50 yards away from a roadway frequently used by travelers. The pond is well stocked with fish, and the tengu guard it jealously, chasing away any fishermen and travelers who happen by.

The Guard in the Tree

The roadway cuts through a particularly beautiful section of the countryside filled with fruit trees and wild flowers. Dozens of white butterflies drift lazily from blossom to blossom in the warm breeze.

As the PCs approach the area where the tengu were sighted, they hear the sound of a flute coming from the top of a tree about 50 yards ahead. The pretty music is marred by an occasional sour note.

Fifty feet from the ground, a single crow-headed tengu is nestled in the branches of the tree. The tengu is allegedly on guard duty. To while away the time, he has been practicing his flute and taking long swigs from a sake bottle. He is now a little drunk and is not particularly concerned when he sees the party approaching. Hoping they're just passing through, he will do nothing unless the PCs pause under the tree.

Tengu (1): AC 6; Move 9" /24" ; HD 5; hp 28; #AT 1; Dmg 1d8 (wakizashi); THACO 15; SA *shout* and *polymorph self* three times a

day, can perfectly mimic any voices it has heard; AL CE.

The PCs will not be able to see the tengu unless they are directly beneath him, and then they will just barely be able to make him out through the leaves and branches. If the PCs attempt to attack from the ground with a missile weapon, they will do so at —4 due to the tangle of leaves and branches.

If the PCs address the tengu, he will snarl insults at them in the language of the tengu, then belch loudly. If the PCs respond, he will yell back in human language, "You shtinking shwine! Shtay away, or I'll cut you up for fish bait!"

If the PCs attack, attempt to climb the tree, or ignore the tengu and proceed towards the pond, the tengu will throw his empty sake bottle at one of the PCs (chosen at random), doing 1d4 points of damage if it hits. This will be followed by another volley of insults.

Regardless of the actions of the PCs, in the next round the tengu dives out of the tree directly at the closest PC. The tengu attempts to hit the PC with his wakizashi as he zooms by. He then flies towards the pond as fast as he can, more or less in a zig-zag pattern, to warn the others.

The Thicket by the Pond

After making their way through 100 yards of forest, the PCs can see the pond in a clearing 20 yards away. There is plenty of foliage for the PCs to use for cover while they observe the tengu.

One tengu is sitting in the mud near the edge of the pond, skinning a fish with his wakizashi. Now and then he pops a chunk in his mouth. Beside him is a humanoid tengu, resembling a short blue-skinned human with a long nose and huge belly. He is gobbling raw fish from a pile in front of him. If the drunken tengu made it back, he is poking through the fish piles looking for tasty scraps; his companions have heeded his warning and are ready for the intruders.

A great white heron is standing in the shallow water a few feet from the shore, spearing fish on his long beak and tossing them to the tengu. The heron is actually a fourth tengu who has used *polymorph self* to take this shape. Near the pond is the nest of the tengu: a large pile of sticks and weeds.

Tengu (2): all statistics as given above.
Humanoid tengu (1): AC 4; Move 12" / 15"; HD 5; hp 34; #AT 2; Dmg 1d8 (wakizashi); THACO 15; SA *shout*, *polymorph self*, and *phantasmal force* three times per day, *reward* or *ancient curse* once per week, *misdirection* once per turn, *ghost light* once per round, can perfectly mimic any voice, magical

fan which can cast *wind breath*, *quickgrowth*, or growth or shrinkage of facial feature; SD *become invisible* at will; *deflection*, *cure light wounds*, *divining rod*, *obscurement*, *chant*; AL CN.

If the PCs attack them from a distance with missile weapons or magic, the tengu will execute the escape routine as outlined below. If the PCs hesitate in the bushes and the tengu have been warned by the drunken guard, the humanoid tengu will begin to call out to them, assuming they're hiding. "Come on out!" he will say jovially. "What are you afraid of? We are unarmed! Are you afraid of a fat man and a couple of birds?" The humanoid leader will continue to taunt them; if the PCs don't respond, the tengu will execute their escape routine.

If the PCs approach, the tengu will continue fishing while the leader talks with them. The leader assures the PCs that the tengu will soon be gone and will apologize for any harm they may have done. If the PCs remain skeptical, the leader will pat his fat belly and say, "Do I look like I could hurt anybody? Look at this belly! Look at this funny nose! If only I had a handsome snout like yours!" The leader takes this opportunity to wave his fan and cause the nose of a randomly chosen PC to elongate and droop over his chin. The tengu then attack. The tengu will also attack at the first sign of hostilities from the PCs.

In the first round of combat, the tengu reach into the pouches they carry at their waists and produce handfuls of gray dust which they will hurl in the faces of the PCs. The dust is a stinging mixture of fish scales and leech blood; PCs must each make a saving throw vs. Poison or spend 1d4 rounds choking and gagging. The tengu then attack with their wakizashis. The fourth tengu will change back from his heron form, grab a wakizashi, and join the fight on the third round.

When one of the tengu loses half or more of his hit points, they will implement their previously planned escape routine. The humanoid tengu (or any other if the humanoid is killed) attacks with *shout*, then all four *polymorph self* into small hawks. The hawks dart straight into the sky, then turn sharply towards a vast meadow that lies about 50 yards away from the pond. The hawks then split up, dive towards the meadow, and vanish into the high weeds.

In the Meadow

The meadow is made up of high grass and weeds averaging about five feet tall, covering an area roughly 60 yards on a side. The blades of grass sway in the breeze, rippling like the ocean. Many butterflies flit here and there;

aside from the soft sounds of buzzing insects, all is silent.

Once the tengu swoop into the meadow in their hawk shapes, three of them use *polymorph self* to change into white butterflies. The fourth tengu hides under a pile of weeds in a previously selected area in the center of the meadow. This plan will still be attempted if as many as two of the tengu have survived up to this point; if only one has survived, he will attempt to escape in his hawk form.

The three butterfly tengu will emerge from the meadow and mingle with the real butterflies. They have changed to this form to keep an eye on the PCs until they are lured to the planned ambush.

Ten minutes after the three tengu have transformed into butterflies, the fourth tengu uses his ability to mimic voices to imitate the sound of a human baby crying. The crying increases in intensity until it sounds like the baby is being killed.

The tengu plans to lure the PCs to the center of the meadow where they will be attacked. The PCs will naturally be suspicious, but the shrieks of the baby should be quite compelling; if the PCs hesitate, the tengu will

add sounds of a threatening monster (such as a wolf or a dragon) to complement the sounds of the shrieking child.

Searching other parts of the meadow for tengu will, of course, be futile. The butterfly tengu will hover about 10 feet behind the PCs as they make their way through the meadow. The fake butterflies are indistinguishable from the real ones and will flutter away if the PCs get too close. However, an appropriately timed *reveal magic* could give them away, and if the PCs are specifically looking, they will notice that one of the butterflies is moving erratically (since in his real form he had a little too much to drink).

When a PC comes within five feet of the weed pile concealing the tengu in the middle of the meadow, the tengu attacks with *shout*. The butterfly tengu change back to their normal forms and also attack with *shout*. The tengu then produce katanas (Dmg 1d10) which they previously concealed in the weeds. The tengu attack with the katanas, alternating with *shout* until they have used their daily allotment of this spell.

The humanoid tengu will use *chant* to aid his allies as long as he is able. He then attacks

with *shout* and his katana, using his *deflection* and *obscurement* spells to defend himself as necessary.

Because of the high weeds and the short height of the tengu, the PCs attacking in the meadow do so at — 1. The tengu will fight to the death. If the PCs attempt to flee, the tengu will pursue them.

If the tengu are unable to pull off the ambush as planned, they will do their best to attack while the PCs are in the meadow. If the tengu are unable to lure the PCs into the meadow, they will simply wait there until the PCs leave, then resume their fishing.

If the PCs search the tengu's nest near the pond, they will discover their treasure buried in the dirt in a dark corner: a golden amulet in the shape of the sun worth 3,320 yuan, a silk purse containing 640 tael and 880 yuan, two violet garnets worth 19,200 yuan each, a silver pin in the shape of a cherry blossom worth 60,000 yuan, and a +2 *shield* bearing the symbol of seven katanas joined at the hilt. Secured to a branch near the front of the nest are two long strips of yellow paper bearing many intricate symbols; one is a *charm of protection from disease*, the other is a *charm of protection from fire*.



Wood Elves (8)

by Anne Gray McCready

Terrain: Forest
Total Party Levels: 30 (Average 5th)
Total Magic X.P.: 800
Total g.p. X.P.: 1,520
Monster X.P.:
Kill: 780 Defeat: 640
Retreat: 160

Set Up

* The wood elves possess a special potion that the heroes must try to obtain. The heroes can travel several hundred miles to obtain the potion from a magic user, or they can try to get it from the elves who live within the forest outside the city. The potion is the only known cure for an ailment that threatens them all.

* After a cold, hard night camped in the wilderness, the heroes discover that many of their belongings have been stolen. Tiny footprints lead them to the lair of the wood elves.

* The young son of a wealthy businessman was kidnapped by angry elves. The businessman had been taking some of the precious trees from their home to make cheap imitations of magical staffs. The man offers a great reward for the return of his son.

The Lair

It is unlikely that the lair would be discovered from a distance since it is surrounded by trees and vegetation. Even those passing close by do not often recognize that a structure lies within the trees. A particularly alert adventurer may notice a narrow, overgrown path that wends its way to the lair.

Atop a small hill, partially disguised by overgrown bushes and weeds is the lair of the wood elves. It consists of seven crude huts about 30 feet across, built along a circle of large trees for stability. All but two of the huts are joined on two sides by weathered, hollow tree trunks that the elves use to get from hut to hut without having to go outside. The huts are made from wood and any gaps between branches and logs are filled with a mixture of grass and mud.

The Path to the Lair

The pathway leading to the elves' home and several other areas surrounding them are laden with spring traps. The traps are tripped when something hits the fine fibers they have strung throughout the area at a height just taller than themselves in most cases. The intended victim, if not swift enough, will be hit by one or more darts which have been tipped with a sleep potion that is effective for 6 rounds. A person traveling alone has a 95%

chance of being hit. In a group of two or more, each person has a 65 % chance of being hit. Once sprung, the trap can be avoided if the player makes a successful Save vs. poison. If the save is failed, the character suffers 1-4 points of damage from the dart in addition to the effects of the potion.

If all persons in the party are affected by the potion, they awake 6 rounds later to find themselves several miles from where they were and will still be somewhat disoriented until the effects of the potion wear off completely after another 3 rounds. During the last three rounds, the characters' strength and intelligence are reduced by 4 points, but then return to normal.

The Elf Huts

No sign of activity is apparent if the party finds the elves' huts. However, after four rounds, an obviously male elf suddenly appears from one of the huts if the party has entered the small clearing around the huts. He is dressed only in short brown breeches. He seems to be quite small, as if he is a young elf.

The door that the elf uses opens and shuts quickly, and once closed, cannot be distinguished from the rest of the hut. Since the elf does not speak common, only those who can speak elf can communicate with him. The elf is openly friendly, but somewhat afraid.

If the party attacks the elf, his lightning reflexes allow him to escape unharmed back into the hut. However, the party is able to magically prevent him from escaping if they have the means. The elf is quite young. His inexperience with humans will cause him to freeze with terror if he is captured, so he is unable to speak. The party has little time to attempt to interrogate him, as just 4 rounds later, a stream of seven young elves who look about as old as the captured elf, burst forth from the hut.

If the elf was able to escape into the hut, he comes back out in two rounds with seven others who are quite apprehensive about facing the party, but nonetheless, ready to work when a sharp cry from an elf spurs them to "attack."

If the party initially makes no move to attack, the elf holds his hand forward, palm out, as if he is motioning the party to wait. If the party waits, he quickly disappears and comes back out with seven others. The elves then begin their "attack." If the party does not wait, the door to the hut flies open, and seven elves descend on the party immediately.

In any case, the elves work furiously to confuse and distract the party who has invaded their grounds. They flit about, tugging at the party's clothes, grabbing loose items and

scampering off, and giggling almost uncontrollably all the while. It is obvious that the elves are quite young and do not mean to harm the party. They appear to be having great fun, as would a group of small children who were playing.

If the party decides to chase after the elves, the elves invariably try to lure the party into the hollowed out logs connecting the huts. The elves slide them slightly to the side and quickly crawl down as if they were escaping into one of the huts. The party members, if normal human size, will barely fit inside the logs, but will still be able to move through them. Once a member of the party is inside a log, the elf scurries out, and with the help of another, turns the log and sends it rolling down the hill. The party member suffers two points of damage by the time the log rolls to a stop. There is a 1 in 6 chance that the log will crash into a tree along the way, which causes another 3 points of damage. There is also a 1 in 6 chance that the party member will be infested with an ear seeker.

Ear Seeker (1): AC 9; HD 1 hit point; MV 1"; #AT 1; Dmg Special; SA Nil; SD Nil; AL N

If the party attacks the elves at any time, they all immediately become still and sober, the fear in their eyes evident. If the characters can speak elf, they all will answer in a confused, disorganized manner. But the party will still be able to determine that the adult elves are gone hunting and won't return for some time. The young elves do not "attack" again. If they discover that the party will not harm them, they become cooperative, answering any questions the party has about the area. They know nothing more, however. The elves allow the party to search the huts since they should be easily convinced and bribed with baubles that it is all right.

Elves(8): AC 5; HD 1 + 1; hp 8, 7, 7, 6, 6, 6, 4; MV 12"; #AT 1; Dmg 0; AL CG

Inside the Huts

The huts are fairly identical inside. Nothing special is inside them. The two huts that are not connected have small hidden rooms off the back which can only be detected if a character is looking for secret doors. Neither of these huts will have any elves inside it. One of the hidden rooms in the huts will have what the party is searching for.

A thorough search of the elves' huts will uncover 650 g.p., two fine gold necklaces set with emeralds (worth 460 g.p. and 510 g.p.), and an unusual scroll written in strange symbols.

Wyverns (1)

by Brace Nesmith

Terrain: Dense forest or jungle
Total Party Levels: 18 (average 3d)
Total Magic X.P.: 10,500
Total g.p. X.P.: 1,175
Monster X.P.:
Kill: 1,365 Defeat: 1,024
Retreat: 341

Set Up

- * The party is wandering through a remote forest or jungle and happens upon the lair.
- * Rumors of a lost temple in the jungle filled with riches reach the ears of the PCs.
- * An old hag on the road begs the party to rescue her grandson, and only living relative. He was carried off to the ancient temple in the jungle two days ago by a bandit.

The Lair

Regardless of how or why the PCs are traveling toward the wyverns' lair, they find a dead body on the way. It is an old grizzled warrior who in life was well past his fighting prime. He has two deep stab wounds that are darkly discolored.

Anybody who deals in poisons can immediately identify that the wounds were poisoned. Further, a druid or assassin can identify it as wyvern poisoning. Any ranger can deduce that the man ran for a while before dying and can follow his trail.

The now dead veteran was wearing chain mail, short sword and shield. Strapped to his pack is a 15-foot-long pike, built to be assembled from three 5-foot-long pieces. Inside the pack are four days of rations, campfire cutlery and two vials of a dark green liquid. These are *elixirs of health*.

The pike can be useful in the fight against the wyvern. Obviously it can only be used where there is enough room to wield it. Given that, on any round where the PCs gain initiative and the pike scores a hit, the wyvern can not attack that character or anybody near him. For that round the pike has kept the reptile at bay.

Approaching the Temple

A hundred yards past the dead body is the temple. It is a simple structure, merely a three story tower set in the center of a low single story building. The circular tower is 20' in diameter, the building is 50 feet by 75 feet. The top of the tower is the lair of a wyvern.

Along the front 75 foot side is a clearing of tall grasses and ground vines about 80 feet across. The 50 foot sides of the building are

close to the jungle and the back side is completely overgrown.

If the party does not see or follow the trail, they end up at the clearing facing the front of the ruin. Regardless of where the PC's first see the building, it is obvious that it has been abandoned for a long time. Vines cover the walls and small bits of mortar are missing everywhere.

The only windows on the first floor are narrow slits through which only a snake could pass. In the front is a dark doorway in which is set a warped iron gate. Only blackness can be seen behind the mangled bars. There are several windows in the sides of the tower, all large enough to admit a nimble man. However, to reach them a person would have to be exposed on the roof of the building for a while.

Despite appearances, the iron gate is very solid. It has been warped due to the efforts of makeshift battering rams decades ago. The door is locked, and due to prolonged exposure to the elements, any thief trying to pick it suffers a - 15% chance. The bars can be bent although this takes 2d6 rounds for any character rolling successfully for bending bars.

If the party is exposed for 4 rounds or more, the wyvern attacks. Staying airborne it bites and stings at the PCs. If it takes over 20 points of damage, it retreats to the top of the tower to await easier prey.

Wyvern: AC 3; Move 6" /24"; HD 7 +7; hp 44; #AT 2; Dmg 2d8 bite, 1d6 tail; SA poison tail; AL N(E)

The Back Door

If the party follows the dead man's trail, it leads them to the vine covered back wall of the building. If it were not for the dead end of the trail it would look like any other section of the wall. However, behind the thick vines is a narrow wooden doorway. The wyvern can not get to the party before they enter the building if they enter here.

The lock of the door has recently been kicked in, presumably by the old warrior now dead. Once inside the PCs are confronted by a passage so narrow that humans in armor must walk sideways to pass through it.

The secret passage exits to an open secret door in a circular room at the base of the tower. A circular staircase climbs up around the inside of its walls.

Inside the Temple

The ground floor building is a jumble of small rooms and twisting passages. Fortunately it is not large enough to get lost in for any length of time. The tower is a simple design with a single large room on each floor. A stair along the outer wall connects each floor.

Once inside, the PCs can hear a faint sobbing that seems to come from everywhere. An eleven-year-old boy (the hag's grandson) is hiding in one of the ground floor rooms. He squirmed through the iron gate, narrowly escaping the wyvern. Now he is frightened to try to leave. A reasonable search can locate him.

The boy tells the PCs about being kidnapped by a "mean old bandit." The description fits that of the dead body in the jungle, except that the boy claims the bandit was 7 feet tall and mean as a snake. He also tells them that he lives with his grandmother in a secluded home in the jungle.

On the roof of the tower the wyvern has made its nest. The odor is overpowering even from the room below. The stair leads straight up to the room, the rotted remains of a wooden trap door lie on the floor.

In the nest is a newborn wyvern. The mother will fight to the death to protect the fledgling. Neither she nor her newborn is visible from below. In order to strike at her, a PC must expose enough of himself to be attacked as well. Once the wyvern is dead, the fledgling can be destroyed without danger. It has no value on the open marketplace.

Reward

While wandering in the building, the young boy's foot broke through a wooden floor board. Underneath it is a treasure cache that the looters of decades gone by missed. It hold 350 silver coins, 920 electrum coins, a set of full plate mail +1 and a scroll of protection from magic. In the wyverns' nest are 950 copper coins, 510 silver coins, and 220 electrum coins.

Bugbears (8)

by Steve Perrin

Terrain: Wooded Hills
Total Party Levels: 54 (average 6th)
Total Magic X.P.: 1200
Total g.p. X.P.: 1540
Monster X.P.:

Kill: 3,940 Defeat: 2,955

Retreat: 985

Set Up

* There is a new trade path to the young settlements over the hills. Three days ago, Old Fermus, the trader who opened up the route two months ago, was found outside the village with numerous wounds. He died mumbling "Monsters, hairy fiends . . ." A trail of blood shows he came down the trade path to the village. The trail of blood disappears a few miles into the forest.

* A straggler from a small trade caravan, who lagged behind to readjust his pack, saw his three comrades attacked by "huge, hairy goblins" before he could catch up. He hid and was not seen by the goblins. His friends were slain and the goblins took their packs, which were mostly filled with foodstuffs and quality household implements.

* A sage in the nearest city claims that the burial ground of Grignir the Valorous is somewhere in the forest, near the new trade path. Grignir was a neutral-aligned fighter with a large local reputation, and was reputed to have magical weapons. These weapons disappeared when he died.

The Lair

A large tribe of bugbears moved into the forest about three years ago, fleeing pursuit from the explorers who were flushing out the monsters for the new settlements over the hills. With typical bugbear disregard for their own history, they forget their kind had been run out of this region some centuries before.

Until last year, the bugbears wandered through the forest, hunting and bushwacking the occasional brave human settlers who attempted to locate in the forest. Then, they found the tomb of Grignir the Valorous (incidentally, one of the heroes who drove their ancestors from the area.) Their leader, Urghzec, discovered that Grignir's *battleaxe +1* and *shield +3* were usable by anyone.

Urghzec took this as a sign and decreed the tribe would settle around the tomb. Urghzec, his brother, Urghbad, and the females and cubs occupy the tomb, while the rest of the tribe inhabits the near forest.

The trader Old Fermus, looking for a route to the new settlements, rediscovered the origi-

nal trail to the area around Grignir's tomb. He did not discover the side trail that actually leads to the tomb, but did find a route from where it branches off to the new settlements. He spread the word among his fellow wandering traders and the people of the new settlements.

Urghzec's people rapidly discovered the new incursions, and Urghzec decided this was a sign that he had made the right choice. Here, the tribe could prey on the humans who so conveniently passed by. It was an easy way to gather booty and candidates for the stewpot.

The Forest Path

The forest path winds between the old village and the hill pass to the new settlements. The bugbear's lair is in the forest that covers the hills on the old village side of the pass.

The path is not good for horses. People on foot have to weave through fallen trees, jump small ravines and do some climbing. The only thing that identifies the trail is the blaze marks that Old Fermus put on the trees to show the route. However, the rest of the forest is overgrown and rough, making progress very difficult. The path makes travel three times faster than trying to make a way through the woods.

However, a ranger who makes a regular tracking roll will realize he is actually following a previously built road, long disused.

Six bugbears have set up camp near where the trail starts to climb a hill. This is where they surprise passing humans.

Bugbears (6): AC 5; MV 9"; HD 3 + 1; hp 15; #AT 1; Dmg 2d4; THACO 16; AL CE

Each bugbear carries an average of eight copper pieces, 10 silver pieces, six electrum pieces and eight gold pieces.

If the bugbears hear the party coming (60% chance plus 2% per non-ranger or eleven party member), they send a cub which is staying with them to alert Urghzec. Three of the bugbears climb up the path to lie in wait for the front of the party, and the other three wait for the party to pass. If the last three see that they are outnumbered by a party of armored fighters and obvious spell users, they will not attack. Instead, they run to warn Urghzec. The three at the top of the trail will attack regardless, as they cannot see the number of people in the party until they attack. This is typical bugbear planning.

If the party surprises the bugbears by the path, they find one of the bugbears is up a tree listening for victims, while the other five and the cub are lounging or sleeping. Since the bugbears have hairy coats and eat their food raw, they do not have any camping gear.

Given half a chance, the cub will run to tell Urghzec that company is coming. The trail from clearing to tomb is obvious.

The Tomb

The tomb is a two-chamber cave in the side of the hill. The first, and largest, chamber hold the 20-plus bugbear females and cubs of the tribe. The entrance to the smaller chamber is in the left wall of the main entrance. Through the entrance is a roughly rectangular chamber showing some sign of working. A small pool near the entrance to this chamber feeds a narrow rivulet that runs into the forest. It acts as a source of water and presents no hazard to normal movement.

The smaller chamber also has a large stone platform that used to hold Grignir's mortal remains. Urghzec and Urghbad trade off using it to sleep on. One of the brothers is always awake.

If alerted, Urghzec sends cubs to warn the other 24 male bugbears that lair in groups of six within a short distance of the tomb. Urghzec then retreats into the second chamber, telling the females and other cubs to scatter into the woods until the emergency is past.

Until reinforcements arrive, Urghzec and Urghbad will hold the second chamber, which only allows two fighters to come against them at a time. Assuming the party hasn't eliminated every outpost before attacking the tomb, roll 1d6 for each of the four groups of 6 bugbears at the end of each round of fighting. After the second round, a roll of 1-2 means another group has arrived, and so forth until all the bugbears are accounted for. If a group arrives to find all their friends butchered, they retreat. However, they will attack if there seems to be any hope they still have live tribemates.

Urghzec: AC 3/ - 1 (with the shield); MV 9"; HD 4; hp 30; #AT 1; Dmg ld8 + 3; THACO 14; *battleaxe +1*, *shield +3*; AL CE

Urghbad: AC 4; MV 9"; HD 4; hp 25; #AT 1; Dmg 2d4 + 1; THACO 15; AL CE

The second chamber holds all the tribe's loot, including what riches they found in the tomb: 3,000 c.p. (mostly in worked metal implements), 1,000 g.p. worth of textile goods and handcrafts, an amber lozenge worth 100 g.p. and a smoky quartz in a ring worth 50 g.p. All the coins the bugbears collected have been scattered among the tribe, as previously described.

If the tomb residents are surprised, one of the brothers will be awake, the other asleep, and the main cave is full of females (who fight as hobgoblins if cornered) and cubs (who fight as kobolds if cornered).

Chimera (1)

by David and Karen Martin

Terrain: Forested hillside
Total Party Levels: 10 (average 3d)
Total Magic X.P.: 5,400
Total g.p. X.P.: 6,000
Monster X.P.:
Kill: 1,480 Defeat: 1,110
Retreat: 370

Set Up

* The PCs have been hired as bounty-hunters, and are seeking a notorious bandit gang.

* The PCs are house-hunting (short-term or long-term); they have been told about a secret cave, the entrance to which is hidden in a waterfall.

* Fishermen along a river have hired the PCs to find and defeat the monster that has been terrorizing them.

Getting there: The lair is hidden behind a waterfall. A narrow path along the fall's gorge leads to the concealed entrance. A second entrance is concealed by bushes uphill of the gorge.

The lair had been home to a bandit gang, who were quite successful and accumulated most of the treasure now in the lair. Unfortunately, they were followed home by a hungry chimera. After a healthy snack of fresh bandit, the chimera decided the cave made a suitable home.

The Lair

The cave comprises three chambers. A small stream runs from a crack in chamber 2 through chamber 1, and out the entrance, which is an irregular shape approximately 6'x6'.

Chamber 1 is 15 feet wide by 35 feet long by 8 feet high. A pile of bones partially blocks the entrance. On examination, the bones prove to be mostly human and equine (the late bandits and their mounts). Concealed within it is a nest of poisonous snakes, which attack when the pile is disturbed. Normally these snakes feed on the numerous frogs and newts that roam the chambers. Clothing, saddles, weapons, and miscellaneous debris (water bags, wineskins, cooking utensils) are strewn about. More or less one third of the distance in, a crude stable takes up space along the right wall, with room for four to six animals. Affixed to the left wall are iron rings from which hang heavy chains and shackles, once used to restrain kidnaping victims. A *philter of persuasiveness* is concealed in one of the torn jerkins lying in a second pile of cloth-

ing near the chains. About three-quarters of the way back on the left side is the entrance to chamber 2; in the back wall is the one for chamber 3.

Chamber 2 is illuminated by green light streaming through a skylight; looking up through it, a character sees the underside of bushes. A ladder lies on the floor to one side of the opening. It is 12 feet long, and easily reaches the hole. A number of chests and bags containing the bandits' loot (6,000 g.p.) have been opened; all but three of the chests have been damaged, and all the bags have been ripped. One of the remaining unopened chests contains a trap that shoots a poison needle into the would-be lockpicker. A small stream enters this chamber, through a fairly wide (say, an arm's width) crack in the far wall. Should anyone care to investigate, about an arm's length into the crack he finds a wand wrapped in leather to keep it dry.

The wand is a *wand of temporal stasis*. It allows the wielder to place any one creature in suspended animation, until a *dispel magic* or the reverse (*temporal reinstatement*) is cast. This is in effect the same as the 9th level magic user's spell. Should the party find this item before they encounter the chimera, it will come in quite handy. The command word is graven in magical runes which remain invisible until a *detect magic* spell is used on the wand. Then the word "ZEITHALTEN" appears on its side. As the effect of the spell wanes, the runes lose their glow and disappear.

The wand can only put one creature at a time into the magical state. That is to say, once a bugbear has been magically frozen in time, the wand cannot put another creature into that state *until the* bugbear has been released. One end of the wand casts the spell, the other end uncasts it. (The DM may want to put markings of some kind on the wand to differentiate the purposes.)

Chamber 3 is the chimera's sleeping area. The remaining clothing, blankets, and bedrolls are piled here, forming the nest. It reeks, and is infested by giant ticks. If a brave adventurer wishes to investigate the nest in hopes of finding something worthwhile, reward him with a magical vest of *steel* (hidden in the center, of course, beneath all the refuse and giant ticks). This vest gives the wearer an Armor Class of 1. If the adventurer who decides to wear the vest doesn't thoroughly shake out the insect infestation, he also receives a -2 penalty to his Dexterity, since he'll be dancing about and shaking due to the ticks and fleas still in the vest.

Encountering the Chimera

Chimera: AC 6/5/2; MV 9"/18"; HD 9; hp 40; #AT 6; Dmg 1-3/1-3/1-4/1-4/2-8/3-12; THACO 12; SA breath weapon; AL CE.

The monster is awaiting the party just outside the skylight in chamber 2. It stays there until it hears the party go into the third chamber (its nest area), when it then enters through the waterfall (taking four rounds to do so). Give the party sufficient time to make its intentions known; if it seems to you that the members do not intend to venture deeper into the lair after a couple of rounds, have the monster start moving off the roof. If, on the other hand, within the first four rounds after they enter the cave, someone sets up the ladder in the treasure room and climbs out the skylight, the chimera is still there and blasts the character full in the face with its breath weapon (save for half damage).

Four rounds pass while the monster comes down from the roof. The falls make sufficient noise to cover its progress. If the party moves farther into the lair within that time, so much the better. If no one stays behind to watch the entrance, the chimera walks right in and comes up behind the party. The dragon head attacks first on the rearmost party member, then closes with the characters with intent to kill.

Either way, when the monster attacks the party, it wishes only to kill them all. The breath weapon is the favored form of attack, since the beast can be farther from the party when using it. If pressed, the chimera charges the party, all heads attacking and claws extended, slashing furiously. If this attack takes place on the roof after someone has poked his head out and been blasted, there is a 5% chance of the roof collapsing— but only if the following conditions are met. First, all the party members must leave the chamber (by either entrance) and be present on the roof. Second, the majority of the fight must take place within 10 feet of the skylight, where the support is weakest. Third, the fight must have been going on for more than 10 rounds. The DM should roll percentile dice in each round following the 10th; the roof near the skylight caves in on a 95 or better.

Gnomes (22)

by Jeff O'Hare

Terrain: Hilly
Total Party Levels: 42 (Average 6th)
Total Magic X.P.: 15,900
Total g.p. X.P.: 5,750
Monster X.P.:
Kill: 2,156 Defeat: 1,509
Retreat: 539

Set Up

* A half day's ride north of the village Myr is the lair of a ferocious, vindictive adult red dragon. Every two weeks she raids the area, despite the villagers' offerings of gold and small gems to try to placate the beast. No one in the village is brave or strong enough to confront it and all pleas to the king for aid have gone unheeded.

When the PCs arrive, it will be four days before the next raid. The mayor promises that they can keep all the treasure in the lair as payment.

* While traveling in the hills, the party sees rising smoke in the distance. Examination of the ground reveals fresh dragon tracks.

* Legend tells of a sword of *planar power* that lies in a cave where smoke issues forth. The party encounters this very cave.

The Lair

Despite all appearances to the contrary, there is no longer a dragon in this lair. After its last raid, a band of evil gnome brigands surprised and killed the beast, but decided that it would be profitable if everyone still believed the dragon was alive. This theory bore itself out when villagers kept dropping gold and gems in a certain spot.

The journey up to the lair will show a scattering of old dragon scales and tracks. A ranger can determine that the tracks are less than a day old.

From a secure vantage point 300 feet away, a gnome scout has spotted the party, and goes to warn his friends, concealing his tracks behind him. The party cannot see him due to the rough terrain and the line of sight.

Two hundred feet away is a small altar-like pile of rocks. Three sets of small human footprints leading up to it and back down to the village. This is the place where the people drop off the bribes. Note that the tracks are only visible to a ranger.

Special Lair features: The path up to the lair forks left and right. The left one leads to a cliff 40 feet high, but disguised by a permanent *hallucinatory terrain* to appear as a flat plateau. Unlucky characters who fall down the cliff will take 10d6 falling damage, all items

saving vs. crushing blow.

The right hand path leads to the lair. There is a trap at the entrance that will drop rocks on everyone in a 20-by-20 area when someone crosses the threshold, delivering 3d10 points of damage; items save vs. crushing blow. If a dwarf checks for unsafe stonework, it will be very obvious. If a thief checks for traps, allow a normal chance against the character's find and remove traps score.

The lair proper contains a large outer cave and a smaller inner cave. The former is oval in shape, and the widest portion runs east-west for 120 feet, while the latter is circular and 60 feet in diameter. This secondary cave was never used by the dragon. A dwarf PC will spot new stone construction (a secret door) on the northern wall of the large cave, at 100% probability. This door leads to the small cave, and was built by the gnomes.

The lair has a 4-foot-wide ventilation shaft that is located in the large cave. The shaft twists and turns, so no one can use it to see the surface or vice versa.

At the Entrance

Fresh dragon tracks are much in evidence here. Bits and pieces of charred armor litter the ground in front of the cave and the air has the heavy odor of sulfur and brimstone. Heavy black smoke pours from the mouth of the cave. Something is snoring in there.

Anyone peeking inside (after dealing with the trap, or vice versa), will see a huge adult red dragon, lying beside a small pile of jewels, coins, and various nice items. It appears to have just awakened.

This is a *spectral force*. The normal gnomes have taken up positions behind craggy rocks and such, so that they are 50% covered. There are 20 of them.

Normal gnomes: AC 5; Move 6"; HD 2; hp 18; #AT 1; Dmg 1d6 (s. sword), 1d6 (short bow) or 1d4 (dagger). THACO 16; SD save vs. spells and poison at four levels higher. Note that while they maintain their concealment, missile attacks against them are made at -4; AL NE; XP: 56 each.

The illusion is being maintained by the leader of the group, *Binsi Beryl basher*.

Binsi: S:17 I:18 W:9 C:15 D:18 CH:10 5/5 illusionist/fighter; hp 28; AL NE; AC: -2 (chain armor +3); #AT 1; Dmg 4-9 (short sword +2, 17 Strength); SA spells; X.P.: 518
Spells:

1st-level: *color spray*, *chromatic orb*, *audible glamer*, *phantasmal force*.

2d-level: *mirror image*, *fog cloud*.

3d-level: *spectral force*.

Note: Binsi is currently invisible thanks to a pinch of dust of *disappearance*. He also has

already used up his *spectral force* in creating the dragon.

Binsi has a friend, *Desi Diamonduster*, who helps him run the gang.

Desi: S:12 I:17 W:11 C:13 D:18 CH:11 5/5 illusionist/thief; hp 17; AL NE; AC 2 (cloak +2, leather armor, 18 Dex); #AT 1; Dmg 3-8 (shortsword +2); SA +4 surprise, *strike from behind*, triple damage, spell casting. XP: 518.

Spells:

1st-level: *darkness*, *hypnotism*, *detect invisibility*, *change self*.

2d-level: *hypnotic pattern*, *blur*.

3d-level: *wraithform*.

Desi's treasures include a *wand of illusion*, 19 ch; *dagger of venom* +3; and a rope of *entanglement*.

Desi has cast *blur* on himself.

When the party enters, Binsi is invisible, standing to the left of the cave mouth. Desi is hiding in shadows, standing to the right of the cave mouth. The rest of the gnomes are hidden behind rocks at the far wall opposite the cave entrance.

On the first round, Binsi will do nothing except concentrate on the *spectral force* dragon, causing it to breathe fire. Desi will cause the rope to leap out and entangle four people (the rope is gnome-sized). The rest of the gang lays low.

Should the party disbelieve the dragon on the first round (note that unless they actually say they are disbelieving, don't let on!), Binsi will cast a *color spray*, while Desi casts a *mirror image*. The other gnomes join the fray.

Should the battle go badly, Binsi casts an illusion with his wand of a dozen more gnomes emerging from the secret door, and makes a run for the exit. Desi casts his *wraithform* and wafts up the ventilation shaft leaving his lackeys to do his fighting.

The minor gnomes each have 2d10 small gems worth 10 g.p. each. Binsi and Desi keep their loot in a locked chest in the smaller room. Should the party unlock it without checking for traps, the lid springs open and hits the lock's opener with a large cream pie. The victim saves vs. poison or dies in 1d4 rounds. Anyone foolish enough to eat it saves at -4.

The chest has 60 gems; 20 each of rubies and emeralds worth 100 g.p. apiece; 10 diamonds worth 500 g.p. each; and 10 sapphires worth 250 g.p. each; also a *silver sword of the planes*, an *elixir of health* that is stored in a dirty ceramic flask, and a *philter of beauty*.

Also in the cavern are a bellows with an ample supply of coal and wood, a freshly stuffed dragon's foot with a pole stuck in it so the gnomes could make dragon tracks, and a few old scales.

To the far right of the main entrance are 22 bedrolls, a stewpot, a large barrel of ale, and a wooden chest bolted to the ground and placed against the wall. If the party neglect to check for traps, and the lock is opened, rocks fall in a 10-foot-radius around the chest, causing 4d10 of damage to all in that area.

Inside the chest is an ugly, lifesized gnome puppet that springs upright and blows *dust of wheezing and choking* at the chest's opener. A placard around its neck says, in the common tongue, "There's no treasure here, but don't get all choked up about it!" Binsi put this here because he did not trust his associates completely. This trap cannot be found unless a second find/remove traps roll is made prior to opening.

Two of the bedrolls belong to Binsi and Desi, and tucked under each of them is an illusionist spellbook. Both books contain identical spells.

Spellbooks: *audible glamor, change self,*

chromatic orb, color spray, darkness, detect invisibility, hypnotism, phantasmal force, read illusionist magic, spook, blur, fog cloud, hypnotic pattern, mirror image, misdirection, fear, spectral force and wraith form.

If Binsi's body is searched thoroughly, the party will find four pinches of *dust of disappearance*, a kazoo, a pair of ivory dice (10 g.p.), some fake dog waste, and a very old parchment which says, "In recognition of you being the only living being to make me laugh in five centuries, I Sankros pledge to avenge your death when it comes. My powers will tell me when it comes to pass, and I shall use all my lich power to give your slayers a slow and painful death."

This scroll is a fake, but it might be fun to scare the players for the next few game sessions. Make them paranoid!

Searching Desi reveals the usual thieves tools, a bottle of virulent poison (save at — 2 vs. poison or die), a whoopie cushion made of

leather, and a malfunctioning *onyx dog*. When thrown to the ground, it turns into a large, clumsy Saint Bernard. This wretched beast will wet peoples' legs, drool constantly, and make lots of noise. It will not turn back into a figurine for 24 hours. Attempts at killing it will appear to work, except that when it reaches zero hit points it is completely healed.

If the party returns to the village, the people will be quite embarrassed about being cowed by a pack of gnomes. They are so anxious to forget the whole sordid mess that they urge the PCs to leave with all haste, will verify that Sankros was a powerful archmage who is supposed to have cheated death. His tomb is only 10 miles to the north.

If Binsi and/or Desi escaped, they will certainly harass the party at some future date, and of course when it is most inconvenient. Given their cleverness, it will not be long before they have assembled a new gang!

Medusae (2)

by Robin Jenkins

Terrain: Ruins in hills

Total Party Levels: 25 (Average 5th)

Total Magic X.P.: 4,550

Total g.p. X.P.: 4,740

Monster X.P.:

Kill: 4,347 Defeat: 3,260

Retreat: 1087

Set Up

* Local shepherds tell of a strange, ancient structure nestled amongst the hills (an old abandoned monastery, it is rumored) that is crowded with statues of dwarves, hobbits, elves, and humans. The strange thing, the shepherds tell, is that the statues have all been carved without pedestals. Similarly, the life-like visages are hauntingly realistic and frightening in their rendition of horror. All of the statues are sculpted with this expression of fear on the faces of the stonework — a repetition that set the shepherds' hearts afright and kept them from further investigation.

* In a local tavern, an elderly traveler describes a ruined tower in the foothills to the east. While on the road to the city, the traveler

was caught in the midst of a gathering storm. On his way to take refuge in the ruins, the elder man came across an old, hobbled woman wandering amongst the wind-torn steppes. The traveler moved closer to address the wizened figure. As he came within close distance of the old woman, the figure turned and bared its cloaked face. Her thick strands of hair blew in the wind, moving as with a life of their own. More horrifying, however, was the old woman's stare: her red eyes pierced through the darkness and struck at the traveler's heart, sending a chill through his very soul (the traveler luckily made his saving throw). Terrified, the old man fled the ruins, slowing only upon reaching the outskirts of the village.

The Monastery

The broken foothills of the Kir Kurad range hold a number of unanswered mysteries in their stony grasp — one of which is the abandoned premises of Telorad, an ancient monastic seminary. Legend has it that the arcane grounds were once the premises for evil summonings and bizarre, demonic masses. Little is known of Telorad now, however; the monastery and its grounds stand mute and forebod-

ing among the rugged foothills. To date, no one has fully investigated the premises; if someone has, he has not returned to tell their tale.

The monastery can be seen from a distance through the broken hills marking the base of Kir Kurad's spine. Lonely, dark, and strangely majestic, the crumbling tower and walls stand resolutely against the stony background from which the structure itself was born. Little is left of the monastery, save for the squat, gray tower that once marked Telorad's central vantage point.

The Tower

Upon picking their way through the rocky climbs of Telorad's ramparts, the players find themselves at the base of the ancient tower. Two stories are all that are left standing; the third story of this cylindrical structure lies bare to the elements. On entering the building, the party finds itself amidst a treacherous mix of fallen stone and humanoid statues. In the inky darkness of the tower, it is hard to distinguish one object from another. Torches or superior vision alert the party members to movement among the rubble. Slithering through the various "statues" and fallen ma-

sonry are five giant poisonous snakes. The snakes have been placed here by new inhabitants of the monastery — the medusa and the maeder (her mate) — to protect the grounds from interlopers. Since the snakes are under the control of the medusa, they attack immediately and fight until killed.

Giant poisonous snakes (5): AC 5; Move 15"; HD 4 + 2; hp 29, 21, 20, 17, 16; #AT 1; Dmg 1-3; THACO 15; SA poison (Dmg 3-18); SD Nil; AL N.

Closer scrutiny of the statues reveals a number of similarities between them: aside from the striking detail that characterizes them all, a look of utter terror lines the faces of each and every sculpture. In addition to this, all the statues are armed, poised with drawn weapons ready to strike at unseen foes.

The first floor of the tower is circular in shape, some 40' across, open throughout (due to the collapse of several interior walls), and in a state of extreme decay. In the back of the room is a stone staircase going down. This stairwell continues directly into the hill itself, disappearing within the darkness of the subterranean depths below. These stairs appear to be in better shape than the ascending staircase that winds in a clockwise fashion up to the second story. Around the inside perimeter of the tower, the stairs spiral into the ceiling, leading directly to the tower's next level.

An investigation of the second story reveals a similar setting as the first floor: an interior composed of broken walls, fallen masonry, and no less than seven statues of assorted races. All have drawn weapons; likewise, they all carry the same horrified expression as their first floor counterparts. Other than this, there is little else of interest on this floor. This is not the case, however, with the basement of the tower.

The stairs in the back of the first floor lead into the hillside for about 60' before ending in a wooden, metal-reinforced door. The door is closed, but not locked. Upon opening the door, the party finds itself in the midst of fallen timber supports and earthen cave-ins. The dimensions of the room are hard to determine because of this; there are simply too many collapses of wood and earth to clearly see the back walls from the doorway. There is, however, a distinguishable path that picks its way through the damp earth and fallen timber. It is among this debris that the medusa and her mate lurk.

Through the broken timber and earthen fill, the meager path winds and wanders. Signs of earlier habitation abound along the way; wooden furnishing lay in rotting heaps, and occasional tables and splintered chairs jut out from piles of earth and stone. Some piles

reach from ceiling to floor, having poured through the fallen stonework as the supports collapsed. There is a 50% chance that the party encounters the medusa along the path. If so, the medusa appears suddenly from behind an obstruction, gaining the immediate advantage that surprise offers.

The medusa attacks the first character in line by subduing the unfortunate individual with both hands while her asp-like strands strike for 1-4 points of damage per bite. Any character meeting the medusa's fiery gaze must save vs. petrification or be turned to stone instantaneously. The medusa makes this rapid attack in the first round of combat; the second round is spent in flight. The medusa makes her hasty escape via the labyrinthine path through the rubble. Characters pursuing the medusa do so at a disadvantage, for the medusa knows the path and uses this knowledge wisely. After disappearing beyond the party's range of vision, the medusa goes into hiding in some earthen grotto and waits for the group to pass. As a result, party members in hot pursuit of the creature must roll their ability to locate secret doors (1-2 for elves, 1 for all others) on 1d12 to spot her. If the party is moving at a cautious, meticulous pace, the chance of detection is rolled on 1d6. If the party passes the medusa without notice, the creature waits until the party is out of sight range before following. The medusa will never lead a party to its lair; rather, it will follow the party to this point, attacking from behind shortly after the party discovers the medusa's quarters.

The Medusa's Lair

Rounding a sizeable cave-in, the path opens into a large (30' by 30'), uncluttered corner of the subterranean hall. For the first time since entering the underground setting, the stone walls and ceiling show without obstruction. The room is relatively free of debris; against the walls are a number of furnishings (chairs, tables, cases, and so forth) which exhibit evidence of recent use. In one corner of this open area is a makeshift bed, under which is a large, wooden chest. As the party enters the room, the medusa makes her attack from the path. (If the medusa was not encountered along the path, she will attack the party as soon as they round the corner into this area, gaining surprise initiative if the characters are unprepared.) Likewise, the maeder makes its surprise attack from the stone walls. Among its various abilities, the maeder has the ability to pass *through stone* as a xorn and xaren do, moving at its normal rate. As the party enters the medusa's lair, the maeder passes from the wall, adjusting its

molecules for the first round of surprise and attacking during the second.

The maeder is a bald-headed, muscle-bound male in appearance; statistically, he has all of the same figures as his female counterpart (the only difference being in its attack mode and in its inability to petrify by sight). As the party enters the medusa's lair, both creatures make their immediate attacks: the medusa fights to the death; the maeder, however, retreats if severely injured, or if the female is killed or turned to stone by its own sight. The maeder flees by readjusting its molecules for one round (during which time it is open to indefensible attack) and passes into the stonework. Once the party has gone, the maeder returns to the lair to free its mate from petrification via its innate ability to turn stone to flesh (an action it can perform once every three turns). If the party is still within the area, the maeder and medusa establish pursuit; the medusa moving slowly and silently along the dilapidated dungeon path, the maeder moving through the stone walls. Both attack with continued persistence until killed or until the party has left the ruined monastery.

The Medusa: AC 5; Move 9"; HD 6; hp 37; #AT 1; Dmg 1-4; THACO 13; SA gaze petrifies, hair of asps poisons; SD Nil; AL LE

The Maeder: AC 5; Move 9"; HD 6; hp 35; #AT 2; Dmg 2-8 (with fists); THACO 13; SA pass *through stone* at normal movement rate; SD immune to petrification and paralyzation, as well as *slow* and *hold* spells; AL LE

Aside from clothing and other such items, close investigation of the medusa's lair reveals little of interest other than a 2' x 1' x 1' chest which rests beneath the bed. The box is relatively heavy, being made of metal and wood, and has a large brass lock on the front. Besides being locked, the chest is trapped with a poisonous *dan*. Upon opening or attempting to open the lock, the trap is sprung. The character responsible for springing the trap must roll a save vs. poison (Type B, insinuating, *DMG*, p. 20).

Once the chest is opened, the characters find inside the following items: 20 gems (total worth, 2740 g.p.), a *gem of brightness*, a *cloak of protection +2*, a *potion of clairvoyance*, and a *potion of growth*. There is a loose stone in the wall behind the bed; finding this secret alcove requires a successful locate secret doors roll on 1d6. Inside this alcove are several sacks containing 2000 g.p.. Other than these items, there is nothing else of interest in the lair.

Couatl(1)

by Deborah Christian

Terrain: Jungle Island
Total Party Levels: 25 (Average 4th)
Total Magic X.P.: 4,000
Total g.p. X.P.: 11,000
Monster X.P.:
Kill: 3,276 Defeat: 2,457
Retreat: 819

Set Up

* A magic-user of questionable character hires your poverty-stricken party to go in search of a mysterious winged serpent. He needs the skin of the animal for his research.

* The king's son is very ill and his clerics have been unable to help him. The clerics speak of a servant of the gods who could possibly help. A party of adventurers is hired to search the tropical islands of the far south to find the servant and ask for his assistance.

* Your party of adventurers travelling in the tropical seas lands to explore an uncharted island. Several members of your crew have become ill with jungle fever. The natives speak of calling their medicine man to help them.

The Lair

An island in the tropics is the home of the couatl. He shares the island with a band of natives. The couatl only appears to the natives in the form of an old man, and he has influenced the natives to worship his god. He poses as their spiritual leader and medicine man. The couatl wishes to keep himself secluded from the natives so that he may converse with the gods privately. The natives respect his wishes and warn him of any intruders on the island. He has only appeared in his real form a few times, and then only as a servant from the gods. The natives regard the couatl in his natural form as a divine being. The couatl possesses genius level intelligence and is able to protect his island from almost any attack. He is immediately aware of any intrusion into his

The Island

The island that the party has landed on looks like a typical tropical island with what appears to be an extinct volcano. When the party lands, they are greeted by a group of male native warriors carrying spears and bows.

Native warriors: AC 6; Move 15"; HD 5; hp 28; #AT 1; Dmg as per weapon type — spear 1-6/1-6, bow 1-6/1-6; THACO 15; AL LG.

If the party is friendly, the natives will take them back to their village, which is about ten minutes away. If the party chooses to attack

the natives, they will be forced to camp out in the jungle. The only way they will find the couatl's lair will be to secretly follow a native to the cave.

After walking along a twisting path in the jungle, the party will reach the village and be greeted by the rest of the tribe, including the women and children. The tribal leader will also greet the party and will introduce himself as *Kinshu*.

Natives: AC 9; Move 12"; HD 2; hp 11; #AT 1; Dmg as per weapon type — spear 1-6/1-8, javelin 1-6/1-6; THACO 16; AL LG.

The party is welcomed in the village and a great feast is prepared in their honor. The natives are very trusting and enjoy being hospitable to newcomers.

In the center of the village is a crude statue of a winged, snake-like creature, the couatl. Below the statue lies a large hollow log. After addressing the party, Kinshu steps over to the log and beats out a short rhythm. To the party, this action appears to be a ritual, but Kinshu is actually signaling the couatl of the party's presence.

When the party asks the natives about the statue, they will say that it is a divine being; a servant of the gods. They have actually seen it only a few times. If the party asks how they may meet this being, the natives explain that the shaman (who is actually the couatl in human form) is the only one who talks to the gods. The tribal leader will offer to travel secretly to the home of the shaman and ask for an audience.

The Shaman's Hut

If the party follows, they see Kinshu wade through the jungle and enter a small clearing. There is a small hut built at the base of the extinct volcano. Kinshu calls to the shaman, but when there is no answer, he leaves immediately.

Should the party return later, they find a crude bed, a table, and some clothing inside the hut. Along the back wall is a curtain woven out of native grasses. Behind the curtain is a round door, which is about 4 feet in diameter. A *glyph of warding* has been placed around the door, points of electrical damage to anyone touching it.

Once the door is opened, the party feels a warm, humid wind blowing out of a tunnel from behind the door. The tunnel is also four feet in diameter and is about 100 yards long. The party can see light at the end of the tunnel, and it leads to a very large cave, approximately 150 feet high and 100 feet wide. The cave is filled with bright, warm light.

The couatl has made this cave his home for almost two centuries. He likes the island be-

cause it is peaceful and secluded. He is also pleased with the natives who have become followers of his god. However, in recent years, the couatl has had to fight off slave traders who have tried to capture the natives and spoil his island. Because of this factor and because of his advancing age, the couatl has acquired a tendency to attack strangers regardless of their motives. The couatl lives in fear of losing favor with his god, which he feels would happen if he were to lose the natives. Therefore, he is quite defensive and is likely to attack intruders.

The couatl can be reasoned with. If he is spoken to intelligently and sincerely, he might decide to listen (65%) rather than fight.

The bottom of the cave is a lake of warm, steaming water of a temperature that is comfortable enough for wading or swimming. The depth of the water varies and the outside edges are the shallowest, about 2 to 3 feet deep. Inside the water are giant crabs, which are a favorite food of the couatl. The giant crabs will attack after the party has moved around in the water for four rounds.

Giant crabs (6): AC 3; Move 9"; HD 3; hp 20; #AT 2; Dmg 2d4/2d4; THACO 16; AL N.

The party will find that the cave is lit with several *continual light* spells placed strategically throughout the room. There are also three other smaller cave openings. One is 17 feet above the floor with cool water trickling out of it. This cave slopes inward and is filled with cool spring water. The pool contains several different kinds of plant life and fish.

The second cave is about 35 feet above the water. This cave is 5 feet in diameter and goes in about 20 feet before beginning to eply. There is a 75% chance that the party members will slip on the rock and slide down the tunnel. At the bottom of this cave is a pool of stagnant water about 3 to 4 feet deep. There are two water weirds trapped in the pool.

Water weirds (2): AC 4; Move 12"; HD 3 + 3; hp 19; #AT 0; SA the creature lashes out, striking as a 6HD monster. Any creature struck will be dragged under the water and will drown after the number of rounds determined by the character's Constitution divided by four (i.e., a character with Constitution of 16 will drown in four rounds, Constitution of 12 will drown in three, etc.). SD sharp weapons only cause one it point of damage, blunt weapons cause normal damage. When damage equals total hit points the water weird is disrupted and will reform after two rounds. *cold* spells will slow it by ½ *fire-based* spells do ½ or no damage, and a *purify water* spell will kill it. All other attacks will not affect it. THACO 13; AL CE.

The third cave is the highest in the room, about 75 feet up from the steaming lake. The entrance to this cave is 12 feet in diameter, leads in about 30 feet and splits into two rooms, one above the other.

The lower room sparkles if exposed to light. Inside are a great many diamonds protruding from the walls and floor. The diamonds are all in their natural form, and are worth about 6,000 g.p..

The upper room is 20 feet above the lower, but has no stairway leading to it. There is a finely woven curtain closed over the entrance to this cave. This is the couatl's resting place.

The couatl: AC 5; Move 6" /18" ; HD 9; hp 58; #AT 2; Dmg 1-3/2d4; SA poisonous bite (saving throw applicable), constriction attack: victim takes 2d4 hp each round until the victim or the couatl is killed. SD magic use as a seventh level cleric, and psionic ability 60/110 with 14 clerical abilities with commensurate attack and defense modes. Int genius; THACO 12; AL LG.

Inside the room is a bed of soft grasses about 15 feet long, an altar, clerical garments, and a statue of a god. The statue radiates magic and gives off a strong dwoemer *of protection from evil* which radiates throughout

the whole cave. The couatl owns a *gem of seeing*, which he wears in human form, several finely cut gems worth about 5,000 g.p., and a book of seven first through fourth level magic-user spells. The couatl has three vials of *healing potion* which act as the sixth level clerical spell. These were specially made using native plants, and the couatl will only part with one if politely requested and offered a small token of appreciation.

The couatl will be at home when the party enters the cave. He will attack the intruders unless they can quickly convince him that they mean no harm to him and his island.

Yuan Ti (3) (Oriental Adventures)

by Rick Swan

Terrain: Jungle

Total Party Levels: 36 (Average 6th)

Total Magic X.P.: 1,350

Total g.p. X.P.: 9,900

Monster X.P.:

Kill: 8,336 Defeat: 6,252

Retreat: 2,084

Set Up

* A band of yuan ti has been spotted raiding cemeteries and stealing bodies. This sacrilege must be stopped.

* Yuan ti are rumored to be constructing a shrine for demon worship in their jungle lair.

* A fever plague has broken out in the area. The blood of yuan ti is a necessary component in making the medicine to cure the plague.

The Lair

In the middle of a dense tropical jungle is an island surrounded by a swamp. Centuries ago, the inhabitants of a now forgotten city threw the bodies of their enemies in a deep pit on the island. A band of yuan ti were drawn to the pit by the aura of death and evil that still permeates the area. The yuan ti decided this would be an ideal site for demon worship; they are constructing a shrine of bones in the pit for this purpose. Many of the bones were exhumed from the pit, but lately the yuan ti have been robbing cemeteries for fresher

bones. The yuan ti would relish the opportunity to kill any intruders for fresh bones to add to their shrine.

Across the Swamp

The jungle is thick with luxuriant vegetation. The air is hot and humid, and the PCs can hear the ominous chatter of unidentifiable creatures in the high trees.

After trudging through the jungle for hours, the PCs will see a small island in the middle of a steaming swamp. A thin curl of black smoke drifts through the trees on the island; the PCs will not be able to determine the source of the smoke.

The swamp water is dark and smells of dead vegetation. The island is about 40 yards from where the PCs stand on the shore. The PCs could conceivably construct a raft to get across, but the profusion of weeds would make this difficult. Since the water is only waist deep, wading across is the most practical way of navigating the swamp.

If the PCs wade across, there is a chance they will step in quicksand. A check must be made every 10 yards for each PC. On a roll of 1 on 1d6, the PC will begin to sink. Unless rescued, the PC will drown in 1d4 + 3 rounds. Note that a PC following safely in the steps of another PC will not have to check for quicksand; consequently, the safest way to wade across the swamp is in single file.

When the PCs approach the shore, they will find their access blocked by a particularly dense cluster of weeds that rises about four

feet above the surface of the water. Floating near the edge of the reed cluster is what appears to be the head of a large green snake. The head is about eight inches across and has unblinking red eyes.

This, however, is actually the tail of a yuan ti; the natural markings only make it appear to be a head. The rest of the yuan ti's body is concealed in the reeds, as he uses his disguised tail to fool his enemies. The yuan ti has seen the PCs approaching and hopes to use his tail to distract them so he can attack from behind.

Yuan ti halfbreed, snake head, snake tail (1): AC 4 (snake parts AC 0); Move 12" ; HD 8; hp 41; #AT 2; Dmg 1d10/1d4 (bite/constriction); THACO 12; MR 20%; AL CE.

If one or more of the PCs attempts to either examine or attack the yuan ti's tail, the yuan ti will pick the closest PC and attack him from behind. The yuan ti will try to bite the PC and then constrict him with his tail. He may also try to bite any other PC who gets too close to his head. The yuan ti will fight to the death. If he kills the PC, he will try for another.

If the PCs try to sneak past the yuan ti, he will attack the last PC who goes by, again attempting to attack from behind. If the PCs don't fall for this trick, the yuan ti will pick the most opportune moment and attack anyway.

The Bone Cleaner

The island is also covered with thick vegetation dominated by huge cypress trees. Once on shore, the PCs can walk up a short ridge

and from there will be able to see the source of the smoke.

In a clearing 30 yards from the top of the ridge is an opening in the ground about 8 feet across. Smoke drifts from this hole. Beside the hole under the shade of an especially large cypress tree is a yuan ti. He has the body of a snake and the head and arms of a human. The yuan ti is coiled before a decomposed body and is using a large machete to scrape the flesh from the bones. A second yuan ti with snakes instead of arms is in the cypress tree looking for monkeys to eat. This yuan ti is completely hidden in the branches.

Yuan ti halfbreed, snake torso (1): Move 9"; #AT 2; Dmg 1d8/1d4 (machete/constriction); all other statistics as above.

Yuan ti halfbreed, snake arms (1): Move 12", #AT 2; Dmg 1d6/1d6 (2 snake heads); all other statistics as above.

If the PCs attack, the yuan ti on the ground will fight with the machete and will also attempt to coil around a PC and constrict him with his tail. The yuan ti in the tree joins the fight in the third round, attacking with his snake arms. These yuan ti will fight to the death.

If the PCs don't attack right away, the yuan ti on the ground will smell them and come after them. The yuan ti in the tree does not attack, but will drop out of the tree on top of a randomly chosen PC who tries to go into the pit.

The Pit of the Abomination

Along with the black smoke, a powerful stench of decay drifts from the hole. Lowering themselves into the hole, the PCs find it extends into a deep tunnel about four feet wide and six feet high. The tunnel is very dark, but careful PCs will have no trouble making their way through.

After moving through the winding tunnel for 40 yards, the PCs will be able to hear faint hissing sounds coming from ahead of them. They will also see faint flickers of light.

After another 20 yards, the tunnel opens into a cavern, roughly circular with a diameter of 50 feet and a ceiling about 20 feet high.

The floor is rough and spotted with many holes where the yuan ti have been digging for bodies. Mounds of earth are piled against the cracked cavern walls; filthy rags and discarded pieces of skeletons are scattered here and there. Four iron holders fastened in the walls hold burning torches and give off thick black smoke.

Against the cavern wall opposite the tunnel opening is a grotesque sculpture made of bones extending from the floor to the ceiling. It is unfinished and vaguely resembles the face of a gigantic serpent. In front of the sculpture is a shallow ditch, about six feet wide, extending from wall to wall. Snakes of all sizes and colors writhe in the ditch, hissing and slithering in and out of each other's coils.

Coiled on a high ledge in a corner of the cavern near the sculpture is a yuan ti resembling a large black snake with a human head. The yuan ti supervises the construction of the sculpture, a shrine for demon worship.

When the yuan ti sees the party, he rises like a cobra, smiling widely and swaying back and forth. This yuan ti can speak in a language understandable by the PCs. "Our prayers have not gone unanswered," he hisses. "He has brought you to me!"

Yuan ti abomination: AC 0; Move 9"; HD 9; hp 55; #AT 2; Dmg 1d4/2d8 (bite/constriction); THACO 12; SA *causefear, darkness* within a 15 foot radius, *snake charm, stick to snakes, neutralize poison, suggestion, polymorph other*, MR 20%; AL CE.

If the PCs don't attack immediately, the yuan ti will tell them he has something precious for them. If asked what, the yuan ti will sway excitedly back and forth and hiss, "Wisdom! Life everafter!" He will then cast *suggestion* on the nearest PC. "These are your true brothers," he will say to him, gesturing to the snake ditch. "Join them! Hurry!" If the chosen PC fails his saving throw, he will run to the ditch and wade into the snakes. For every round the PC is in the ditch (along with any PCs who enter the ditch to rescue him) there is a 50% chance the PC will be bitten. PCs who fail their saving throw vs. Poison take 2d6 points of damage; PCs who make the throw

still take 1d4 points of damage. The affected PC will continue to attempt to join the snakes in the ditch unless the spell is negated (as by using *dispel magic*) or unless he is physically restrained until the spell wears off.

In the second round, the yuan ti casts *cause fear*. In the third round, he shouts loudly in a series of sharp hisses, commanding the snakes to attack. Not only will snakes slither out of the ditch, they will also pour out of the cracks in the cavern walls and floor until there are literally hundreds of snakes in the cavern. At this point, the yuan ti joins the battle. He will try to bite PCs with his razor-sharp teeth and will coil around and inflict constriction damage on any PC he can grab. The yuan ti will cast *darkness* on any group of PCs fighting together in the same area.

During this battle, there is a 50% chance per round for each PC to be bitten by a snake. (If a saving throw vs. Poison fails, take 2d6 points of damage; if successful, take 1d4 points of damage.) It doesn't make any difference how many snakes the PCs kill; consider the supply to be endless. A PC may keep the snakes at bay by using a torch, although he will be unable to do anything else while protecting himself. Spells such as *snake charm* will also be useful.

The yuan ti will fight to the death. However, before he dies, he will choose a random PC and cast *polymorph other*, attempting to transform him into a duplicate yuan ti abomination. (The DM is referred to page 78 of the PH to consider the possibilities of this spell.)

If the yuan ti is killed, the snakes will become less aggressive. However, as long as the PCs remain in the cavern, there is still a 10% chance per round of being bitten (same chances of damage as given above).

If the PCs are brave enough to rummage around the cavern in spite of the snakes, they will find a *dagger of venom* and a *ring of fire resistance* among the debris in one of the dirt piles. The eye socket area of the sculpture contains two blood red rubies worth 4,500 g.p. each. The mouth area contains 15 chunks of black jasper worth 60 g.p. each.

Beholder (1)

by Jeff O'Hare

Terrain: Marsh

Total Party Levels: 49 (Average 7th)

Total Magic X.P.: 11,450

Total g.p. X.P.: variable

Monster X.P.:

Kill: 6,750 Defeat: 5,062

Retreat: 1687

Set Up

* While traveling through a large swamp, the party finds the village of Lyess, pop. 200. A small boy runs up to them and tearfully begs them to rescue his mother, who was taken by "an ugly lady with snakes on her head." If the party asks around, the locals verify that there is a medusa who lives six miles southeast of the village. She can control her petrifying gaze, a unique ability! The boy renews his pleas. . . .

* The swamp that the party is crossing is rumored to house a pair of beholders with a peculiar sense of humor.

* As the party crosses the swamp, they see a motionless figure off in the distance. As they approach, they recognize that it is a statue of an ogre. From this point the party can see another statue 100 yards away. Reaching it, they will see that it is a lizardman. There are more statues every 100 yards or so, leading directly to the lair.

The Lair

There is one beholder southeast of the village. Worse, he has charmed the entire village, one by one. Now all of the villagers exist just to send unwary and ill-informed travelers to his lair for a fresh supply of flesh. Whenever a *charm* spell wears off, the others drag him back to the lair to be recharmed. Since the villagers are not too bright to begin with, this does not happen often.

The beholder's permanent commands to the people are: 1) Go about your lives normally. 2) Deny my existence to all. 3) Lure visitors to my lair by telling them that someone has been captured by a medusa who can control her powers. 4) Bring any villagers who no longer obey back to my lair.

The Approach

Due to low-lying mists and fog, the lair is not visible until they are 400 feet from the entrance. Many petrified creatures dot the area around the lair. Among them are a black dragon, a basilisk, a beholder, a giant slug (60 feet long), a shambling mound, and a squad of six orcs.

The lair is a hole in the ground 10 feet wide.

Looking into it reveals a shaft 150 feet deep. There are no ladders, steps, or handholds. There are no tracks, but there are a few old snake skins. The entire area is deathly quiet.

The Outer Cave

The cave is a 12-sided polygon 40 feet in diameter. The ceiling is 50 feet from the floor, and is covered with sharp, spiky rocks. The most unusual feature of the cave is the walls, which are made of highly polished crystal. Each wall acts as a mirror of excellent quality. The beholder is responsible for getting the walls into their present shape by the careful use of its *disintegration ray*. Sound echoes so well that it is difficult to determine its source.

When the party lands in the cave, they are in the precise center of the room. The southernmost wall is a corridor that will not be obvious unless approached. Before they can do so, the beholder appears in the mirrors. He has come from the southern hall, but the mirrors will confuse everyone as to his size, distance from the party, and even which direction he is coming from.

Geshplerx the beholder: AC 0/2/7; Move 3"; HD 16; hp 75 (60 for the body, 15 for the center eye, plus each small eyestalk takes 10 hp); #AT 1; Dmg 2d4; THACO 7; SD *anti-magic ray*; SA magic use by eyestalks. The beholder can bring four stalks to bear on the party, not counting the center eye; AL LE.

Geshplerx will aim the center eye's *antimagic ray* on the strongest-looking spell caster. Simultaneously he will fire the *petrification*, *death ray* and *slow* spell. The fourth eye will be the *telekinesis*, and he will lift the strongest fighter up to the ceiling at top speed, impaling him on the spikes for 2d10 damage then letting him drop for 15d6 damage from the fall of 50 feet.

Note that the group must announce which way they are directing their attacks. The lair's walls give the beholder an 11 image *mirror image* spell, and the reflective nature of the walls make it difficult to ascertain where the beams are.

In the next round, the beholder will continue using his large eye on the spell caster, and now will use the *charm* spell eye to force an ally to attack the party. He will use *telekinesis* again, this time lifting the victim 100 feet up the shaft and letting go.

The victim takes 20d6 damage, and items must save vs. crushing blow.

He will continue using *death ray* and *petrification* on the party, but will not close for melee. A desperate move on Geshplerx's part is to fly upside down over the party and attack with his full array of eyes. This means that he must enter the room and finally give the party

a correct bearing on him.

Geshplerx will attempt to cast a *charm monster* at any creature that the party brings down with them that falls into the category of monster, which also includes unusual familiars. He will command the charmed beast to attack. Do not reveal that Geshplerx cast that particular spell, since he will try to make the creature attack by surprise.

If over half the party is still alive and fighting, Geshplerx will retreat towards his inner cave. Grant the party an 8% cumulative chance per round of finding which cave side is the passage leading into the lair. If Geshplerx did his aerial move, then the party will know where he went. When retreating, the beholder will fire his rays at any pursuers.

The passage is 60 feet long and opens into a rugged circular cavern, 30 feet in diameter and strewn with boulders. The beholder has taken up a defensive position behind some boulders, and will use his *telekinesis* to levitate a hollow stone replica of himself at the coming party. Geshplerx carved it by using his *disintegration ray* very carefully. With normal light sources, it looks real enough to fool the party 85% of the time. *Light* spells reduce the possibility to 10%.

The beholder will make his last stand here. He speaks Common and is not above making a deal. His treasure trove is under a 250 lb. rock and contains:

Five potions: *extra healing*, *super-heroism*, *ventriloquism*, *elixir of madness*.

An *alchemy jug*, *necklace of adaption*, *bracers of archery*, and a *shield +2*. There are two pieces of rolled up parchment. Both are *protection scrolls*, one from *petrification*, the other from traps.

If it occurs to the party, the crystal cave walls can be cracked, and will yield 2d10 pieces of crystal each worth 1d10 x 100 g.p..

The most that the party can negotiate out of Geshplerx is the release of the villagers and all of the magic items. The beholder will then leave the lair forever, but not until he streaks to the village and takes a villager by *telekinesis*, to be used as a first meal in his new lair, wherever that may be. The villagers may also try to persuade the party to rescue the kidnapped villager, if the beholder managed to get away with him. This could lead to a whole new adventure!

Slaying the beholder will break the charm on the villagers, who will be most grateful for their freedom. The PCs will become the honored guests of the village for a week, and the mayor will give the party 1,000 g.p., which is most of the village's funds.

Will-o-Wisps(3)

by Jeff O'Hare

Terrain: Swamps
Total Party Level: 31 (Average 6th)
Total Magic X.P.: 2,400
Total g.p. X.P.: 488
Monster X.P.:

Kill: 5,938 Defeat: 4,445
Retreat: 1,480

Set Up

* While trying to make their way through a swampy area, the party sees lights moving off to one side. The lights look as if they might be a campfire.

* An old woman tells the party she needs the root of a willow tree in order to prepare a potion which will aid the party (either for a *healing potion*, as part of a beneficial spell, or whatever may be appropriate at the time). The root can only be gathered in a certain section of a nearby swamp.

* The Grympen Myre, a big swampy area, is ahead of the players, blocking their way. Going around the swamp takes at least three full days of travel. Anyone they meet on the road will assure the players that there are many paths through the swamp, though it is a dangerous place to cross.

The Lair

The road through Grympen Myre is not well traveled. The majority of the people from the area choose to go around it, even if that route does take more time. Only the young or the foolhardy needlessly traverse that way. Daylight passage is bad enough, but the traveler who gets stuck at night in the swamp is lucky to get out alive. Monsters roam freely in the Myre, and many have seen the evil faces of giants, nagas, trolls, and other creatures.

Most of these sightings are false, and the locals keep these stories alive to scare off visitors, hoping to spare their lives. There are a number of creatures in the swamp, both good and bad, but not nearly the amounts stated in the rumors.

Among the many creatures lurking in the Myre is a glow (proper group name for three or more) of will-o-wisps. Though extremely mobile, these wisps have remained in one area of the swamp for some time. Many travelers have seen the ghostly lights, but the ones who are able to tell of them never had the courage to investigate.

Evolving out of swamp gas, these glowing balls of lights have no real lair in which they can be found. The entire glow makes a single small nest in the hollow of an old tree in which they rest and store treasure. Though these

lights rest and can turn *invisible* (for 2d4 rounds) by extinguishing their glow, they have no real need for comforts such as home or furniture. They exist in the wild, taking their food when they can. Wisps are not migratory creatures. They tend to stay in one spot for a majority of their life spans.

This spot, called a bog, is always deep in the swamps, where their feedings can go undisturbed. Wisps live near quicksand, because it helps them capture their victims. It's very difficult to fight off a glow of wisps while trying to extract oneself from quicksand. The sand also helps rid the wisps of their rubbish, and erases any clues as to what may have happened before in this bog.

Will-o-wisps: AC -8; Move 18"; HD 9; hp 60, 66, 68; #AT 1; Dmg 2d8; THACO 12; Wisps can only be harmed by three spells: *maze*, *protection from evil*, and *magic missile*. No other magical spells will work on wisps. They may be hurt by physical attacks. If brought down to five or less hit points the wisp will retreat, fleeing to their nests. If the PCs follow them to the nest, the wisp will fade, leaving its treasures unprotected. Wisps attack by emitting bolts of electrical energy, which cause 2d8 points of damage. AL C.

Wisps feed on the life energies which are given off by dying victims, gradually siphoning off energy until the creature is left as a dried husk without strength or intelligence. Since wisps feed off such energies, living intelligent creatures are seldom found near a wisp's bog. The area will also be devoid of animal life, as animals instinctively avoid such places.

Wisps have no use for material possessions, so a large variety of items can be found on the ground near the wisp's home. Most treasure is sucked down into the bog with the dying victim. Occasionally, a traveler will throw off his treasures to lighten the weight, hoping to slow the sinking into the bog. Wisps leave this treasure as bait to lure other unwary travelers into the bog.

The Bog

Grympen Myre is a primordial place. It is hot and sticky. Bubbles of gas pop stagnant pools. A fine green moss lays over a few ponds. Much of the time the party hears frogs and birds and is tormented by insects. Most of the way is muddy, with 10% being mud in which the players sink to their knees.

Deep in Grympen Myre, a normal longsword is stuck in a tree, marking a path made of small islands of solid land sticking out of the swamp. This path leads to the lair of the wisps. A little way down the path, the husk of a dead man (skeletal, but with the skin intact) lies across one island. He has stumbled out

from the swamp ahead. He is dressed in light armor and has only a small dirk in his belt. Papers in a pocket reveal the body as a merchant's hired man on the way to the village the PCs have most recently left. In the brush nearby is a closed cask. If opened, the cask is empty except for a single gold piece.

Ahead, some lights are seen flitting among the trees. As the PCs approach, they find the following items along the path: a *wand of fireballs* (2 charges left), a flask containing normal water (drinkable, though a bit stale), a *broadsword +1*, and a scroll in High Elvish describing a military campaign, dated 12 years before.

The bog is surrounded by a mixture of quicksand and a few spots of real land amidst the muck. There is a 60% chance that the PCs will be able to stay on solid land (though certainly not dry) during an encounter with wisps. The DM should determine this every time the PCs move.

A skeleton is lying off the path, 11 feet to one side. It rests upon some quicksand and has been left by the wisps as bait to lure PCs off the path and into the bog. If the PCs reach the skeleton, it is wearing a non-magical ring with a big ruby of inferior quality, worth 200 g.p.

The DM should treat quicksand as a trap. The sand will swallow any player who steps into it within 12 rounds. The pull of the sand has a Strength 16. The PCs must apply a Strength of 16 or more to get out. Each time they succeed, those trapped get a free round of not being pulled down. It takes three consecutive rounds of 16 or better to pull free. With support from outside the sand, PCs can hold their position even in the sand or be pulled free.

Once the PCs step into the quicksand, the wisps will wait 1-4 rounds before attacking. Once they attack, they will be after sustenance. They don't want to fight the PCs, merely to feed.

If the PCs manage to stave off the wisps, the wisps retreat to their nest. Should the PCs reach the nest, they find the following items: 31 g.p., 40 s.p., 200 c.p., 45 p.p., a *ring of feather falling*, and an empty *efreeti bottle* (actual worth 10 g.p.). There is a 15% chance of the PCs finding all of the treasure, as most of the coins have fallen into the hollow of the tree housing the nest. Should the party choose to chop the tree down or split it open, they will find all of the treasure.

Aerial Servant (1)

by Deborah Christian

Terrain: Mountains/Underdark
Total Party Levels: 40 (Average 7th)
Total Magic X.P.: 1,300
Total g.p. X.P.: 500
Monster X.P.:
Kill: 7,540 Defeat: 5,655
Retreat: 1885

Set Up

* Two local elves have disappeared in a nearby mountain pass; a villager who searched for them also vanished. The townspeople ask the party to find the missing persons.

* Drow Elves have been sighted around wooded bluffs not far from a town. The residents, unsettled by the sudden appearance of Drow in their area, hire the party to scout the bluffs and take action against the Drow if possible.

The Lair

There is an entrance to the Underdark in a mountainous area. There, a female Drow cleric has summoned an aerial servant. She has ordered it to fetch an elf from the surface and to make sure the prisoner is unarmed, secure, and undisturbed until she is ready to sacrifice him.

The first elf that the servant finds happens to be a party member, or a friendly NPC if no elf is part of the PC group. (If there are no elves in the party, the DM may alter the race of the victim as desired.) The group's first encounter with the servant occurs when the unsuspecting elf is plucked up and whisked off across country. Although a victim with a 18 + Strength may have a chance of breaking free (see aerial servant statistics), the servant will continue to move while this struggle goes on. If the victim escapes, the servant simply grabs him again and continues on his way. Quick pursuit will allow the party to observe where their companion disappears behind a distant outcropping of rock. A thorough search of the area reveals a dark shaft hidden in the rocks. A scrap of cloth or a dropped pouch show that their friend was taken this way.

Ventilation Shaft and Drainage Cavern

The party has discovered a ventilation shaft. A draft strong enough to extinguish unprotected lamp flames blows steadily up the tunnel. The passage is 6 feet square and descends 100 feet at a 45 degree angle. Characters not using ropes must make a Climbing Check. If this is failed, there is no chance for the character to stop his descent, for there is nothing to grab onto.

The ventilation shaft ends in a dry drainage channel along the wall of a 50-foot-wide cavern. There is a passageway in the east wall; a warm spring flows from that passage into this cavern, and cascades down a wide fissure in the floor. The drainage channel leads to the fissure as well.

The stone is worn and marble-smooth where the water drains below, forming a water slide wide enough for two characters abreast. The slide descends 20 feet at a steep angle and ends in the catch basin pond below.

Catch Basin and Pond

The water level in this sub-cavern is 4 feet deep. Cracks in the west end of the pond floor drain the water; the channels are wide enough to create a moderately strong current. Characters less than 5 feet tall or 100 lbs in weight must check Dexterity within 10 feet of the drainage channels. Failure indicates the character is sucked towards the fissures and may be submerged as his feet enter the cracks. A Strength total of 20 points is required to tug a trapped companion free. Adventurers attempting this must remain 10 feet distant from the fissures if they are under the height or weight minimums given above. Characters within 5 feet of this trap will feel something underfoot—it is a skeleton caught in the cracks. Around its neck dangles an attractive talisman: an *amulet of finescapeable location*.

Passageway and Prison Cavern

The eastern passage is 6 feet high, 6 feet wide and 20 feet long. A draft blows here with the same effects as in the ventilation shaft. The warm spring makes the bottom of this passage very slick. Any Dexterity Checks necessary are made at +2 on the roll.

The passage opens into a cavern 80 feet wide and 50 feet high. A breeze blows from the east through rock curtains. The spring flows from a crack and borders the ventilation wall before turning towards the passage. A moldy straw pallet is along one wall—the captured elf is found here. Between the spring and the ventilation wall grows a patch of phycomids. The prisoner's weapons are thrown into this patch when he is disarmed by the servant, with a 50% chance of other belongings being cast here as well.

The elf may attempt to escape before help arrives. If the prisoner is openly aggressive, the aerial servant keeps him securely in this chamber by knocking him unconscious. Otherwise, the elf may have a chance to take action once friends arrive to distract the aerial servant.

Phycomids: AC 5; Move 3"; HD 4; hp 18; #AT 2; Dmg 3-6/3-6; THACO 15; AL NE).

SA squirts 7-12 foot distance (DM may increase this to 16 feet if desired because of the draft). Save vs. poison or fungi sprout in 5-8 rounds for 5-8 dmg; death in 5-8 turns; cure *disease* spell stops effects; SD immune to mental attacks; fire-based attacks save at +4, and damage is half normal or none.

Overgrown but undamaged by the phycomids are 400 g.p., 20 p.p., 2 daggers, 1 *battle axe* +2, a *potion of speed*, and one *ioun stone* (clear spindle, sustains character without food or water).

Aerial servant: AC 3; Move 24"; HD 16; hp 96; #AT 1; Dmg 8-32; THACO 7; AL N. SA surprises on 1-4; exceptional Strength; opponents may break free of grip only if their ST is greater than 18 (percentile amount equals percentile chance of breaking free); SD *Invisible* on the prime material plane; hit only by magical weapons.

The aerial servant fights only in self-defense or defense of his charge. If unable to herd intruders back out the ventilation shaft, he will push them into the catch basin in his efforts to keep his prisoner "undisturbed." If unattacked after that point, or if he loses 50% of his hit points, the servant will retreat to the inner cavern. There he will attempt to keep his charge safe from further attacks. If frustrated in carrying out his mission, the aerial servant goes insane and departs immediately to find and kill the cleric.

At the DM's option, an exit from the prisoner's cavern may be located 30 feet up the wall and hidden with an illusion. This passageway provides an entrance to the cleric's quarters and thence into the greater world of the Underdark. Alternatively, the passageway contains a magical gate to the Astral Plane (see Red Abishai lair, page 69).

Chiang Lung (1) (Oriental Adventures)

by Rick Swan

Terrain: Mountains
Total Party Levels: 42 (Average 7th)
Total Magic X.P.: 5,300
Total yuan X.P.: 11,000
Monster X.P.:
Kill: 8,932 Defeat: 6,699
Retreat: 2,233

Set Up

* The chiang lung who lives in a nearby river valley has acquired a taste for sheep. Local farmers dependent on their flocks are desperate for help.

* A foolhardy warrior led a band of followers into the mountains to slay the chiang lung and never returned. The warrior was armed with a unique platinum katana, and it is assumed the dragon added this valuable item to his treasure.

The Lair

A large chiang lung resides in the river valley between two vast mountain ranges. He lives in a mansion at the bottom of the river, but spends much of his time in the form of a shepherd when he isn't scouring the countryside in search of sheep to eat.

The dragon is attended by a small shen lung. Although generally peaceful, they have little tolerance for outsiders and recently killed several intruders (led by a warrior armed with a platinum katana) who ventured too close.

Warning from the Mountain

The simplest and quickest route to the chiang lung's lair is directly over the mountains. The peaks are as high as 500 feet in places, but a little searching will reveal an area that is only about 100 feet high. The sides of these low mountains are rough and craggy with many ledges to make climbing easy. PCs taking reasonable precautions will have no trouble climbing the cliff. DMs wishing to add more detail to the climb are referred to pages 14-16 of the DSG.

When the party is about halfway up the mountainside, the chiang lung swoops out of the sky, roaring loudly and passing within 15 feet of the PCs in an attempt to frighten them away. The dragon then vanishes into the clouds—only to return two rounds later, this time using his breath to expel thick black rainclouds. A torrent of rain will beat heavily on the PCs as the dragon again swoops away, this time to return to his lair.

Chiang lung (1): AC 2; Move 12" /18" // 24"; HD 12; hp 63; #AT 3; Dmg 1d6/1d6/3d12 (claw/claw/bite); THACO 10; SA

polymorph, lower water, bless, curse, omen, fate, dispel evil, control weather, remove curse (all once per round), *major creation, reward* (once per day), *tsunami* (on special orders of Celestial Emperor), breath expels rainclouds, armed with +5 *sword* in human form; SD spells; MR 10%; AL LN.

The heavy rain lasts for five rounds and won't harm the PCs as long as they stay put. However, if a PC attempts to continue up the mountain while the rain is falling, the DM should make a Dexterity Check for that PC each round he is climbing in the rain; a failure indicates that the PC has lost his footing. Any PC who falls to the bottom will take 1d6 hit points of damage for every 10 feet he falls.

The Guardian of the Plateau

Reaching the top of the mountain, the PCs find themselves on a smooth plateau. The plateau is roughly circular, about 50 feet in diameter, and barren.

A shen lung has been invisibly following the PCs in the sky from a distance. Once the PCs have all reached the plateau, the shen lung will land on the plateau with them, reappear, and attack.

Shen lung (1): AC 1; Move 12" /12" //9"; HD 9; hp 63; #AT 4; Dmg 1d4/1d4/2d12/1d8 (claw/claw/bite/tail); THACO 12; SA *bless* and *curse* once per day, *control weather* and *ice storm* three times/day *polymorph* (to human) at will, *scaly command* (50 creatures), *water fire*; SD unaffected by lightning, double damage from fire attacks; AL CN.

The shen lung will first cast *curse* on the party, then attacks with claws, teeth and tail. After two rounds of combat, it will surround itself in *water fire*; a PC who touches the *water fire* will take 2d6 points of damage.

If the shen lung is reduced to half or less of its hit points, it will use *control weather* to create a dense fog. Hidden by the fog, it will turn invisible again, then fly away to join the chiang lung in its lair below.

The Shepherd's Surprise

With caution, the PCs will have no trouble descending the mountainside from the plateau to the river valley below. The river is quite narrow at this point, only about 100 feet across in places.

After the PCs have descended into the valley, they notice a stream branching off the river that has formed a small pool approximately 20 feet in diameter. The pool is on the same side of the river as the PCs. The water in the pool is five feet deep and is the home of dozens of harmless silver nightfish. The dragon has hidden a number of items taken from previously killed intruders in the bottom

of the pool; he intends to examine them later at his leisure.

Near the pool is a shallow pit about 30 feet across and 4 feet deep. Two dozen sheep are in the pit, and they bleat at the PCs when they come near. An old man in a dark robe is attending to the sheep. The man is actually the chiang lung, *polymorphed* as a shepherd to keep an eye on the PCs.

If the PCs talk to the shepherd, he will pleasantly deny the existence of any dragon, telling them to look on the other side of the mountain range or perhaps in another part of the river several miles away. If the PCs are skeptical, if they discover the disguise (for instance, with *detect magic*), or if they appear to be on the verge of discovering the treasure in the pond, the dragon will revert to his natural form and continue the conversation.

The dragon will ask the party what they are doing here uninvited. He will listen to their story and respond to their questions with evasive questions of his own, such as "Why is that important for you to know?" If the PCs persist and show no intentions of attacking, the dragon will be willing to negotiate with them. The dragon wants a regular delivery of sheep at the base of his mountain. In return for stopping the raids on local flocks, the PCs must agree to have two sheep delivered every week for a year. In return for the platinum katana, the PCs must arrange to have a dozen sheep delivered per week for a year. (The katana is the only treasure item the dragon is willing to negotiate away.) If they can reach an agreement, the dragon will allow them to leave peacefully. If they can't, the dragon will demand that they leave. If the PCs linger or if they take hostile action at any point, the dragon will attack.

The chiang lung will first cast *curse*, then attack with his claws and teeth. After two rounds, the shen lung will reappear (it has been watching invisibly from a mountain peak) and join the fight. The shen lung attacks with *ice storm* at a randomly chosen PC, causing 3d10 points of damage. The shen lung then attacks with claws, teeth, and tail, alternating these attacks with *ice storm* until the spell has been cast three times. Both dragons will fight to the death or until the PCs retreat.

Imbedded in the mud in the bottom of the fish pond are a number of treasure items: three deep green emeralds worth 9,200 tael each, a platinum +2 *katana* worth 10,000 tael, two *potions of extra healing*, two black pearls worth 28,000 yuan each, a *ring of free action*, and an ivory tube (value of 32,000 yuan) which contains a scroll of *protection from elementals*.

Dwarves (6)

by Allen Varney

Terrain: Mountainous

Total Party Levels: 4-8 (avg. 1st) including at least one dwarf character

Total Magic X.P.: 3000

Total g.p. X.P.: 2500

Monster X.P.:

Kill: 156 Defeat: 117

Retreat: 39

Set Up

* A band of dwarves has been raiding the villages at the edge of a nearby mountain range. The citizens are terrified, and only a brave band of heroes can stop the dwarves.

* An exceptionally honest storekeeper has found the flour he sells to be infested with weevils. He hires the player characters to warn all the outlying customers who have bought flour recently, including "a couple of crazy old dwarves who live up in the mountains. They bought a cartload of provisions. Claimed there wasn't gonna be a town here to buy from much longer. Then they laughed."

The Lair

A year or so ago, a family of dwarves looking for a new home found a cavern system deserted by its previous residents. They set up housekeeping.

The dwarven parents wanted a new home to escape the notoriety which hounded them after a singular event: the birth of twin females. Dwarf women are rare in any case; twins are as sensational as quintuplets among humans. As the girls approached marriageable age (about 40), the parents were besieged by offers from dwarf-men wishing to wed them. Marriageable women are scarce treasures in dwarf society—and a dwarf's natural impulse toward any treasure is to hoard and protect it.

So the father, Hulgram, found a new home, isolated from their kind. Hulgram knew he'd eventually have to let his daughters marry—but at least here he wasn't pestered by earnest suitors.

Not at first, that is. But then two lowlife dwarves, Khulduz and Zhorgul, learned of the twins' whereabouts. They presented themselves to Hulgram, as refugees from an imminent cosmic calamity foretold by (among other dreadful omens) the birth of his twins. They gradually persuaded him that cataclysm was imminent, and that the family must shut themselves away in the cave—with Khulduz and Zhorgul as guards.

So the two sleazy con men have now secured a base of operations for their raids on nearby villages. They also have a golden opportunity

to force themselves on the dwarf maidens, while their father is busy with astrological calculations of the coming apocalypse. Only Hulgram's wife stands in their way, and an "accident" has been arranged to strike her.

The lair is a barricaded tunnel system winding deep into the earth. Stockpiles of supplies are kept in the upper chambers, while the dwarf con men live in well-guarded rooms just below. Hulgram and his family reside far beneath the surface, in a set of chambers filled with astrological equipment.

The Approach

The lair looks like a simple rockfall at the base of a deeply sloped mountainside. Only the tiny hole at its top indicates the cavern entrance hidden behind the rocks. On closer examination, characters discover the rocks are artfully arranged to form weapon slits near the bottom of the pile. Guards can fire arrows through these openings, though no guards are there as the characters arrive.

Anyone up to human size can crawl through the cave opening and down the rocky inward slope. The cave inside is lighted by a single guttering torch. It smells of bat droppings and of its longtime gnome residents; racial preferences govern which smell characters think is worse.

The tunnel downward from the entrance is wide and smooth, though low for humans. Those larger than dwarves must crouch in almost every passageway of the lair.

Downward

If the characters don't take specific precautions against noise, they alert the two dwarf villains in their chambers, not far back from the entrance. The dwarves have time to set a couple of nuisance traps for the PCs.

If the players carefully avoid noise, the dwarves are alerted by a cunningly-concealed alarm wire stretched across the tunnel path. The wire topples a precarious pile of rocks, making a loud clatter. The dwarves are warned, but have no time to set traps before fleeing down the tunnel.

The traps in the upper tunnel appear to be two ordinary oak doors, set in carefully cut archways in the rocky tunnels. The doors lead to the dwarves' supply rooms; they open outward, releasing an avalanche of barrels containing foods like flour (weevil-infested) and beans. If the PCs didn't take specific precautions against the trap, give each PC a Dexterity Check to avoid the tumbling barrels. A PC who fails the check takes 1 point of damage for each point the roll is missed by.

If the con men didn't have time to set the traps, PCs who open the doors find only ordi-

nary supply rooms, with the barrels set on unusual racks that appear poised to hurl them at the door when a switch is pulled.

Further down, on opposite walls of the tunnel, are the locked bedchambers of Khulduz and Zhorgul. Their locks are set with ordinary poison needle traps. If a character tries the lock but fails to remove the trap, the PC must save vs. poison or fall prey to the needle's venom. Allow a Constitution check for the afflicted character; success means only slight dizziness for four hours (—2 to hit), while failure means four hours of unconsciousness. The traps can be disarmed by hidden levers above the door jambs.

Each room has a rock-hard cot with dirty bedding, a weapon rack (designed for maces and crossbows, but now ominously empty), and a large pile of work tools. Under the cot is a locked chest containing 500 g.p.—what's left of the loot from the raids, after the dwarves finished a few big drinking sprees.

Whether or not the characters were hit by the doorway traps, or stop to explore the bedchambers, Zhorgul and Khulduz get time to flee far down the tunnel. By the time the PCs can pursue, they've reached Hulgram's stronghold—the last line of defense.

The Observatory

Down in the lowest level of the cavern, far beneath the ground, the pursuing PCs find a giant orrery—a mechanical model of the solar system, like those you find in modern planetariums. Hulgram uses the orrery to study the astrological catastrophe he's convinced is coming. Yes, he studies the planets deep underground; to a dwarf, it makes perfect sense.

The orrery is a series of colored metal globes, each about six feet across, attached to individual iron hoops that lie flat on the cave floor. The hoops are nested concentrically around the Earth in the middle. The inner hoop holds the globe of Mercury, and the rest (reading outward) bear Venus, the Sun, Mars, Jupiter, and Saturn. (This is the medieval view of one solar system, of course; your own campaign may require a different arrangement.)

Each hoop is a thick iron band, driven by a complex gearing system to rotate around the central Earth. The motive power is a large crank in the middle, under the globe of Earth: the crank now being industriously turned by the two dwarven con men. They have turned the orrery into a bizarre but effective defense.

The dwarves have barricaded themselves in the center of the orrery, behind the globe of the Earth. As soon as the PCs enter the chamber, Khulduz begins firing crossbow bolts (one per round) at the closest PC. Zhorgul, meanwhile, works the orrery gears, moving

the planets back and forth to block return fire and collide with onrushing characters.

There is no way past the orrery, for it fills the whole chamber. Sneaking to the center unseen is impossible without magic. PCs can't negotiate with or bribe the dwarves. Trickery may work, but they're fairly shrewd and quite suspicious by nature.

Because of its superb dwarven craftsmanship and flawless balance, the orrery can be turned quickly. And because of its gearing, the "inner" planets move more quickly than the outer ones for the same effort. (This is just like the real solar system, where the outer planets have longer periods of revolution around the sun.) This means that the closer the PCs get to the center, the harder it is to avoid the planets that rush back and forth on their hoops.

A character can cross one hoop per round. In each round spent on a hoop, the character must avoid a planet, which calls for a Dexterity Check. On the two outer hoops (Jupiter and Saturn) the checks work normally. But when a PC reaches the inner hoops (Mars, the Sun, Venus, and finally Mercury), the checks grow harder as the planets move faster: at the Mars hoop, subtract 2 from the PC's Dexterity before the check is made; at the Sun, subtract 3; Venus, subtract 4; and at Mercury, subtract 5!

A successful check means the character has avoided the planet as it whirls by on its hoop. Failure means the PC is hit for 1 point of damage, and the character doesn't cross that hoop this round.

Once they finally reach the center, the PCs get their first good look at these dwarves. They're ugly even for their kind, with beetle brows and dirty beards. Their armor is dented, their weapons rusted, they are just poor specimens all around.

But that doesn't stop them from fighting viciously hand-to-hand against attackers. As soon as a PC reaches Mercury, the crossbowman shifts to a mace and lunges. The other dwarf joins the battle when the first one dies, or when another PC reaches the center. No further ability checks on the orrery hoops are needed once both dwarves are fighting.

The dwarves' morale is not high. They'll try to flee as soon as the fight goes against them. But catching a running dwarf is no great challenge to a PC; if caught, the con men surrender and clam up. They refuse to admit or explain anything.

Con Men: AC 5; MV 12"; HD 3; hp 16; #AT 1; Dmg 1d6 (arrow), 1d6 + 1 (mace); THACO 16; SD save at +4 vs magic and poison; AL NE.

There is no treasure here. Conceivably the globes might be valuable for their fine work-

manship, but transporting the 200-pound spheres is a problem—as is finding a buyer for such exotic items.

After the battle, Hulgram's family appears from the various offshoot rooms beyond the observatory: a study, a couple of modest bedchambers, and a deeper network of empty tunnels. At last, the PCs can meet the true inhabitants of the lair.

All in the Family

Hulgram and his family are prisoners, but don't know it. They toil contendedly in their tunnels; the mother cooks and cleans, the daughters work the stone of the deep tunnels. Father Hulgram labors at arcane calculations based on his "observatory" findings.

It's only the commotion of the battle that attracts their attention. After the smoke has cleared, try to play up the strangeness of an entire, harmless-looking dwarven family wandering blithely out into the observatory, asking the PCs what's going on.

Remember that the PCs have no inkling up to now that the lair is inhabited by anyone but thugs. They might attack the dwarf family on sight. Try to prevent this; have the family fall to their knees, beg for mercy, and show they mean no harm. If feasible, you might even tell a dwarf character's player that the PC recognizes Hulgram as an old acquaintance.

These dwarves look as harmless as they are: unarmored, weaponless, as open and as trusting as any dwarf gets. Hulgram's braided beard is as white as his garments, while the women are all rather attractive by dwarven standards. (To humans, of course, they look shrunken and somewhat deformed, but can be cute.)

The two daughters are named Prudence and Patience. They like their parents, can speak in humorous accents if you wish—sort of a Katzanjammer German. "Yah, vee been voorking ferry hard, you bet!"

Hulgram: AC 10; MV 12"; HD 1; hp 8; #AT 1; Dmg nil; THACO 19; SD save at +4 vs magic and poison; AL LG.

Female dwarves: AC 10; MV 12"; HD 1; hp 6; #AT 1; Dmg nil; THACO 19; SD save at +4 vs magic and poison, each wears a *ring of feather falling*; AL LG.

This is the time to reveal the entire story of the twins and the family's relocation. Hulgram also tells about the orrery, its use and purpose.

Father Knows Best

With the con men defeated, the dwarf family is safe—for the moment. But the PCs should understand that a real rescue means bringing this family out of their isolated, risky existence back into dwarven society. But Hulgram refuses to leave the cavern, afraid to face the imminent

catastrophe he's sure awaits outside: "Fiire fromm der sky! I haff figoored it out riyt hyeer!" he says, waving a scroll filled with incomprehensible scrawls.

Reasoning with Hulgram is a role-playing exercise; his lunacy isn't magically inspired and can't be cured by spells. If the PCs are rude toward him and jeer at his beliefs, he blusters and challenges them to a fight—all at once! But if they reason with him calmly, not necessarily challenging his beliefs, he can be persuaded to doublecheck his calculations with sages in town, meanwhile relocating his family to a safer place.

The mother and two daughters can help convince Hulgram, too; they don't understand his catastrophe theory, and are just afraid for his sense of reason. Persuading him can be a touching, dramatic scene.

Besides convincing Hulgram that disaster isn't imminent, PCs may also have trouble proving to the whole family that their captors were up to no good. The players might convince the dwarves by showing them the traps in the upper cave, or telling of the village raids.

With a thief's successful Find Traps roll, or a successful Intelligence check by another character, the PCs find a poison trap at the entrance to the mother's private chamber, rigged to go off the next time she entered the room. This was the con men's means of getting the mother out of the way, so they would be able to reach the daughters freely.

A dwarf PC might also want to reach the daughters freely, to make a date or propose marriage. (Dwarven romance can be a quick process!) But Hulgram is a domineering father, and such arrangements are always made through the parents. The PC must deal with Hulgram, who bargains for the hands of his daughters like an auctioneer.

Dwarf women do not have dowries. Rather, the male suitor is expected to pay the family a handsome sum for the hand of the daughter. (Dwarf PCs know this, though the players may not.) Hulgram has decided that any dwarf who makes the long journey to court his favor isn't in a position to drive a hard bargain.

Rewards

Once the PCs finally convince Hulgram and his family of their "guardians" evil intent, the dwarf family feels belated horror—and deep gratitude. They reward the characters with the richest products of their labor: gems worth 1000 g.p., and six finely-made gold teacups (the family's own prized set) worth another 600 g.p..

If a dwarf PC manages to work out a marriage agreement with Hulgram, the blushing bride-to-be offers her fiance her *ring of feather falling* as a token of her affection.

Efreeti (1)

by Michael Price

Terrain: Mountains
Total Party Levels: 30 (Average 6th)
Total Magic X.P.: 1,600
Total g.p. X.P.: 1,710
Monster X.P.:

Kill: 6,556 efreeti *
3,375 each fire elemental
Defeat: 4,917 efreeti *
2,531 each fire elemental
Retreat: 1,639 efreeti*
844 each fire elemental
* = efreeti X.P. doubled due to extreme situational advantage

Set Up

* The PCs wander into a town where the townsfolk are forced to make offerings to the "fire demon" on the mountain each week.

* Rumors about the treasure behind the brass door on the mountain attract the PCs attention.

* A powerful wizard on the mountain is said to grant favors in exchange for fair service. The efreeti has been interfering with his solitude, and he wants it removed.

DM Note:

Several powerful *illusions* are in effect in this adventure. The descriptions for the *illusions* are boxed, and the reality that they cover is described outside of the boxed text.

For all *illusions*, the characters must attempt to disbelieve before even a saving throw is allowed. If the saving throw is successful, the *illusion* is dispelled for that character only. If it is not, then the character perceives the *illusion* as reality and suffers all the consequences of the *illusion* as if it were real.

One thing that an *illusion* can not do is create anything of substance. For example, a floor can have an *illusion* of a hole cast upon it. Characters standing on the "hole" take damage because they believe that they are falling. However, an *illusion* of a floor over a real hole will not protect the characters. They will fall, although they believe that they are standing still. When they hit the bottom and take damage, the *illusion* is automatically dispelled.

In general, an *illusion* can not alter the effects of the real world, *illusion* can cause new effects on the characters if they believe in it. Melee contact dispels the *illusion* automatically, but missile fire does not.

The Lair

The Efreeti

This particular efreeti is the second offspring of a powerful dey (equivalent of a duke). His

family lives in the City of Brass on the elemental plane of fire. His name is *Efrakqueshiopshict*, almost unpronounceable to anybody unfamiliar with the tongue of Efreeti.

Recently, he greatly insulted an efreeti of much higher station in the city. His punishment was to be exiled to the prime material plane until such time as he could find a way back. His father secretly granted him a powerful *wish* which gave him the powers of a 10th level illusionist as long as he stayed on the prime material plane.

Efrakqueshiopshict efreeti, 10th-level illusionist: AC 4; Move 9" /24"; HD 10; hp 52; #AT 1; Dmg 3d8; SA spells; SD fire immune; AL NE.

SPELLS:

1st-level: *color spray* (x2), *darkness*, *light*, *detect invisibility*.

2d-level: *blindness* (x2), *misdirection*, *deafness*.

3d-level: *fear*, *paralyzation*, *suggestion*.

4th-level: *phantasmal killer*, *shadow monsters*.

5th-level: *shadow magic*.

Spell-like abilities: *become invisible*, *assume gaseous form*, *detect magic*, *enlarge*, *polymorph self*, **create an illusion*, *wall of fire*, *produce flame*, *pyrotechnics*.

* The *illusion* has only visual and audible components. It can be maintained without concentration, although significant alteration does take an action.

The Gorge

In a 300 yard deep gorge half way up the mountain is a cave. The entrance to the cave is a giant brass door, 15 feet tall, easily seen from the head of the gorge. It is inscribed with all manner of symbols, some magic, some in the language of the efreeti.

A low stone altar stands just over a hundred yards from the door. Its top is charred and blackened as if by several intense fires. The villagers leave offerings here, which the efreeti and his fire elementals later consume.

The last 100 yards of the gorge is a yawning chasm a 1,000 feet deep. A smooth brass door is set in the sheer cliff face on the other side. The near edge of the chasm is a mere 10 feet beyond the stone altar.

The door has been inscribed with an *illusory script* spell designed only to be read by efreeti. It details his lineage and station back on the elemental plane of fire. Centered in the door is a gigantic pull ring. The door can not be pulled open by any force, however the slightest push opens it smoothly. Upon being

pushed open a *magic mouth* on the other side of the door announces in a cackling hag's voice that visitors have arrived. The sound seems to echo into the bowels of the earth.

The Cave

A rough hewn tunnel slopes gently downward for 60 yards. It empties out into a cavern that is roughly spherical with a packed dirt floor about 100 yards in diameter. Its peak ceiling is 50 yards off the floor. (Read the following boxed text to players at this point.)

Veins of black coal can be seen tracing convoluted paths across the walls. 15 feet on each side of the tunnel two fire elementals rest, consuming the coal while awaiting the command of their efreeti master.

Fire elementals (2): AC 2; Move 12"; HD 8; hp 35; #AT 1; Dmg 3d8; SA burning; SD +2 weapons; AL N.

At the rear of the cavern is a 25-foot-high brass door covered in mystical runes. The door practically pulses with potent magic. The magical symbols appear to retrace themselves over and over with a dull red glow.

Littered in small piles around the floor are gifts from the townsfolk that the efreeti has taken a liking to for some reason. Most have little value, although a determined search does come up with 850 g.p., 200 s.p., four gemstones (250 g.p., 100 g.p. (x2) 50 g.p.) and a g.p.).

On a pile towards the rear of the cavern is a man high brass urn, with a rune encrusted cap lying nearby. A casual glance about the cavern does not detect this as anything special or out of the ordinary. However, upon any search or careful inspection the urn immediately is noted as being unusual.

The brass urn is actually the efreeti's bottle. If he is forced inside and the urn is sealed, the efreeti is trapped there until outside forces release him once more.

The tunnel ends on a semicircular platform 12 feet across (just shy of the fire elementals.) A huge cavern a 1,000 feet across opens up, the tunnel exiting 100 feet up from the floor and 200 feet down from the ceiling.

Small pools of lava can be seen below, and a searing heat can be felt (actually the heat is from the nearby fire elementals). Dozens of fire elementals of varying sizes can be seen dancing and spinning in the air, occasionally alighting to delight in a cozy lava pool.

In the dim distance hundreds of tunnels can be seen at varying heights above the floor. Dim red flickers come from inside them, and an occasional fire elemental enters one or exits another.

Above all of this is a huge floating brass platform. It is level with the balcony that the party is standing upon. On it a 24-foot-tall efreeti reclines on a bed of flames, attended by several fire elementals. He spies the party immediately and begins to laugh. With a wave of his hand a gondola of living flame materializes and begins to float toward the party.

While the party made its way from the outer door to the cavern, the efreeti cast *misdirection* and *detect invisible* upon himself. Using his innate abilities, he has become *invisible* and set up the *illusion* described above. The *illusion* can be maintained with no effort on his part. However, major changes do require his attention. The gondola and any conversation would be considered examples of major changes.

The Efreeti's Motives

He is bored with his existence here and intends to play with the party before killing—for the sheer fun of it. There are four ways that the party can prevent this. Three are obvious: kill him, defeat (subdue) him, or retreat. If subdued, he will serve the highest level character for 1,001 days.

The last way is to help him to return to his native plane of existence. He will not bargain for this service, but is willing to call a cease fire while the characters arrange to end his exile. How this may be done is described below.

The Battle

If the party decides to ignore the illusory gondola of flame or wants to attack immediately, the efreeti is ready. From the rear of the cavern next to the brass door, he manipulates his *illusion* and directs his fire elementals.

During combat the illusory fire elementals chant and sing in strange languages. This sound masks any spell casting noises that the efreeti might make. They can react realistically to missile damage, although it does require an action on the part of the efreeti to do so. Any melee contact with the *illusion* dispells it.

The only fire elementals that melee with the party are the two real ones. They constantly retreat and mix with the *illusions* be-

fore coming back to attack. This enhances the believability of the *illusion*. If necessary the efreeti puts up a *wall of fire* to supplement the *illusion*, by making the characters feel the heat.

If the *illusion* is dispelled, the efreeti can attempt a surprise attack from behind while *invisible*. This only happens if he is running out of usable spells or his *misdirection* spell is about to expire.

Parlaying with the Efreeti

There is a chance that the party may board the gondola. Being made out of flame, it is intangible and should not alarm the characters if they can not touch it. Of course when the party boards it, they are merely stepping out further into the cavern. While standing still in the cavern, the characters perceive the *illusion* described below. Each time they move about, they are actually walking around on the dirt floor of the cavern.

The gondola slowly floats toward the brass platform. It does not burn anybody, in fact the flame does not provide any physical resistance at all, except on its floor. Once arriving at the brass platform, the gondola waits until the party disembarks. They have traveled 500 yards from the tunnel exit and are floating some 100 feet in midair.

Once on the platform there is a chance that the party may detect the *illusion*. The efreeti can cause them to see it and to hear the ringing of their boots on the metal, but the surface still feels like packed dirt, not metal, and it is slightly bumpy, not smooth. Secretly roll a save vs. spells for each character to see if they notice that the platform seems too soft or bumpy to be normal metal. Dwarves automatically detect this.

On the platform the illusory 24-foot-tall efreeti calls 12 illusory fire elementals to gather round. Two of them are the real fire elementals, from which the party can feel a lot of heat. The party is standing about in the center of the cavern. The real efreeti is at the back of it by the brass door.

At this point a conversation can take place if the party is so inclined. It does not matter what they talk about since he intends to kill the party eventually. If asked about himself, the efreeti readily tells his tale of exile. Of course in it he is a sultan (king) and many other details are greatly exaggerated.

When the conversation has lapsed or reaches a stage where action is require, the efreeti offers to play a game. It could take the

form of "if you win, I'll grant you a wish." The game is quite simple. The party gets four rounds to prepare and then jumps off the edge of the platform. Anyone that lives is a winner. Directly below the platform is boiling pool of lava. To land in it would be instant death.

This is of course a game that the party may not want to play. However, the apparent alternative is to face 12 fire elementals and a 24-foot-tall efreeti in mortal combat. They may actually be stupid enough to try and do it. If this happens, each character that jumps is reduced to zero hit points from the illusory fall into the lava pit. A system shock roll is required to live. Any living characters are in a coma for 1d6 days. If actors are vanquished or in a coma, the efreeti kills them all.

If combat does occur, the *illusion* is most likely dispelled. Melee contact does that automatically. If reduced to 15 hit points or less, the efreeti suggests a cease fire to discuss mutual terms. Such terms might be "go your own way and I'll go mine," or "pick one item of treasure each and leave me alone" or "get me back to the elemental plane of fire and I'll leave you my treasure," etc. Play it by ear and let the party set the negotiating standards.

If he is reduced to five hit points or below, he begs for his life. He willingly gives the party anything up to a total of three limited wishes or 1,001 days service.

Behind the Large Brass Door

The 25-foot-high brass door is a gate to the elemental plane of fire. The door has a double lock system, one physical the other magical. A thief can pick the lock, but failure means a *lightning bolt* (6 dice) blasts straight out from the door. Once the physical lock is removed, a *knock* spell must be cast. The casting wizard must make a save vs. spells. If it is successful, the door opens. If he fails the save, the door remains closed and a *flesh to stone* spell strikes him.

The door can not be physically blasted open in any other way from this side. No spell short of a *full wish* can remove the magical traps from the door. If damaged sufficiently it loses its magic and becomes merely a hunk of brass.

This is one of the ways the efreeti could get home. Alternately, a *plane shift* spell or magical device for interplane travel could return him. Allow any reasonable idea for planar travel to return him to the elemental plane of fire.

Frost Giants (3)

by Paul Jaquays

Terrain: Mountains
Total Party Levels: 42 (Average 7th)
Total Magic X.P.: 3900
Total g.p. X.P.: 26,415
Monster X.P.:
Kill: 17,126 Defeat: 12,644
Retreat: 4282

Set Up

* After more than a generation, the pale giants have returned to Gurmgaard Manor on the high slope above the village. The monstrous reavers descended on the village to carry off livestock, foodstuffs and villagers. The survivors desperately need the heroes' help.

* The ice hunter shaman chants the legend of Gurmgaard, a mighty clan warrior of old whom the gods blessed with a totem that gave him the strength of a giant. In his arrogance, Gurmgaard placed himself among the gods. As punishment, the gods changed Gurmgaard's blessing into a curse. Gurmgaard, who dwells on the side of the mountain, would forever be a giant.

* The guide had said this was an easy way over the mountains. Yet he was the first victim of this unrelenting blizzard. Now it seems certain the adventurers soon will join him. Unexpectedly, the adventurers glimpse a light ahead...a cottage. Their last memories before collapsing are of strong, cold hands helping them to apparent safety.

The Lair

Gurmgaard the frost giant has returned with his family to the gigantic long house he built on the mountain long ago. The ancient Gurmgaard now is blind. However, he can sense even minute temperature changes around him. He fights better than mere sight would allow.

The giants' lair consists of a crumbling long house of massive proportions that opens at the rear to a gigantic cavern inside the mountain. A side cavern serves as a smokehouse.

The Giants' Home

The size of the giants' house makes it appear deceptively closer than its actual position high above the mountain's tree line. A column of smoke escapes from a hidden vent higher up the mountain. During the day, the giants will see the adventurers approaching. At night, the winter wolves may warn the giants.

When the adventurers approach the house, there is a 1-4 chance (on 1d6) that one of the giants' winter wolves will attack the party. Af-

ter one round of combat the noise will draw the attention of the giant Erick and three other winter wolves. Erick calls off the first wolves that attacked and invites the PCs to dine with his family. If the PCs continue to attack, Erick falls back and directs his three wolves to attack the party to cover his retreat. The giants will hurl boulders down on the party as they climb the remaining 200 yards up the steep slope (half speed movement due to steep incline).

Winter wolves (4): AC 5; MV 18"; HD 5; hp 32; #AT 1; Dmg 2d4; THACO 15; SA frost howl for 6d4 points of cold damage to all within 1"; SD immune to cold damage; AL N
Winter wolf pelts are worth up to 5000 g.p.

The Long House

The decrepit long house is roofed with frozen turf. A curtain of crudely sewn animal hides separates the long house from the cavern beyond. A low, heatless fire casts dancing shadows about the cavernous house. The blind, ancient giant Gurmgaard sits at a massive table with his back to the rawhide drape. Around his neck is an ill-fitting golden totem (one-piece necklace).

The giants are pleasant and courteous in a rough way. Gurmgaard's young wife, Frigitt, serves huge haunches of cold smoked beef and a tepid broth in wash basin-sized bowls to the PCs and the four other giants.

After dinner, Gurmgaard removes his totem and effortlessly tosses it to the most powerful fighter in the group. He insists the PC should wear the magical item and spar with his eldest son, Thrun. If the PC accepts, the sparring match continues until either one of the combatants is reduced to 25 percent of his original hit points. The injured brawlers regain most of their hit points within an hour. However, 10 percent of the damage must be healed. Gurmgaard's totem is an ornate band of gold that acts as a combined *girdle of frost giant strength and ring of protection* +3. It is supposed to be a human-sized necklace, but would have to be reworked by a goldsmith to fit a human again. After the match, Gurmgaard takes back the totem.

During the fight, the DM should secretly make a listening roll for each character. If successful, tell the characters they heard what sounds like a distant wailing coming from behind the rawhide drape.

If the characters take no action, the giantess prepares sleeping furs near the fire. The giants retire into the cave. A single, wary wolf sleeps near the drape.

If the PCs attack during the meal, the giants immediately hurl large pieces of furniture (for 2d10 points of damage) and retreat into

the cave. The wolves cover the giants' retreat. If the giants are outmatched, they protect themselves by throwing boulders while they escape with their treasure up the cavern's smoke hole. The wolves fend for themselves.

If the characters sleep, an herbal drug in the food and fire's smoke puts them into an extremely deep sleep. The giants attack with huge weighted rawhide blankets to entangle and subdue the party. Stripped of belongings, the prisoners are placed along with four captive villagers in a hanging cage in the cavern.

The Cavern

The cavern has a high ceiling and is about 200 feet long. A side cavern acts as a smokehouse and contains butchered cattle and human carcasses. A frigid stream passes out of the cave near the house through a large wooden grating. A wooden cage containing prisoners hangs near a roaring fire and a high ledge along the cave's back wall. The smoke escapes through a shaft in the ceiling that is wide enough for giants to climb up.

The giants' treasure and massive portions of smoked meat and hard bread are divided in four leather sacks: 3,000 copper pieces, 2,500 gold pieces, three green gems worth a total of 1,200 g.p., a silver chalice worth 200 g.p., a bejeweled holy book worth 2,500 g.p. and a suit of *splint mail* +1.

Target Practice

The giants wait for the PCs to escape the cage (a not too difficult feat). The five giants then proceed to play a game by hurling massive boulders at the characters. The giants laugh and call out phrases such as "Score!" and "Snurrgi, ten rings says you can't hit the little one." etc.

Gurmgaard: AC 4; MV 12"; HD 10 + 1-4; hp 82; #AT 1; Dmg 4d6; THACO 9; SA hurl rocks for 2d10 damage; SD impervious to cold damage; AL CE

Male frost giants (3): AC 4; MV 12"; HD 10 + 1-4; hp 58; #AT 1; Dmg 4d6; THACO 10; SA hurl rocks for 2d10 damage; SD impervious to cold damage; AL CE

Frigitt: AC 4; MV 12"; HD 9 + 1-3; hp 48; #AT 1; Dmg 3d6; THACO 12; SA hurl rocks for 2d10 damage; SD impervious to cold damage; AL CE

Gargoyles (14)

by Jeff O'Hare

Terrain: Mountains

Total Party Levels: 60 (Average 9th)

Total Magic X.P.: 2,500

Total g.p. X.P.: 2,700

Monster X.P.:

Kill: 5,680 Defeat: 3,445

Retreat: 1,775

Set Up

* Thundering storm clouds roll down from the mountain tops, threatening to drench the PCs, and the mountain road they are travelling on offers little protection. Ahead, in the distance, they see a few buildings where they might be able to seek shelter.

* Weird flying men have been seen in the hills to the north. There are rumors that these are vampires. A bounty is offered for the capture of one of these creatures.

The Lair

A monastery sits high in the mountains. It is a dark and foreboding place, perfect for the solitary, quiet observance of holy work. The monastery is made of solid stone and is built into the mountainside. A fence of heavy lumber surrounds the entire monastery, encompassing an area of two acres. There is a small field outside the monastery grounds which is used as a small garden. This area is just to the right of the wooden gate which is the only entrance into the monastery. A small graveyard containing four graves has been dug outside the grounds, toward the rear wall.

The gates to the monastery are closed as the PCs approach. From outside, everything appears normal. However, there is no noise and no sounds of life, not even of the barnyard animals kept by the monks.

There are four main buildings inside the grounds. Two tall towers mark the church and worship area. A long kitchen and eating area has been set up in the smokehouse and a large room makes up another building. The last house is two stories high and contains living quarters for the monks in residence. A library and scriptorium can be found inside this building, along with a very rudimentary hospital area. A number of grain storage bins dot the remainder of the landscape.

Atop the two towers of the church sit five gargoyles. It is difficult to distinguish them in any way, as all appear to be similarly carved and weathered. Four are really carved from stone, while one gargoyle has been posted here as a lookout. He will remain absolutely still, so there is only a 10% chance of his being noticed by the approaching party. Once the

PCs are not looking at the tower, the gargoyle slips off to warn his companions.

In all, there are fourteen gargoyles in the group that has desecrated this monastery.

Gargoyles (14): AC 5; Move 9"/15"; HD 4 + 4; hp 40, 42, 41, 44, 36, 48, 38, 45, 39, 40, 31, 46, 41, 43; #AT 4; Dmg 1-3/1-3/1-6/1-4; THACO 15; +1 or better to hit. They have no psionic ability, and only standard resistance to magic; AL C.

By nature, gargoyles are creatures of chaos, and come in a variety of shapes; 20% are non-winged. They are intelligent and their tough hide is always grayish or dark in color. Gargoyles appear ugly or grotesque to other races. They have the ability to remain motionless for extended periods of time, allowing them to blend with the surroundings. Gargoyles can speak Human and a few other languages, which they've learned from patient observation. Speech is difficult for their rough throats, and they communicate with one another through grunts and screeches.

In the first section of the barn are two dead horses. Their throats have been ripped out, and great chunks of flesh were chewed from their bodies. They have been dead for some time. A live mule is tied to the corner post of the last stall. The mule is wide-eyed and foaming at the mouth. It kicks and screams whenever PCs try to approach.

The second section of the barn contains the corpse of one dead cow. It is obvious from the state of decay that the cow has been dead for almost a week.

The kitchen area is a scene of devastation. Tables are overturned, grain sacks are split open, milk has soured where been knocked over, and pots and utensils are strewn everywhere. There is no edible food.

The living area of the monks is in a similar state of disarray. All the beds are thrown about, books have been torn to shreds, and all religious ankles belonging to the monks have been fouled and broken. A monk lies on the floor, his chest savagely ripped open. There are deep gouges on the outside of the wooden door to this room.

The doors to the worship area, or church, of the monks are closed as the PCs approach. There are more deep gouges in the wood. Inside, the place is dark and damp. No glass supports the window holes which have been cut into the walls of this room. The wind is picking up from outside, causing a low moaning.

Unlit candles sit in holders located around the room. There are six benches on either side of a single aisle leading down the center. At the head of the aisle is a simple altar, with a picture or holy item belonging to the deity of

the monks. The symbol is broken and desecrated.

Eight gargoyles wait in the rafters of this church. They are hidden in the dark corners and look like part of the architecture. They may attack at any time, though they will certainly attack if the PCs move to the altar. Five of these gargoyles have long spears, while two have slings.

If the gargoyles begin to lose the battle, they attempt to lure the PCs out of the church. Their strongest point of defense is at the alcove near the front.

Behind the burlap cloth, a stairway leads down to three storerooms. Two more gargoyles, one of these being the lookout from above, are on the stairs as guards. Both have long spears, and one has a ring of keys.

There are three storerooms at the bottom of the stairway. The first door is locked and no sounds answer any knocking. If the PCs call out, the voices of the five remaining monks will answer, blessing their yers have been answered.

The next door hides a charnel house. Human remains litter the room, blood everywhere.

Behind the third door, which is also locked, are the remaining gargoyles. When the door is opened, the PCs are attacked by the four gargoyles, each of whom has a spear. There are three eggs in one corner of this room. Each egg is about 3 feet in diameter and weighs 100 lbs. Though the eggs are inedible, they may be worth quite a lot to a wizard or traveling cir-

Conclusion

The monks do not have much to offer in the way of material wealth, their riches having been of a spiritual nature. The most valuable thing the monks have is a pair of golden candlesticks, each of which is encrusted with two gems (1,000 g.p. each stick).

Their most prized possession is a book of clerical spells, written in an ancient tongue the monks have never been able to decipher. Most of the book has been destroyed with age, though two rare spells still exist. They are inclined *not* to pan with the book, as it is rumored to be cursed. (The DM should choose a difficult language from his campaign, as well as two spells which may be of use to his PCs. The DM may also choose a curse for the book.)

However, the head of the monastery will bestow each of the players with a medallion which has been blessed by their deity. The medallions possess great power. The deity will aid the PCs only once, in their most dire hour of need. (Real value: 100 g.p.)

Hippogriffs (23)

by Michael Price

Terrain: Mountains or Cliffs
Total Party Levels: 32 (average 4th)
Total Magic X.P.: 1,250
Total g.p. X.P.: 6,765
Monster X.P.:

Kill: 3,156 Defeat: 2,367
Retreat: 789

Set Up

* A general reward has been posted for anybody that can rid the north caravan route of the hippogriffs.

* A crippled thief offers payment for the return of a certain scroll carried off by hippogriffs.

* The party watches from a distance as a flock of hippogriffs kill a peasant family before they can prevent it. The area peasants beg the party to help, although they have nothing to give in return.

The Lair

Background

Some years ago a wizard and a thief named Nidrah climbed Mt. Thorn to raid the nest of a flock of griffons. When they had secured the desired object, the wizard *polymorphed* the 5th-level thief into a hippogriff. He left him to the predatory instincts of the griffons, who are fond of hippogriff flesh.

Through superior flying ability, his human intelligence, and tremendous luck, the thief managed to escape with his life. Over the years he grew used to, and finally even began to enjoy the life of a hippogriff. Its rough and violent ways appeal strongly to him.

Now a long way from Mt. Thorn, he has dominated a flock of hippogriffs and is using them for his own means. He has collected treasure from their raids that a human might desire, but leaves his fellow hippogriffs baffled. Under his guidance the flock has prospered beyond the normal abilities of the creatures. They have a lair on a wide mountain shelf that has an excellent view of the valley and trade routes.

First Blood

This encounter occurs only if the party travels openly into areas frequented by the hippogriffs. A typical raid of five hippogriffs attack. Nidrah has placed the dead body of a peasant woman in the party's path. While they investigate the five marauders glide silently in behind them, high overhead out of range.

Hippogriffs (5): AC 5; Move 18"/36"; HD 3+3; hp 17; #AT 3; Dmg 1d6/1d6/1d10; AL N.

The attack ceases as soon as either one hippogriff dies or one of the party is brought to under 10 hit points. If a hippogriff dies, the attackers retreat leaving their comrade behind. If a PC is severely wounded, all five hippogriffs pounce upon him and carry him off. Any other PC gets one free round while the hippogriffs grab the wounded PC. One free round of missile fire is possible while the hippogriffs are carrying off the wounded PC, but missiles that miss must be rolled again to determine if they hit the PC.

The captured PC is stripped of all his equipment in midair by Nidrah and a few fresh hippogriffs. A note is pushed into his hand and he is set down a couple of miles from the rest of the party. The party can easily get back together at this point.

The note is poorly written in large letters. Eagles' claws do not allow for a good grip. It demands a tax on all who travel the highway, to be left at a well-known terrain feature (pick your own) by each caravan. The hippogriffs will kill those who refuse to pay.

At this point the party may want to return to town to get equipment for the unfortunate PC who lost his. If the party drove off the hippogriffs, they can then proceed up the mountain. Nidrah will wait for another group to carry his ransom demand.

Climbing the Mountain

The exact location of the hippogriff lair can be determined by watching where they fly. Alternately, they can ask a local hunter who knows its whereabouts. If the party does not have a good idea of where to climb, let them spend a couple of days scrambling about on the mountain having random encounters before discovering the lair.

When the party comes within a 100 yards of the ledge, Nidrah becomes worried. He puts his first level of defense into action. From above, the hippogriffs begin to hurl large rocks down upon the party. This is not normal hippogriff behavior and should tip them off (if they haven't figured it out by now) that something strange is going on.

Only four of the hippogriffs have been persuaded to fight in this unorthodox manner, come crashing down each round until the party is 20 yards from the ledge. Use a THACO of 19, each rock doing 1d6 damage. Any hit for five or six points damage requires a save vs *paralyzation*, or else the character falls. The fall does 1d6 damage and moves him 1d6x10 feet down the slope.

If the party is still alive, or if they fly up, the hippogriffs mount an aerial attack. The whole flock attacks, although two hippogriffs at most can attack a climbing PC, three if a PC flies. The hippogriffs constantly dive, attack, and then fly off, letting another attack. While clinging to the slope, the PCs fight a — 2 to hit, damage and penalize all saving throws — 2. In addition, they lose all Dexterity bonuses.

(Hippogriffs (22): AC 5; Move 18"/36"; HD 3+3; hp 17; #AT 3; Dmg 1d6/1d6/1d10; AL N.

Nidrah: AC3; Move 15"/30"; HD 5; hp 25; #AT 3; Dmg 1d6/1d6/1d10; SA poison claws; AL N.

Nidrah has two advantages in the battle, his poison claws and armored vest. He has lost all of his thievery abilities due to years of disuse. The vest increases his armor class to three, but has reduced his flying speed. The poison on his claws put a character into a coma for 1d6 hours. A system shock roll is made to determine if the PC dies from it.

The hippogriff attack continues until either Nidrah is dead or until they no longer outnumber the party. If the latter occurs, Nidrah flies off to work his plots elsewhere in the world.

The hippogriff nest contains 3,000 c.p.. Hidden in a dug out hollow behind a large rock are 1,200 g.p., 100 p.p., five gems (750, 250, 100 (x2), 50) a *shield -1 missile attractor*, and a *potion of clairaudience*. This is Nidrah's personal stash gained from raiding caravans.



Pegasi (5)

by Bruce Nesmith

Terrain: Mountain Valley
Total Party Levels: 24 (Average 4th)
Total Magic X.P.: 2,300
Total g.p. X.P.: 650
Monster X.P. for the griffons:
Kill: 8,325
675 each, 900 for Redwing
Defeat: 6,244
506 Each, 675 for Redwing
Retreat: 2,081

Set Up

* While traveling, the party finds an exhausted pegasus with a broken wing. It begs them for help against marauding griffons.

* A powerful wizard needs 33 pegasus feathers for an unknown but potent magic. He offers to pay the party to acquire them.

* A druid with a young pegasus hires the party to return it to the mountain valley of its home.

The Lair

Background

Nestled between the craggy heights is a peaceful valley, here a small herd of pegasi make their home. Unfortunately, the mountains harbor a flight of fierce griffons. Well-known for their love of horseflesh, the griffons regularly hunt the pegasi.

Until recently the griffons were only able to catch the weak or unprotected young of the herd. A pegasus aflight is much faster and smarter than a griffon (48" vs. 30" flying movement). In the past few months the herd has been decimated by griffon attacks that seem to come from nowhere. A once proud herd of 23 now numbers only five.

The Plea for Help

Normally a shy and reclusive creatures, the pegasi of the herd are now desperate for help. They even sent one of the herd outside of the valley to find help. Soon after the party enters the valley a huge pegasus stallion, leader of the herd, lands softly upon a nearby hillock.

Starwind, pegasus: AC 6; Move 24/48"; HD 6; hp 33; #AT 3; Dmg d10/d10/d4; AL CG.

Starwind is a proud and noble beast. Although he must ask for help and has little to give in return, he will not beg.

Assuming that the party agrees to help, Starwind takes them to the rest of the herd. The remaining members are two mares, a young stallion and a new foal. The dungeon-master can name them if he wishes, but most of the conversation is done with Starwind.

Pegasi (3): AC 6; Move 24"/48"; HD 4; hp 22, 18, 17; #AT 3; Dmg 1d8/1d8/1d3; AL CG.

Pegasus (foal): AC 6; Move 18"/36"; HD 2; hp 9; #AT 3; Dmg 1d4/1d4, 1 point; AL CG.

Griffon Attack

Each full day there is a 10% chance of the griffons attacking. If the party rode horses into the valley, the odds are 25% per day. Of course, if the party leaves immediately the attack may come while they are gone or it may not occur at all.

The first griffon attack is an average foray. The monsters fly in with the sun at their backs hoping for surprise.

The griffons' tactics are to grapple a pegasus with their claws, preferably from behind, and continuously attack with the beak. A natural 19 or 20 with the claw means a successful hold. Once held, the griffon and the pegasus each get a +2 to hit.

The pegasi tactics are simplicity in itself. They just fly away. Being faster and smarter, only a surprised or surrounded pegasus can be caught by a griffon. If necessary, Starwind may attack a griffon to try to drive them off.

Unfortunately for the party, the griffons are just as likely to try for their horses or the party itself, especially if the pegasus herd has eluded them for some time. The party will have to develop their own defensive strategy. In combat the griffons retreat as soon as one of their number is reduced to half hit points or less.

Once the attack is over, Starwind reminds the party that this is a typical encounter with griffons. Through the centuries they have been able to meet this challenge easily.

Redwing's Aerie

A griffon that Starwind names *Redwing* is the cause of all their woe. The pegasi call him Redwing because of all the bloodshed he is responsible for. If he can be eliminated, the herd will be safe from griffon attacks. Using the same chances for an encounter, the next is led by Redwing. There is a good chance that the party may go in search of him themselves, in which case second attack.

Griffons (5): AC 3; Move 12"/30"; HD 7; hp 30 each; #AT 3; Dmg 1d4/1d4/2d8; AL N.

Redwing differs from the other griffons in only two respects. He has 35 hit points and he is permanently *invisible*. In exchange for a horrible service, a mage cast *invisibility* and permanency upon the griffon.

As a result, he can not be seen except when directly involved in combat or other physical

contact with a living creature. As soon as he moves off on his own, he becomes *invisible* again. This has made it very easy for him to sneak up on a pegasus and catch it.

The aerie where Redwing and his flight nest is a jutting crag of rock a full days journey up a nearby mountain. Starwind knows very well where to find it. However, none of the pegasus herd is willing to fly the party up there. With the full weight of a human or demi-human they would be too slow to evade a griffon attack.

The aerie is a small, flat table of rock about 40 feet across. It is partially covered by a shelf of rock overhead. Littered everywhere are bones, mostly of horses, pegasi and other large plains animals.

The total flight of griffons numbers 12, none of them fledglings (wrong season). Up to nine of them may have been in combat before and be already wounded. Only six are at the nest when the party arrives. Each round there is a 10% chance of another griffon arriving. Redwing is the first griffon to return to the nest.

Griffons (6): AC #; Move 12"/30"; HD 7; hp 30 each; #AT 3; Dmg 1d4/1d4/2d8; AL N.

Reward

In the griffon's nest is a small treasure of 4 gems (300 g.p., 150 g.p., 100 g.p. (x2)), a sword +2, and field plate armor +1. These are wound about the remains of a hero that died trying to exterminate the griffons.

If the party gives its help willingly without demanding payment, at the successful conclusion of the adventure Starwind grants each member a favor. This favor is his help for a day at anytime in the future. They have but to call his name to the heavens and the wind will find him.

Regardless of the manner of help, the to give a few feathers each. None of them are willing to be permanent steeds. Any attempt to capture them incurs the full wrath of Starwind and the rest of the herd.

Perytons (6)

by Steve Perrin

Terrain: Tall mountains
Total Party Levels: 40 (average 7th)
Total Magic X.P.: 1000
Total g.p. X.P.: 2481
Monster X.P.:
Kill: 918 Defeat: 689
Retreat: 229

Set Up

* There are strange creatures flying around the top of Darkmantle Mountain. They are thought to be the reason behind the loss of a small family of travelers who were due in town three days ago. Another traveler, whom the family passed, has arrived and is surprised the family is not here.

* The old sage says that part of the great (fill in the blank with an appropriate item from your campaign) magical item was carried to the peak of Darkmantle Mountain by a chaos creature many centuries ago.

The Lair

Darkmantle Mountain is a traditional nesting area for flocks of perytons. However, their physiology is such that none of the flocks have needed to use Darkmantle in the last hundred years, so no one living has seen them. (However, if there are elves or other long-lived folk in the area, adjust the story accordingly.)

Recently, members of the flock have felt the need to mate, and three pairs now occupy nests near the peak of the mountain. They especially like it because Darkmantle is a volcano, and still somewhat active. A vent at the peak sprays a continual coating of ash over the mountain, covering any snow that falls—hence the name.

Perytons need human hearts to mate, so the creatures watched the road below until the family (two adults and two children) passed by, then dove on the family and killed them all. The perytons, being intelligent, attempted to keep from alerting the local populace by taking the heartless bodies into their nests.

There are still two perytons in need of hearts before they can mate.

Darkmantle Mountain

This mountain has one passable trail up its side. The other sides are full of obstacles to climbing. A high level thief or monk might make the trip up a side without the trail, but certainly not an armored fighter, unworldly magician or the common run of cleric.

The trail is the last remnant of an ancient evil religion which called for tossing sacrifices

into the volcano. This religion is long gone, but the trail remains. The local people know it as both the "Path of Glory" and the "Path of Death."

The trail itself goes up the side of the mountain facing the local village. It is narrow, strictly for single-file work, with no space for the usual riding or pack animals. Since it was used regularly at one time it has been worked into a walkable trail, although it is steep in places. Its basic pattern is a series of switchbacks.

Up the Trail

It takes about six hours for a party to reach the top of the trail. It's no place to climb at night, so an early morning start is called for. The perytons do not bother a party for the first four hours of the climb, though the party members can see an occasional winged shape flying far above them and then diving back to the mountain top. Unless members of the party have some form of telescopic vision, they cannot see quite what is circling up there.

The party also will find itself being very slowly covered in ash. There is ash on the trail as well, which makes it a bit slippery, but not dangerously so if they are cautious. The ash is hot, and lightly burns exposed flesh as it strikes. However, it cools down almost immediately.

Sometime during the last two hours of the climb, two perytons attack. They attack the biggest targets unless the party includes someone of obvious intense lawful good alignment, such as a paladin or other lawful good character.

The perytons attack with long swooping dives at the backs of the party. Because of the nature of the trail, the adventurers get no AC bonus for dexterity, and anyone without such a bonus loses 2 AC because of the effect of the ash on the trail. Archers and spell casters have two chances to hit the perytons before they reach the party.

Perytons (2): AC 7; MV 12"/21"; HD 4; hp 17; ifAT 1; Dmg 4d4; THACO 13; SA +2 to hit (already reflected in THACO); SD normal weapons do not harm peryton; AL CE

If a peryton does damage to its target, the target must make a saving throw at —2 versus breath weapons or be pushed from the trail and into the open air. The fall is more than 200 feet, so the damage is 20d6. However, a successful saving throw reduces the damage to 10d6.

The peryton that succeeds in this attack drips to the victim and either attacks again if the victim is not dead, or tears out the victim's heart. This takes one combat round against a thief, monk or magic user, three combat

rounds against an armored victim.

Once a peryton has a heart, it flies back to its nest, no longer interested in the fight. The two perytons will attack every ten minutes until they either succeed in gaining a human heart or are killed. If neither has happened after two hours, and the characters have continued climbing, the perytons will be at the nests. There, the other four perytons also will attack.

Flying Approaches

The top of Darkmantle is 3,000 feet above the level of the surrounding land, or about 300'. The length of the climb has to do with the endless switchbacks and the problems of ash on the trail. However, any flying creature within 50' of the top of the mountain invites attacks from all six perytons. The perytons attack two at a time and try to either knock the intruder from his steed/conveyance (if riding a griffon, carpet, broom, etc.) or kill him if flying on his own (as with a spell or *ring of Air* or other magical contrivance).

The chances of knocking a character from his steed/conveyance is the same as being knocked from the trail, but there is no -2 penalty to saving throw because the character does not have to deal with the ash. A character knocked from a steed/conveyance is treated as if knocked from the trail for damage.

Climbing the Other Faces

Characters who attempt to climb another face of Darkmantle must make climbing rolls as if on a slippery surface because of the ash. If there are no distractions, the perytons will find the characters in the last hour of their climb and attack. If there are distractions, such as other characters on the trail or in the air, a successful hide in shadows roll allows the characters to get to the top of the mountain and among the nests.

At the Top

All the perytons will defend their nests against equal or lesser odds. Otherwise, they will fly away. The bodies of the traveling family are in the three nests (which are just hollow spots in the rock). The father was a jeweler. On his person and that of his wife are 400 silver pieces, 500 electrum pieces, 750 gold pieces, two lapis lazuli stones worth 13 g.p. each, a bloodstone worth 65 g.p., a jade statuette worth 350 g.p. and a 1,000 g.p. ruby. The parents had no heirs besides their children.

If the DM is using the magical item section in this set up, the item is hidden in the volcanic fissure.

Remorhaz (2)

by Robin Jenkins

Terrain: Sub-arctic mountains
Total Party Levels: 30 (Average 5th)
Total Magic X.P.: 4900
Total g.p. X.P.: 8,850
Monster X.P.:
Kill: 8,717 Defeat: 6,538
Retreat: 2179

Set Up

* The party members overhear a conversation between a shopowner and another villager. The shopowner complains that another shipment of goods has failed to come in from the North — through the snowy reaches of Korum's Pass. The local authorities suspect bandits or wolves, but the shopowner thinks something much larger is to blame.

* An elven fighter staggers into the village, badly burned, bruised, and battered. Though somewhat dazed and frantic, the elf relates his tale to the party. The sole survivor of a company of eight, the elf tells how his group was attacked from behind by a large, insect-like creature with a long, serpentine neck. In combat, the elf claims to have severely burned his sword arm on the creature's back. As one after another of the party fell in battle, the elf was forced to flee for his life. The elf is unaware that this creature is a remorhaz.

* A traveling merchant tells of strange occurrences in the frozen confines of Korum's Pass. After passing over numerous snow drifts blocking the mountain pass, the traveler's party became aware of a number of strangely formed tunnels in the icy walls of the pass — some nearly 12 feet across! As the party established camp, the night air became filled with the eerie cries and screeches of some creature deep within the heart of the icy mountain. Without investigating, the group quickly struck camp and fled for the safety of the village.

The Lair

In recent years, travel through Korum's Pass has become increasingly difficult. The Northern Mountains spend the entire year locked in ice and snow. The problem, however, is not with weather, for that is relatively constant, with only an occasional stretch of extreme weather making the route impassable. The problem, then, is with encounters.

In the past couple of years, an increase in occurrences has made passage through the mountains very dangerous. Most of the locals believe the troubles are due to an increase in the wolf population; tales, however, have begun to spring up from successful viators of a

strange behemoth inhabiting the icy climbs of Korum's Pass. The local authorities refuse to acknowledge the creature's existence; doing so will mean that someone will be responsible for its eradication. As a result, the mountain pass remains treacherous as the local magistrates ignore the remorhaz's existence. The party may find a purpose for itself in investigating the monster, though no support will come from the local government. Support, however, does come from local merchants, who may elect to pay a bounty for the killing of the creature. Details on this order are up to the DM, though an advised payment may be something in the realm of 10,000 g.p. for proof of the creature's demise. (Proof will be the creature's head, eyes, teeth, or other vital body parts.)

The party members are warned in advance of their journey that Korum's Pass is particularly treacherous and unpredictable; for this reason, they are advised to prepare for the worst conditions and to hope for the best. Due to the slippery surface that characterizes the majority of Korum's Pass (that pan above the timberline), riding on horseback is slow and dangerous; travel on foot or by dog sled is much more reliable. In either event, the party will find the pass a steep and narrow climb.

The Gray Wolf

The first day of travel passes by rather uneventfully; movement is slow and generally painstaking. If the party is on horseback, or if horses accompany the group, movement is at half the animals' normal rate. Checks should be made each day to determine the chance of accident for each of the pack animals (dogs and humans excluded). A roll of 20 on 1d20 indicates an accident in which the pack animal takes damage from slipping and falling (1d6 damage). A roll of 6 on 1d6 for damage indicates the animal suffers a broken leg, and is thus unable to journey any further. At day's end, the party will be well above the timberline.

On the first night of encampment, the party finds itself the source of attention for a steadily growing population of curious carnivores. A sizeable pack of wolves make their introductions on the first evening out. These ravenous creatures have followed the party at a safe distance during the day, waiting for nightfall before initiating an attack. The group is composed of dire wolves and worgs, and numbers 20 strong (12 dire and 7 worgs). The twentieth member of this pack is a large and rather fearsome looking she-wolf. This large, rabid creature is unique for its shimmering gray coat and pale blue eyes. The she-wolf is a winter wolf; the pack of dire wolves

and worgs is under her rule. All of the wolves obey the she-wolf without hesitation; the worgs, acting out of reverence, the worgs acting out of fear and necessity. In all, the wolves protect their leader at any cost, for they realize that without her, the pack will suffer.

Dire wolves (12): AC 6; Move 18"; HD 3 + 3; hp 22, 20, 20, 20, 18, 17, 16, 16, 15, 14, 14, 13; #AT 1; Dmg 2-8; THACO 15; SA Nil; SD Nil; AL N.

Worgs (7): AC 6; Move 18"; HD 4 + 4; hp 25, 25, 25, 20, 19, 18, 17; #AT 1; Dmg 2-8; THACO 15; SA Nil; SD Nil; AL NE.

Winter Wolf (1): AC 5; Move 18"; HD 6; hp 41; #AT 1; Dmg 2-8; THACO 15; SA frost breath for 6-24 hit points damage; SD Nil; AL NE.

If the wolves approach the camp without notice, they attack en masse, each choosing a target and making an attack until either creature is dead or until a retreat is called by the pack leader. If noticed on their approach, the wolves move in cautiously, withholding their attack until attacked. Any untethered pack animals are frightened off by the wolves; in their panic, they race further up the path until exhausted (this includes sled dogs, which will not attack the wolves due to fear). The wolves attack in two waves of 10, with the winter wolf attacking in the last wave. The winter wolf uses its breath weapon immediately upon its first attack. If more than 12 wolves are killed off with only reasonable returns, the winter wolf calls a retreat. If the winter wolf is killed in battle, the dire wolves flee immediately; the worgs, however, remain to fight to the death, if driven back, the wolves continue to follow the party for another day before relinquishing their pursuit. The wolves only attack at night.

The Remorhaz Tunnels

Provided that Korum's Pass isn't blocked with snow (5% chance for blockage due to avalanche), the third day's journey brings the party to the first tunnels of the remorhaz. The tunnels are all nearly 12' across and slope gradually into the heart of the icy mountain. There are numerous tunnels herein — as many as eight on the right hand side of the pass. There are no tunnels on the other wall. There is an 80% chance that the male remorhaz is lurking inside a tunnel waiting to strike (roll 1d8 for which tunnel).

If the remorhaz is not in any of the tunnels, it will be in its lair at the end of the tunnels. All the tunnels converge to form one tunnel, which leads directly to the lair, though at a slight decline into the ice. Any attempt by the party to walk into the lair without ice climbing shoes, spikes, or other dedicated equipment

meets with immediate failure, and the attempting character will soon find himself sliding to his imminent peril. No damage is incurred by the slide, though the character will find himself in the opening of the creature's lair!

The lair of the remorhaz is a nesting lair occupied by one male and one female. The male does all of the hunting for both, as the female is occupied with laying eggs and tending to their incubation. If an encounter is made at the entrance to the lair, it is with the male remorhaz (the smaller, but faster of the two). The male remorhaz is still fairly large — nearly 7' across and 30' long.

Remorhaz (2): AC 0/2/4; Move 12"; HD 14 (female), 10 (male); hp 70, 52; #AT 1; Dmg 6-36, 5-30; THACO 8, 10; SA prey swallowed whole on 20 on a "to hit" roll; contact with back when heated causes 10d10 (or 5d10, depending on the horns) points of damage; SD non-magical weapons coming in contact with back will melt from the heat; AL N.

If the male remorhaz is encountered in the opening of a tunnel, the creature immediately charges forth from the opening, attacking the first person in its path. The remorhaz heats up its back immediately upon attacking and will fight to the death to protect both its mate and the unhatched young. The remorhaz's back protrusions take two rounds to heat up, after which point the remorhaz uses them in combat for 6 rounds before returning to "cold" status. (The female can heat her horns for two sets of 6 and 4 rounds each. Each must wait 36 hours before being able to perform this action again.) There are different types of horns on the remorhaz's back: these are cherry-red, which do 10d10 damage if touched, and darker red (the cooler of the horns), which do 5d10 damage. Non-magical weapons that come into contact with the cherry-red horns melt immediately; against darker horns, they must make a saving throw vs. magical fire or suffer a similar fate. In regular combat, the remorhaz uses its vestigial wings to lift its head into the air to strike from a higher vantage point.

If the party kills the remorhaz in the pass, or if the remorhaz is not encountered at this point, the group will probably attempt to enter the creature's lair. As stated before, any unprepared attempts meet with failure. Any party member so acting will wind up in the creature's lair prematurely. Movement is at half the normal rate on this surface; thus, it takes the other characters a bit of time to reach the lair, leaving the first unfortunate character in the lair to his own devices.

The tunnels in this lair are 12' in diameter and slope very gradually down to the central

lair; they are all roughly 120' in length. The central lair is 40' wide by 200' long, with ice stalactites hanging from the ceiling some 30' up. There is little room for movement in the lair; if it is occupied by both remorhaz, the male will be near the entrance and the female in the back with the nest. As befits the head of the household, the female remorhaz is gigantic: nearly 9' across and 42' in length. The male attacks first, followed by the female, if room permits. The female attacks immediately if she is the only one left; she is not surprised if the male has attacked outside the lair. Both creatures fight to the death to protect their young. Characters fighting against the remorhaz are at an immediate disadvantage due to the surface condition of the lair floor. The lair is entirely composed of ice; thus, the characters are required to roll below their dexterity on 1d20 each round to maintain their footing (unless special ice shoes or equipment aiding footing are employed). Characters failing to make this roll slip on the ice and fall to the ground; they must then take one round to climb to their feet before being able to make another attack.

To add to problems, two rounds after the remorhaz's back horns reach heated status, the ice lair becomes filled with fog as the cold air comes into contact with the creatures' horns. As a result, vision will be obscured, leaving characters a range of sight as determined by rolling 3d4 (results are equal to distance of vision measured in feet).

Using this fog to its advantage, the remorhaz uses its wings to lift its head to a height of 10 to 12 feet to strike at the party from above. Characters not within visual range of the remorhaz only hear the creature's wings flapping; they are not able to see the creature until its head is within sight range. The remorhaz has great dexterity with its head, and is able to strike at distances nearly 20' away in the same melee round it initiates the action. As a result of this swift attack, the party members will be unaware of the remorhaz's position until the creature has made its attack. Such attacks from above are at an added +2 to the creature's "to hit" roll. Since the remorhaz has excellent vision, it is not hindered by the fog to the same degree that demi-humans are. For practical purposes, the remorhaz is able to see most objects up to 20' away — a distance well within its strike range.

If the characters manage to kill the remorhaz, they find little treasure in the lair (remorhaz have little use for such items). There are, however, some items that have accompanied the various meals of the remorhaz into the lair. In the corner of the lair, swept from the occupied floor space of the cavern is a

small pile of armor and accoutrements. Amongst the non-magical armor and materials (rope, spikes, skis, etc.) are the following items: 1000 s.p., 3000 g.p., 10 gems (5800 g.p. worth), a *ring of protection +1*, a *wand of metal and mineral detection*, a set of *ring-mail +1*, and a *scroll of protection vs. lycanthropes*. All of the magical items are strewn amongst the remains and belongings of numerous demi-humans; the gold, silver, and gems are in ripped sacks and are spread across the floor.

In the back of the room, in the makeshift nest created by the female remorhaz, are two grey-blue eggs. The eggs may be transported from the lair, but they will be useless unless kept warm in some manner (the eggs must be kept at 60 degrees Fahrenheit in order to successfully hatch). Though the remorhaz are cold climate creatures, they require heat just as any other creature in order to sustain their existence. The adult remorhaz manages this by heating its back horns periodically, alternating between this state when active and a near dormant form of hibernation when resting or inactive. Since the unborn (and even newborn) remorhaz do not have this capacity for heating up, care must be taken in keeping the eggs warm if the remorhaz is to be hatched. Care must also be taken in the transport of these items, since even the slightest jar can break the eggs. Any fall by a character or creature carrying the eggs has a 50% chance of breaking them. If they are successfully transported home, and if the eggs have been kept at a constant temperature as previously stated, they will be worth as much as 5000 g.p. each to the right buyer. Likewise, the digestive chemicals of the remorhaz will be of interest to alchemists and magic-users alike. Prices paid for these chemicals range from 5-10 g.p. per flask.

Silver Dragon (3)

by Michael Price

Terrain: Mountain
Total Party Levels: 56 (Average 7th)
Total Magic X.P.: 8,300
Total g.p. X.P.: 280,000
Monster X.P.:
Kill: 14,128 Defeat: 10,596
Retreat: 3,532

SET UP

* A metalsmith of great renown would like to forge a set of rare magical armor. He offers a handsome reward to anyone who returns from atop the mountain with the scales of the ancient silver dragon.

* A local magician wants to buy dragon eggs, especially silver dragon eggs. He is willing to pay 500 g.p. for each egg that can be delivered to him.

The Lair

The silver dragons have lived in their castle in the sky above the neighboring mountains for many an age, seldom interfering in the affairs of the world. The only access to the cloud castle is a set of magical stairs at the top of the tallest mountain which lead a great distance up into the sky.

The lair of the silver dragons is divided into three areas. The first is the stairway leading up into the clouds. The second area is the magical clouds and the large moat of air that surrounds the dragons' home. The castle itself is the last area in the lair.

Stairway to the Clouds

It is a long and treacherous journey to reach the top of the nearby mountains. Finding the magical stairway that leads up into the clouds requires a thorough search of the craggy peaks. During the daylight, the stairs appear as ghost-like images, impossible to climb. Only when the moon shines at night does the stairway become solid enough to walk upon. Whenever the light of the moon fades away, the stairs lose their solidity and become formless, sending the unaware crashing to their deaths! The entire length of the magical stairway extends for nearly a mile, and it pierces the clouds above.

About 50 feet up the winding stairway, a *magic mouth* intones in a clear musical voice: "If your purpose be honorable throw down your weapons; no harm will come to you!" The *magic mouth* also acts as a warning to the silver dragons of the presence of strangers. *Invisible*, hovering above the PCs float two silver dragons. One, in human form, holds a *wand of darkness*. If the PCs ignore the warning, the

dragon will direct the wand on the stairs where the PCs are standing, creating a cone of darkness 100 feet long and fifty feet wide at its broadest point, causing the steps to dematerialize. The PCs tumble to the ground, taking 15d6 points of damage, and items must save vs. a crushing blow. The dragons, now in their true shape, and having the advantage of surprise, immediately swoop down on the characters and attack, fighting to the death. They will pause to attack any flying PCs as well.

Should the PC's get the opportunity to search the body of either slain dragon, they will discover one crystal necklace and 5,000 g.p. worth of silver jewelry on the old male dragon, the *wand of darkness* (33 charges) and one crystal necklace, 2,000 g.p. worth of silver jewelry on the adult female dragon.

Adult silver dragon (middle-aged female): AC - 1; Move 9"/24"; HD 9; hp 45; #AT 3; Dmg 1d6/1d6/5d6; THACO 10; SA *cone of frost* (cold) 8" long with a 3" base or *cloud of paralyzing gas* 5" long by 4" wide by 2" high breath weapon each does 45 hp of damage (a save versus dragon breath reduces damage to 22 hp); dragon breath can be used three times; *polymorph* ability; AL LG.

Old silver dragon (old male): AC -1; Move 9"/24"; HD 10; hp 60; #AT 3; Dmg 1d6/1d6/5d6; THACO 10; SA *cone of frost* (cold) 8" long with a 3" base or *cloud of paralyzing gas* 5" long by 4" wide by 2" high breath weapon each does 60 hp of damage (a save versus dragon breath reduces damage to 30 hp); dragon breath can be used three times; *polymorph* ability; AL LG.

If the PCs comply with the request, a crystal necklace for each PC materializes upon the stairs (placed there by the invisible dragons).

At the top of the magical stairway are beautiful puffy clouds that extend in all directions. The PCs soon discover that they can walk on these clouds while wearing the necklaces. Near the castle, however, the cloud bank disappears, forming a huge moat of open air around it. The moat is roughly 100 yards wide and completely surrounds the castle and the cloud it sits on.

The moat can be crossed only by using the crystal necklaces or by utilizing magic. Each crystal necklace creates a bridge of light when the moon shines upon it, allowing its wearer to cross the moat of air. Anyone leaving the magical cloud bank without protection from a crystal necklace or magic automatically falls to his death!

The Castle in the Sky

The huge silver castle with spiraling towers sits on a silver cloud. There is only one entrance into this magnificent structure: a mon-

strously large grilled gate. A pressure sensitive mechanism automatically opens and it is only activated by a weight of one ton or more! Any creature human-sized or smaller can fit through the grill work in the gate and enter the castle.

The interior of the castle is actually one big treasure room 500 feet by 500 feet by 200 feet. It is dimly lit inside. A huge, ancient silver dragon pretends to sleep as it sits atop the mountains of treasure.

The treasure consists of 100,000 s.p., three dragon eggs, 100 pieces of silver jewelry each worth 3,000 g.p., a *potion of dragon control*, a *potion of flying*, a *potion of disease cure* a *ring of weakness*, a *staff of curing*, and a *sword +2 dragon slayer*. Each individual has only about a 10% chance of finding a magical item among all the treasure.

If the PCs are unarmed and ask to be given a healing potion for the prince or some dragon scales, he will consent to their requests on the condition that the PCs perform a service in exchange. The service to be determined by the DM, and might be any one of the following: to slay a monster (appropriate to the campaign), to find the answer to a riddle which interests the ancient dragon, to find a magical component of some sort, or perhaps to retrieve a rare scroll or text, (nonmagical but of great historical interest) for the dragon. Under no circumstances will the dragon even consider parting with an egg; he will become hostile and order them the leave, ready to attack at the first sign of hostility from the party.

If the PCs attempt to sneak out with treasure, the dragon will order them to stop. If the group does not return the stolen items, the dragon will attack. If they have not fought and killed the other two silver dragons the PCs must confront and conquer all three at this point. If the group attacks and kills the ancient dragon, the castle disintegrates in 1-10 rounds. Any PC still in the castle when this happens (who is not flying) falls to his death! The treasure plummets to the earth, and all magical items are destroyed by the force of the fall. The silver pieces and jewelry are scattered amid the mountainous peaks, much of it ruined beyond repair.

Ancient silver dragon: AC — 1; Move ; hp 88; #AT 3; Dmg 1d6/1d6/5d6; THACO 10; SA *cone of frost* (cold) 8" long with a 3" base or *cloud of paralyzing gas* 5" long by 4" wide by 2" high breath weapon each does 88 hp of damage (a save throw versus dragon breath reduces damage to 44 hp); dragon breath can be used three times; this dragon has a book of spells and can cast two spells of each level from 1st to 5th; *polymorph* ability; AL LG.

Umber Hulks (4)

by Robin Jenkins

Terrain: Mountains (Ruins)
Total Party Levels: 36 (Average 6th)
Total Magic X.P.: 4350
Total g.p. X.P.: 8670
Monster X.P.:
Kill: 7626 Defeat: 5727
Retreat: 1908

Set Up

* Local legends tell of a lost city overlooking the Kiradad River. The ancient city is believed to have been the home of a secluded tribe of aboriginal humans. Little is known of the former inhabitants of the city; the precise location of the city seems to have vanished completely from present references.

* Riding along the Kiradad River basin, the party discovers an intriguing set of ruins on the side of the sandstone cliff faces lining the waterway. The ruins (which are of an apparent human design) resemble a city built into the side of the cliffs. A set of rough-hewn stairs ascends the cliff face to the ruins. Also at the base of the cliff are two large, circular caves (10' each in diameter); these caves head into the cliff at an incline before disappearing in the darkness. There is no activity whatsoever from the ruins.

The Lair

A group of umber hulks are the cause of the aboriginal tribe's disappearance; likewise, they are the present inhabitants of the ruins. It is known locally that a few adventurous souls have set out to discover the lost ruins; it is also known that none of these groups has ever returned. Consequently, the locals believe the ancient ruins are protected by some mysterious guardian or primeval deity.

The Cavern City

The Kiradad River winds through an entrenched canyon composed of numerous sandstone formations. These jagged bluffs climb to an average height of 500' from the river's bed. Several caves and crevices mar the eroded cliffs, making the grotto city that much harder to find. From a distance, the ruins appear as nothing more than a particularly rugged cliff face. Up close, however, the true nature of the structure becomes evident.

Due to the flow of the river and the lay of the land, close observation of the cavern city is virtually impossible. The distant side of the river (distant from the grotto, that is) is the most oft-traveled side of the waterway; the opposing side is much too narrow because of its juxtaposition against the base of the jagged

bluffs. To make matters worse, the land surrounding the base of the cliffs is somewhat lower than the river itself; consequently, the terrain is predominantly swamp or floodplain. If the party travels on this side of the river (a possible, albeit slower and much more difficult course), they notice the cavern city with little problem. If not, they notice the grotto from the opposite side because of the long, curious shadows cast across the facade by the slowly setting sun.

At the base of the bluff is a set of stairs built directly into the face of the cliff. The stairs climb the cliff face for about 50' before reversing and continuing their trajectory. The party is able to ascend the cliff to the grotto via these stairs.

Also at the base of the cliff are two large circular holes cut into the sandstone facade. The tunnels climb directly into the bluff, *zigzagging* in an ascension similar to that of the stairs. The difference is that the tunnels are rough-hewn and are thus set without stairs. Climbing via the tunnels is slower than climbing the stairway; movement is thus at half the normal rate. The tunnels were built by the umber hulks to access food after the cavern city was cleaned out.

Inside the tunnels, there is a 10% chance of encountering the umber hulks. Within the tunnels, there will be no more than two such creatures together at any time. A roll of 6 on 1d6 indicates the presence of two umber hulks; otherwise, only one is encountered.

Rounding a corner in the tunnels, the party comes face to face with an umber hulk. There is a good chance that the party is taken by surprise; this is not the case with the umber hulk. Attacking the first character in line, the umber hulk tears at the victim with both its claws for 3d4 points of damage per attack. If the character is still alive after this attack, the umber hulk's second attack includes a simultaneous bite with its powerful mandibles for 1d10 points of damage. Also, if the characters are unaware of the creature's identity or are taken by surprise, there is an immediate 75% chance of confusion for each character in the direct line of the creature's sight. Those characters looking into the umber hulk's four eyes must roll a saving throw versus magic or suffer *confusion* (as per the 4th level magic spell) for 3-12 melee rounds. If the umber hulk is not encountered in the tunnels, it is encountered in the cavern city.

Umber hulks (4): AC 2; MV 6" (1-6"); HD 8 + 8; hp 55, 53, 48, 47; #AT 3; Dmg 3-12/3-12/2-10; THACO 12; SA Confusion; SD Nil; AL CE.

There are three ways into the grotto city; the stairs enter the ruins to the front and the

tunnels enter from each side. The ruins are constructed entirely from the sandstone cliff; walls, doorways, alleys, and other structures are cut directly from the stone. Labyrinthine passages run from the abandoned buildings. In the front of the grotto, these alleys are open to the cavern ceiling. As a result, the rooms to the front of the grotto resemble stone houses built within a cavern. Toward the back of the grotto, however, the alleys take on the appearance of dungeon corridors; here, the abodes resemble subterranean rooms. In the front of the cavern, though, the buildings are linked within the sandstone cliff and connected by confined passages between.

The cavern city is a small village composed of no more than 20 rooms at most. The village is primitive in design; the rooms are small, unadorned, and simple in configuration. Each room contains a firepit, a latrine, and a couple of wooden bunks. Many of the rooms appear untouched by time. Others show evidence of conflict: broken beds, cracked walls, and broken doorways betray the serenity of these abodes. There are, however, no remains of the previous inhabitants in any of the rooms.

The umber hulks have made four of the rooms in the back of the grotto into lairs. Any umber hulks not encountered in the tunnels will be in their lairs. Each of the lairs has been altered to accommodate the new inhabitants; in each, the back walls of the rooms have been deepened by 20' each and the ceilings heightened. The result is a room cut square on three sides, with a rough-hewn back wall and ceiling, and a cave-like entrance. Inside each are a number of human bones, a makeshift manger of branches, piles of organic and inorganic refuse, and of course, the ever-accommodating resident of the lair: the umber hulk.

Upon entering the first lair, the party is attacked by the umber hulk as described previously. Because of their intense hunger for human flesh (and because of territorial instinct), the umber hulk fights to the death within its lair.

The umber hulks have little treasure; the former inhabitants of the cavern city were relatively poor and primitive society. What little treasure and magic does exist has been left by victims from outside the cavern city. Distributed randomly among the four lairs (and in occasional tunnels or rooms at the DM's discretion) are the following items: 4,000 gold pieces, 200 platinum pieces, 10 gems (worth 1570 g.p. total), 3 pieces of jewelry (worth 2100 g.p. total), a *scroll of protection—fire*, *wings of flying*, *ring of swimming*, *philter of love*, and a *sword +1*. Other than these items, there is little else of interest in the cavern city.

Yeti(6)

by Michael Price

Terrain: Mountain

Total Party Levels: 30 (average 5th)

Total Magic X.P.: 400

Total g.p. X.P.: 9,000

Monster X.P.:

Kill: 3,610 Defeat: 2,707

Retreat: 902

Set Up

* The tiny mountain villages scattered across the face of the tall, icy mountain have recently been terrorized by invisible creatures that leave gigantic footprints in the snow. The villages have banded together to offer a modest reward of 1,000 g.p. to anyone that can rid them of these beasts.

* There is an isolated monastery in the frozen mountains whose monks know of a tribe of huge, apelike creatures that guards untold treasure.

* A wealthy merchant is looking for safe passage through the mountains, but none of the villagers will help him because they fear the legend of the abominable snowmen. The merchant is willing to pay 1,000 g.p. to anyone who can get him to his destination.

The Lair

The yeti are as old as the snow capped mountains of the frozen lands. They live in great isolation from the rest of the world and shun any contact with humans or demi-humans. They would sooner fight to the death than reveal to an intruder the location of their secret mountain home.

The yeti's lair is divided into three areas. The first is a flat snowy region just outside the cave entrance, surrounded by two jagged rocky walls. The second is a continually narrowing passageway within the cave that the yeti constructed as a death trap for intruders. The last consists of three connected cavernous chambers where the yeti live, and includes an exit to the other side of the mountain.

Outer Entrance to the Yeti's Cave

The climb up the mountain is long and dangerous. Gale force winds constantly howl and whistle, blowing snow about and creating huge snowbanks. Upon nearing the cloud-covered summit, a large, dark cave is visible a few 100 yards away. As the PCs approach the cave, the giant footprints of the yeti become more and more visible in the rugged terrain.

There is a large, flat circular area of level ground by jagged rocky walls 10 to 15 feet high just outside the cave entrance. Strangely, there are no footprints in this snowy region. Once reaching

this area, the characters must decide whether to free themselves of their climbing ropes or remain roped together.

If the PCs choose to walk across the snowy circle to reach the cave mouth, they soon find themselves hip-deep in snow. Once they reach the center of the snowy area, the two yeti hiding among the rocks leap down and attack. The PCs have a — 1 penalty "to hit" because of the deep snow while the yeti are +1 "to hit."

If the PCs choose instead to climb onto the rocky wall, the two yeti attack once the characters are halfway across. If the PCs are not roped together, there is a 1 in 8 chance that a character will fall off the rock wall when he is squeezed by a yeti and plunge to his death down the mountain side.

The Yeti (2): AC 6; Move 15"; HD 4+4; hp 32, 32; #AT 2; Dmg 1d6/1d6; THACO 15; SA if either of the yeti's claw attacks succeeds with a die score of 20, the yeti has grabbed and squeezed its opponent for 2d8 hit points of additional *cold* damage; the yeti have a 3 in 6 chance of surprising their opponents; if surprised, a saving throw vs. *paralyzation* must be made by each player character; each victim that fails his saving throw has looked into the eyes of one of the creatures and is rigid with fright for three melee rounds and can be automatically struck twice and squeezed by the yeti; SD yeti are not affected by cold; Attacks employing fire do 50% greater damage; AL N.

Just inside the dark cave entrance two distinct passageways split off from each other. To the left, a small tunnel leads downward, and to the right, a large one twists and turns as it heads upward.

Death Trap Tunnel

The passage to the left is small and narrow, forcing PCs to walk hunched over and in single file. This long, winding maze like tunnel consists of three traps that the yeti have constructed in order to eliminate intruders from their lair.

1) Bottomless pit trap — after the PCs travel a few hundred feet into the tunnel, the lead PC must make a Dexterity Check. If fails the check, his character falls 200 feet and takes the appropriate damage. If the PC's are roped together, however, the PC that falls takes only 2d6 hit points of damage from scrapes and cuts. If the ability check is successfully made, do not tell the players of the trap.

(2) Cave-in trap — farther into the winding passageway, one of the PCs (determined randomly) must make a Wisdom Check. If the player fails the check, his character causes a cave-in. His character suffers 4d6 hit points of

damage and the PCs on either side of him take 2d6 points of damage. The cave-in does not prevent the characters from moving forward or back through the tunnel. If the ability check is successfully made, do not tell the players of the trap.

(3) Maze Trap — as the PCs near the end of the tunnel, the passage becomes extremely maze-like. The trailing PC in the group if they are not roped together, must make an Intelligence Check. If the player fails the check, his character becomes lost in the maze for 2d8 rounds. If the ability check is successfully made, do not tell the players of the trap.

The PCs soon reach the end of the tunnel, realizing it is a dead end. As they return to the cave entrance, each trap that was successfully avoided must be tried again.

Chambers of the Yeti

The large passageway to the right leads to three huge connected chambers. The first is a cooking area where stone cookware and the carcasses of several animals are strewn about. The embers of a once blazing fire still glow. The second chamber is a sleeping area. Branches and animal hides form eight crude beds. The last chamber is a storage area. It has four large holes in its rocky ceiling. All kinds of implements are found here, some made by the yeti and some stolen from unfortunate intruders. If the PCs search this area, they will find a trap door in the rocky floor and discover 2,500 g.p., 10 gems worth 5,000 g.p., three pieces of jewelry worth 1,500 g.p., and two *potions of healing*.

Once the PCs find the treasure or as they attempt to leave the area, four yeti guards jump down from the holes in the ceiling and attack.

The Yeti (4): AC 6; Move 15"; HD 4+4; hp #AT 2; Dmg 1d6/1d6; THACO 15; SA if either of the yeti's claw attacks succeeds with a die score of 20, the yeti has grabbed and squeezed its opponent for 2d8 hit points of additional *cold* damage; the yeti have a 3 in 6 chance of surprising their opponents; if surprised, a saving throw vs. *paralyzation* must be made by each player character; each victim that fails his saving throw has looked into the eyes of one of the creatures and is rigid with fright for three melee rounds and can be automatically struck twice and squeezed by the yeti; SD yeti are not affected by cold; attacks employing fire do 50% greater damage; AL N.

Xorn (3)

by Ed Greenwood

Terrain: Mountain

Total Party Levels: 60 (average 10th)

Total Magic X.P.: None

Total g.p. X.P.: 220,000

Monster X.P.:

Kill: 8,050 Defeat: 6,038

Retreat: 2,012

Set Up

* Somewhere in the rocky crags above the town is an incredibly rich lode of copper, above the 'Copper Caves' where most venture. Its precise location is unknown because the few local miners who have found it have disappeared, one after another, over the years; they go off to work the lode and never return.

* Sunrise Crag, a favorite spot for lovers, is seldom used these days—ever since a local rake, Gurdath, and a certain local lady were surprised one night by "great hands—like an eagle's claws!—coming up out of the solid rock" at them.

* Nandar "Far-Traveler," a gem merchant of note, is inquiring after any prospectors in the area who can supply him with malachite (all shades) and azurite of large size and top quality. His previous supplier, the prospector Ilurvas (a former resident of the town), has vanished, leaving his hut full of belongings and minor wealth.

The Lair

The tallest crags in the area are Loftspire, the farthest crag from the town, beyond all others; and Sunrise Crag, a crag at the eastern end of the range, close to the town and easily reached by a path. It forms a great natural lookout, and in more peaceful days serves as a trysting-place for lovers (and a dueling spot for rivals; many a man has been found broken on the rocks far below). Anyone falling from the upper reaches of Sunrise Crag will suffer 10d6 damage; Dexterity Checks should be made in perilous situations on the slopes of the Crag.

Loftspire contains many old, well-worked veins of copper, which occurs here in the form of brassy, almost golden-hued chalcopyrite ore, very brittle and easily worked with weapons and other metal implements. This ore will yield only small amounts of copper (typically 1d8 + 3 copper pieces worth per day of hard work per person) and no gemstones.

Sunrise Crag, however, is the location of the rich "Lost Lode" found by Ilurvas and other now-vanished local miners. No other locals know this, and in fact will not believe it. The top of the crag, with its lookout and grassy

ledges visited by the locals, is devoid of precious metal: many shallow caves and broken rock faces (all old and weathered, not freshly disturbed) show the frequent and futile attempts to find anything of the sort. At the base of the Crag on one of its faces farthest from the town is a small, stagnant pond formed by rainwater collecting in a natural rocky bowl. The water is green with algae, and nothing lives in it but frogs and insects (in summer, the mosquitoes are fierce). The Crag appears to be crumbling into the pool; several broken-off boulders lie half-submerged, their tops white with bird droppings. Anyone scrambling amongst these rocks will disturb many gulls and terns, who will wheel about, squawking loudly—and will discover a tiny cave in the side of the Crag, behind two large rocks.

The cave must be crawled into (all M-sized creatures can fit, but plate armor will have to be shed, and shields trailed along by their straps); it rises rapidly up into the dark interior of the Crag, cool and dry. There are no signs of animals—but almost immediately PCs will discover crude steps cut in the rock by local miners, and will be able to travel fairly easily up through a succession of small natural chambers—many with grooves in the walls where miners have dug away veins of copper—into a larger, horizontal cavern. This cavern is long but narrow, and shows signs of having been heavily mined. Heaps of rubble stand here and there, many gouges and pockets have been hacked out of the rock walls, and a rotten, broken pick-handle lies discarded by one wall. As the PCs move farther along it, they will begin to see gold-hued sparkles and reflections in the walls—flecks of copper ore. Then they will reach a narrow spot, where the ceiling dips and the walls close in—and beyond they will see a glittering chamber seemingly walled with gold. (The 'gold' is actually very rich copper ore.)

In the center of the narrow spot is a wrinkled-looking hemispherical boulder, split by a crack or deep groove into two halves. The PCs will have to crawl over it to get through the narrow spot. When one does so, the 'boulder' will open suddenly and bite.

This 'boulder' is actually the top— and mouth—of a xorn, the rest of which is buried in loose rock and earth.

Xorn (1): AC -2; Move 9" ; HD 7 + 7; hp 56; #AT 4; Dmg 6d4 (jaws) and 1d3/1d3/1d3 (claws); THACO 13; SA surprises on 1-5 on 1d6; SD immune to fire and cold magic, electrical attacks do only half damage or none if xorn's save is successful, and can adjust body molecules in one round to pass through solid earth or stone; AL N.

This large male xorn has chosen this spot to guard its spawning mate in the chamber beyond. It will seek to slay intruders with its jaws and claws, trying to prevent them passing by grappling, tripping, or even rising up to block the hole with its body. (Remember that it can phase through shields if party members try to fight it from behind a shield wall.) If brought to seven or fewer hit points or threatened by many foes, it will melt into the rock and cause a cave-in. The cave-in inflicts 6d8 damage on all PCs within 40 feet of the site of the xorn's disappearance (saving throw cuts damage by half), and closes the entrance to the second chamber. This xorn will fight to the death to protect its mate.

The Lost Lode

The chamber beyond the narrow spot is the Lost Lode itself, a cavern studded with veins of rich, almost pure copper and crystals of malachite up to the size of a small human's head. A single *turn* of scraping will yield 10-20 c.p.-worth of copper to a PC of average reach and strength. The malachite crystals are worth up to 150 g.p. each; their value depends on size, purity—that is, lack of flaws—and hue. To find value, roll 1d12 x 10 g.p., and add to a base of 30 g.p.

In this cavern is a female xorn, resting quietly after giving birth to a tiny xornling.

Xornling (1): AC 1; Move 9"; HD 3 + 3; hp 20; #AT 4; Dmg 2d4 (jaws) and 1d2/1d2/1d2 (claws); THACO 16; SA surprises on 1-5 in 6; SD as mature xorn (see above); AL N. The xornling's mother is identical to her mate in statistics, but has only 44 hp.

If PCs enter the chamber or send missile weapons into it, the xorn mother will rumble in alarm, whereupon the xornling will phase into the rock and wait for her. She will then attack any intruders who approach with cool deliberation, slaying if possible, or seeking to delay powerful foes until her mate or other xorn come to her aid. She will try not to let anyone past her towards the location of her xornling, and if seriously threatened will herself phase into the rock to join her xornling and escape ('Defeat' X.P. applicable).

The xorn are here because the rich copper lode provides a large, easily-attained feast; in particular, new-born xorn need lots of food and are not capable of much activity (such as combat) to get it. Xorn can smell metal weapons and tools up to 20 feet distant, and will seek to slay all intruders—the reason local miners have been disappearing. The xorn have, of course, taken all metallic treasures carried by these unfortunates. Other xorn are nearby; if the male xorn causes a cave-in, the disturbance will attract two additional adult

males, hp 60 and 52 respectively. They appear six rounds and nine rounds respectively after the cave-in, and will immediately attack any non-xorn intruders they see, regardless of the fate of the xorn family. If the PCs do not try to penetrate the fallen rock caused by the cave-in within a turn or so, but wait until later, these xorn will leave again but remain close. The xorning will go and get them if intruders penetrate to the inner cavern; both additional males will return four rounds after any such intrusion.

The walls of the Lost Lode are studded with large blue azurite crystals up to fist-sized in bulk, and of 10 to 50 g.p. value (such large crystals are very rare). There are larger irregular outcroppings of green malachite, varying in value from 10 g.p. to as much as 100 g.p., and a single shiny purple vein of 'peacock ore' (bornite). When this is fresh-broken it is bronze in color, tarnishing to purple later, and contains small amounts of gold and silver. If any xorn or PC activity causes a cave-in in the Lost Lode chamber itself, the entire cavern ceiling will collapse, and it will be entirely

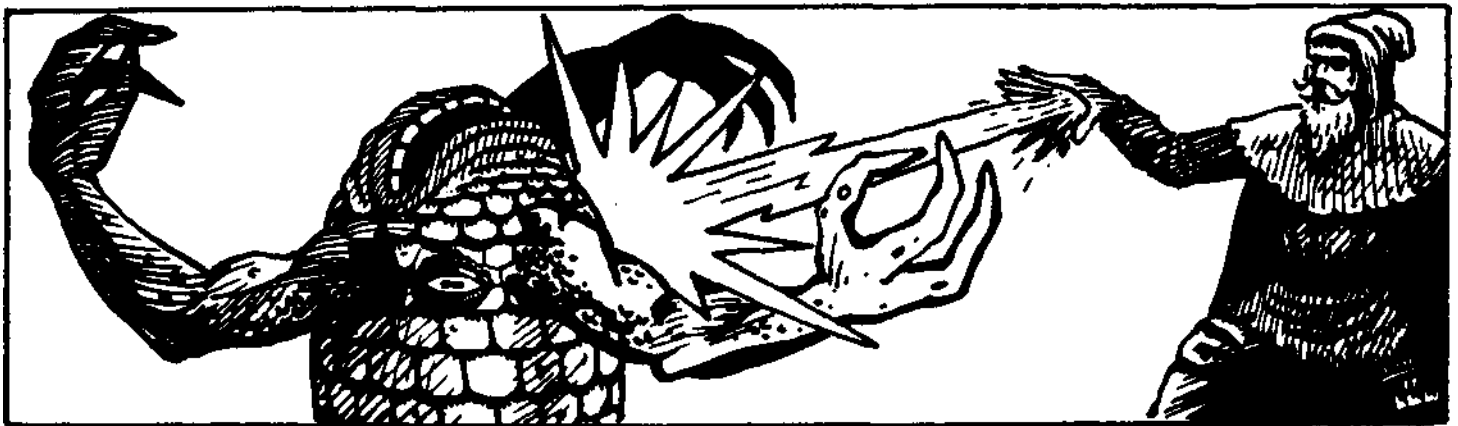
filled with igneous rock.

If PCs defeat the xorns and elect to mine the Lost Lode for themselves, the entire wealth of copper found here will be 70,000 g.p.-worth of copper, 60,000 g.p.-worth of azurite, and 90,000 g.p.-worth of malachite. To recover this much, however, months of mining will be required, and PCs will undoubtedly face recurring attacks from xorn. Once they begin to sell or smelt their ore, they will also have to deal with bandits or the troops of any local rulers who wish to gain control of the mine for themselves.

If the PCs merely take what they can after defeating the xorn and then move on, they will get very little if a cave-in has occurred. Otherwise, they can take up to approximately 500 g.p.-worth of azurite, 2,000 g.p.-worth of malachite, and up to 60 g.p.-worth of copper. Note that mining in the geologically delicate area of the Lode may cause a cave-in without any xornen aid: every six days of actual mining there is a 9% chance of such a disaster, and after 42 days of mining the chance increases to 18%, checked for every third day of delving.

The Lode is a dead-end cavern; the xorn know of several additional cavities deep within the Crag, but none of these have much mineral wealth of interest to PCs. Continuous mining of Sunrise Crag by greedy PCs will eventually cause a collapse of much of the face above the pool (burying any beings engaged in mining at the time), and will not yield significantly greater amounts of precious metals. Such upheavals will, however, attract more xorn to the area, rising up from the rock deep below to see what has occurred. The Lode is known to many xorn; if PCs slay some of the xorn foes initially encountered, but allow others to escape while the PCs remain in the area mining or exploring further in the Crag, the xorn will begin to stalk them. They will attempt to slay the PCs when they are weak or off-guard (i.e., when camping for the night, or separated into smaller groups).

Xorn are skilled at causing avalanches, or dropping single, well-aimed boulders; PCs climbing in the Crag should make Dexterity Checks to avoid such missiles if they are being stalked by xorn.



Foo Lion (1)

by Deborah Christian

Total Party levels: 30 (average 6th)
Total Magic X.P.: 8,800
Total g.p. X.P.: 500 g.p. (100 ch'ien)
Monster X.P.:

Kill: 3,80 Defeat: 2,851
Retreat: 950

Set Up

* A sage has spent months building a rare magical device. When he finds his workrooms invaded by a foo lion, he recruits the adventurers to remove it from the premises. He is of good alignment and does not want the creature killed, nor his laboratory destroyed.

* An evil lord has stumbled across a magical weapon he wishes to use in warfare. Retainers sent to retrieve the weapon have not returned. The lord engages the adventurers to recover the item for him.

The Lair

A small copse of oak trees shelters an ancient pagoda. It is constructed of lacquered wood and tile and stands 40 feet high. The door is 10 feet up on the side; decrepit stone stairs lead steeply to the entrance. Slit windows too narrow to admit a person ring the top two floors of the pagoda. No other entrances are visible, but observant characters may notice the loose tiles on the roof. The tiles are in poor repair and can easily be pulled off to give admittance to the rafters on the top floor.

Door Trap

The entrance to the pagoda is a bronze-worked door that opens outward. If the lock is picked or the door is forced open, only the bronze overleaf moves, and a mirror is revealed behind the door. Anyone looking into the mirror must save vs. *petrification* or fade from sight, leaving only their reflection trapped in the mirror.

Victims of the trap find themselves in an extradimensional space that appears to be a featureless gray void. They can be released from this space by the sage, by becoming astral or ethereal, or by the destruction of the mirror. The mirror is polished silver laid over a wooden subdoor. The reflecting surface can be destroyed with sharp or prying objects and takes one hour of effort to do so (divide the time by the number of characters working on it together). Characters suffer 2d6 hit points of damage when released from the trap, and reappear as close as possible to their original location when trapped.

The sage will warn characters of this trap if

they work for him, and give them the key to the pagoda. When the key is used and the door is opened properly, both the overleaf of bronze and the wooden subdoor open safely as one door together.

The Pagoda

Beyond the entrance door is the middle one of three floors. A wooden staircase gives access to the workroom above and the cellar below. The cellar is used as storage space for workroom discards. Here is spare lumber, scraps of iron, and tools scattered about. Concealed within a large pile of coal in the center of the room is a leather sack containing 100 ch'ien.

The middle floor of the pagoda is a cluttered living area. Two cots against the wall are covered with worn silks, and old food-encrusted plates are on a low teakwood table. An iron brazier, used for cooking and heating, stands cold in the center of the room. Near one cot is a small bookcase; the shelves are empty of scrolls, but hold old dirty linen.

The top floor of the pagoda receives daylight through the arrow slits. Filling the center of the room is a gajin creation, an *Apparatus of Kwalish*, looking like an iron lobster with pincers and legs extended and lamps glowing like eyes. The *apparatus* is fully functional. Against the wall is a small farrier's forge; tools, rivets, springs and other miscellanea clutter the floor. On a worktable is a scroll (*Summoning Wind* spell) and several small pouches. They contain magical ingredients used in the construction of the *apparatus*.

The Foo Lion: AC -1; Move 21" HD 11 + 11; hp 60; THACO 10; #AT 3; Dmg 2-8/2-8/2-16. SA attacks as a 15 HD creature against opponents of evil alignments (THACO 8). Bark *gates* in 1-2 foo lions if it continues for more than seven minutes. SD evil opponents attack at -1 to hit and damage dice rolls. Becomes astral at will. AL CG.

This elderly foo lion is slightly hard of hearing and set in his ways. He happened across the *Apparatus of Kwalish* in his wanderings and its threatening appearance aroused his suspicions. He is uncertain if the apparatus itself is evil, but suspects it may be intended for evil. If so, he wishes to prevent this from happening. The foo lion has made the pagoda his lair until he knows more about the device and its nature.

Encounters

The foo lion first meets the adventurers outside the pagoda. He will materialize from the astral plane and try to frighten the party off with his roar. Because of his deafness, the foo lion is impatient with talking and would just as soon roar at intruders as listen to them.

If the party doesn't leave, he will become astral while pondering what to do about them.

When the adventurers enter the pagoda, the foo lion will reappear in front of them and warn them away. If he was attacked earlier, he will immediately chase them out of the pagoda. If the party seems nonthreatening and is not evil, the foo lion might permit other explorations in the pagoda, although he will observe this, perhaps from the astral plane, with suspicious curiosity. In any case, he will attempt to prevent the party from entering the workroom. If they reach that floor, he will not allow them to approach the *apparatus*. Characters who act destructively or indicate evil intentions will be attacked.

A final confrontation will occur if or when the party attempts to remove the *Apparatus of Kwalish* from the building. Until the foo lion is convinced of the innocence of the device and its intended uses, he will oppose its activation or use. The foo lion attacks only in self-defense or if he encounters evil characters. He will use his astral travel ability whenever appropriate to surprise, evade, and otherwise deal with the adventurers.

Special Note

If the party is of good alignment, the DM may wish to award monster X.P. differently than given above. Full experience may be given for removing the foo lion from the lair without harm, one quarter for defeating it with injuries and open hostilities, and full experience should be *lostfoi* killing it. The party may be as low as first level providing characters are not evil and do not intend to rely on brute force to defeat the foo lion. If the party is helping the sage, note that he expects to retain ownership of the *apparatus*.

Invisible Stalker (1)

by Anne Brown

Terrain: Elemental Plane of Air
Total Party Levels: 35-40 (avg. 6th)
Total Magic X.P.: 3900
Total g.p. X.P.: None
Monster X.P.:
Kill: 39,295 Defeat: 29,471
Retreat: 9824

Set Up

* After a magic-user summoned an invisible stalker, the creature returned to its own plane with a magical item which the magic-user wants back.

* An invisible stalker failed to complete its mission, causing the death of one of your companions' family members. Your party has vowed revenge and plans to seek out the stalker on its own ground.

* An invisible stalker was summoned to protect the young prince of your country, but soon after the stalker arrived, the prince and the stalker were found to be missing.

The Lair

The invisible stalker lives on the Elemental Plane of Air. His home is a small, one-story stone building with a three-story tower jutting out of the center. There are no windows on the house itself, but there are six small windows at the top level, evenly spaced so as to circle the tower. Located on an enormous floating rock, the entire structure is protected by three air elementals hovering over the area.

Air elementals (3): AC 2; MV 36"; HD 12; hp 72; #AT 1; Dmg 2d10; THACO 9; SA during combat in air, elemental gains +1 to hit and +2 on each die of damage; elemental can form a *whirlwind* with 2" bottom diameter, 6" top diameter, and 12" height which lasts for one round and kills all creatures under three hit dice and deals 2-16 points on all other non-aerial creatures; the *whirlwind* takes one turn to form or to dissipate; SD hit only by +2 or greater weapon; AL N.

The air elementals will attack any person or creature who comes within 200 yards of the floating rock.

The party can see only one door, about ten feet high and ten feet wide, leading into the building. On either side of this door, standing as sentries, are two stone golems, which the invisible stalker stole after becoming annoyed with a magic-user's excessive demands.

Stone golems (2): AC 5; MV 6"; HD 12; hp 60; #AT 1; Dmg 3-24; THACO 9; SD hit only by +2 or greater weapon, affected by only three spells—*rock to mud* slows golem 50% for 2d6 rounds, *mud to rock* restores all

damage, stone to *flesh* makes golem vulnerable to normal attacks; SA able to *slow any* opponent within 1" of its front every other round; AL N.

The golems will attack anyone trying to enter the stalkers' home.

Once inside the building, the party will find themselves in a large greeting room, 30 feet by 50 feet, well-furnished and quite comfortable. The furniture and accessories clash, representing dozens of different styles and time periods from a number of the cultures known on the Prime Material Plane. The invisible stalker has been collecting these items while on various missions.

Also in this room are three doors, each about ten feet high and ten feet wide. As the party enters the room, one door will be to their left and two doors will be seen directly ahead, one centered on the wall and the other 15 feet to its left.

The first door, on the left wall, leads into a smaller room, 20 feet by 30 feet. In this room are a large, precisely organized desk and a spiral stairway leading down. On the desk is a thick, oversized book and a long, feathered quill. Upon opening this book, the party will see that it is a business ledger written in dwarvish, which the stalker considered most appropriate for business. Inside the book is a list of items which the stalker took from the Prime Material Plane, along with a note describing how he acquired each item. Most notes mention some magic-user and a task which the stalker was summoned to perform. (The only items which the party will be able to take back to their own plane will be those specifically mentioned in this adventure.)

The spiral stairway leads down to a room with six walls. On each wall is an elaborate metal door and a small, angled shelf holding an opened book. Standing in the center of the room is an iron golem, which will instantly attack anyone not accompanied by the stalker.

Iron golem: AC 3; MV 6"; HD 16; hp 80; #AT 1; Dmg 4d10; THACO 7; SA breathes a cloud of poisonous gas 1"x1"x1" directly in front once every seven rounds; SD hit only by +3 or greater weapons; affected only by those magical attacks which are *electrical* or *fire* based; *fire* attacks repair, rather than cause, damage; AL N.

The book lying next to each wizard-locked door is a hotel registry written in common. Behind each of the doors is a 15' x 20' room, comfortably furnished, containing a highly-decorated bed and a wardrobe. These rooms are where the invisible stalker brings clients whom he was hired to protect. He shows them to a room, entering the client's name, date, and time of arrival, and place of origin in the

registry. The invisible stalker provides proper sleeping attire, stores the client's belongings in the wardrobe, and then places them in bed. The protected client then remains here under *temporal stasis* until the period of protection is over, after which the stalker escorts his client home. If the party has come in search of a missing person, that person will be found in one of these rooms.

The other two doors in the greeting room lead to dining facilities and the stalker's private quarters. The formal dining room, containing seating for 12 persons and an elaborate crystal chandelier, has a smaller door at its back corner leading into the kitchen.

The invisible stalker's kitchen would be the envy of any chef. It is equipped with bowls, pans, knives, and utensils which could only have been made by dwarven metalsmiths. Along one wall is a rack holding nearly 200 jars of spices from all over the Prime Material Plane.

The stalker is an accomplished cook and an extremely gracious host. As part of his service, he holds a dinner for each of his clients upon their arrival and departure. He regards himself as only the finest innkeeper, and feels that the services he provides are well worth the fee he charges.

The center door in the greeting room is *wizard-locked*, and leads into the stairway which spirals upward into the tower. At the top of the tower is the private chamber of the invisible stalker, also *wizard-locked*.

The room itself is round, about 30 feet in diameter, with six windows, each two feet high and two feet wide. Standing near one of the windows is a telescope, constructed so that the main lens is a *gem of seeing*. The stalker has been known to gaze through this telescope for hours at a time.

Although always *invisible* on the Prime Material Plane, the stalker can be seen dimly on his home plane. He wears finely-made clothing, a *necklace of missiles* with five stones, (one stone delivering 8d6 damage, three stones dealing 6d6 damage, and one stone dealing 4d6 damage), and a *longsword* +3 with a jeweled hilt.

Invisible Stalker: AC 3; MV 12"; HD 8; hp 63; ifAT 1; Dmg4d4; THACO 12; SA surprise on 1-5; SD opponent hits at -2 when stalker is *invisible*; AL N.

If attacked in his home, the stalker will lure his attackers toward the iron golem, then hide until the battle ends. If necessary, he will use his *necklace of missiles*.

Red Abishai (8)

by Deborah Christian

Terrain: an outer plane of Hell
Total Party Levels: 42 (Average 7th)
Total Magic X.P.: 3,700
Total g.p. X.P.: 9,500
Monster X.P.:
Kill: 3,470 Defeat: 2,603
Retreat: 868

Set Up

* Ill-planned experiments recently killed a local mage. The devils that escaped his control in the process stole a gemstone from the nearby temple before fleeing back to Hell. The high priest knows with *divine sight* exactly where the abishai have gone, and enlists the aid of the adventurers to recover the holy jewel. The priest can provide them with means to travel to Hell if the party cannot do this themselves.

* Adventurers traveling in the astral plane are approached by an elderly woman who is quite distraught. A group of "beastly little creatures" just surprised her and stole her valuables. She will reward the group for their return, and she can set the party directly on the trail of the nasties. With a word and a motion the woman—a mage—sends the party to an outer plane of Hell.

* Adventurers passing through the planes of Gehenna, Acheron, or Hades learn from a believable source about an unusual band of abishai from an outer plane of Hell. This group of devils leave their home frequently simply to harass dwellers on neighboring planes. They passed through a short time ago and were exceptionally obnoxious, gloating about fabulous gems they were saving to present to their master on a special occasion. It is known that the abishai are not all at home right now, and the gems should be easy to liberate from the creatures. Directions to their cavern lair are straightforward and easy to follow.

Special Lair Features

There is a fumarole vent that erupts at odd intervals before the cavern entrance. The hot gas and smoke doesn't bother the abishai, but can injure humans or demihumans. As each character passes beside it, the fumarole erupts on a roll of one on a 1d6. Characters must save vs. Dexterity or suffer 1d4 damage. For those who attempt to dash past the vent, roll a d20; the fumarole erupts on a result of one. The momentum of running characters will carry them past the vent and into the lair before they can stop. The vent can also be avoided by climbing the rocks and descending before the

entrance on a rope. This method will be safer but slower and uncomfortably warm.

The Abishai

This group of red abishai are particular favorites of the devil Malphas, lieutenant to Tiamat. They transport gems to him reliably when assigned to do so, and create opportunities to steal things for their master. The abishai have always handed over valuables as expected, but constant success has finally turned some heads. Believing they are no longer closely watched by their superior, some of these devils want to hoard their choice new gems and present them when they want a special favor from Malphas. Not all agree with this scheme, however, and the abishai are quarreling about this issue when the adventurers arrive.

The Lair

An outcropping of black granite is visible ahead, partially obscured by steam or smoke jetting from a malodorous fumarole near its base. The scratches of talons and claws can be seen at points in the rock and dirt underfoot; this way is a definite path to the rocks ahead. A cavern entrance can be glimpsed through the smoke before the outcropping.

The Entrance

The lair is a main cavern with two adjoining chambers—one directly ahead and the other at the end of a short tunnel sloping right and downwards. A slanting passage connects the smaller caverns; abishai must walk when using it, for it is too narrow to fly through. All three chambers are large enough for the abishai to fly in.

When the adventurers enter they will surprise two abishai arguing. If they can understand the devils, they hear them debating whether to keep the gems or deliver them to Malphas. Although arguing, one abishai facing the entranceway will notice the intruders. One devil, suspicious of the party, will talk if given the chance, but the second will leave to get friends heard quarreling in an adjoining chamber. Three devils return with him.

The abishai (8): AC 1; Move 18"/18"; HD 4+2; hp 34, 10, 31, 19, 18, 25, 18, 27; #AT 2; Dmg 2-5/2-5; THACO 15; MR 40%; AL LE. Abishai fight with long daggers and may grapple opponents, doing 1d4 damage from ST bonus of +1. SA spell-like powers, one at a time, one time per round: *change self*, *command*, *scare*, *produce flame*, *pyrotechnics*, and *summon another abishai*, once per day, 20% chance. They can move through the astral plane and to Gehenna, Hades and

Acheron at will. Like all devils they can never be subdued, and will fight until destroyed. The abishai will not part with their treasure, nor let intruders move freely around the cavern. If outnumbered, they will order the characters out using their abilities to *command* and *scare*.

If the party remains or if the numbers are equal, the abishai will attack. The devils prefer to capture the intruders as a present for Malphas (by landing blows to stun), but will kill them all if necessary. If defeat threatens and efforts to *summon another abishai* have not succeeded, the devils will try to escape and get help. If the party defeats the creatures, they will find little of interest on their bodies. The lower chamber reveals discarded chests and empty pouches, broken glass and shredded parchment that may have been scrolls. A closer search will turn up one intact scroll (a curse which reduces Comeliness by 10 points), two *potions* still sealed and unbroken: a *portion of gaseous form* and *oil of slipperiness*, and a false bottom in one chest which conceals *gauntlets of ogre power*.

In the other chamber a short man cowers near the wall, clutching jewels in hands and pockets. He is in reality the most cowardly and greedy of the abishai who stayed behind to "guard" the gems. He *changed form* when he saw his companions defeated. He will try to delay the intruders, expecting other abishai to return at any moment. He will maintain his human pose as long as possible and insist against all evidence that the gems are his; if attacked or cornered he will fight in his true form. He carries all the gems here. They are: one black sapphire (4,000 g.p.), two fire opals (1,000 g.p. each), 12 matched tourmalines in a pouch (200 g.p. each), three uncut amethysts (100 g.p. each), and a flawless small black opal (800 g.p.).

Outside the cavern, the party will encounter two abishai flying home. One abishai carries a wand that he believes is a *wand of fireballs*. If the devils to attack, one will hang back and use the wand. To his surprise it will produce a *gust of wind*. In fact, this is a *wand of wonder* with 25 charges left.

Consequences

If the party is captured, the incident will be reported to Malphas—who in turn will discover the story of the hoarded gems. Amused by the intrusion, Malphas may ransom the adventurers for gems and similar baubles (a fun thing he's always wanted to try, especially if the party is rich or powerful or has friends who are), or he may carelessly strip them of everything and strand them naked and without equipment in a random location in the astral plane.

Anhkhegs (4)

by **Robin Jenkins**

Terrain: Plains, Farmlands
Total Party Levels: 20 (Average 4th)
Total Magic X.P.: 1,200
Total g.p. X.P.: 1,310
Monster X.P.:
Kill: 1,657 Defeat: 1,243
Retreat: 414

Set Up

* Farmers in the Lowlands near Dregmar Castle are concerned over the arrival of a giant insect which has taken up residence in the local farmlands. This creature is responsible for the loss of several horses, pigs, and cattle, and a few local citizens as well. The locals are up in arms, and have approached Lord Dregmar for assistance in ridding their farmlands of this creature.

* Traveling through the Lowlands, the party notices a preponderance of deserted farm houses. To add to this, many of the farmlands are untilled — an oddity, considering summer is on the approach. In some of the fields, however, the ground is riddled with a number of large holes and a good volume of upturned soil. Closer inspection shows an intricate tunnel system that winds beneath the surface of the farmlands.

The Lair

The farmlands near Dregmar Castle have been overrun by a small group of anhkhegs. Besides destroying several crops and laying waste to the fields, the anhkhegs have killed a number of farmers and their livestock. As many as 20 farmers and double that number of livestock have disappeared since the appearance of the anhkheg in the fall of the previous year. Oddly, the disappearances stopped with the winter, prompting the farmers to believe that the creatures had migrated to a warmer climate.

With the blossoming of spring, however, the trouble began anew — this time at an accelerated pace. All independent efforts to deal with the creatures have met with failure. This is aided by the fact that no one is aware of exactly what it is they are up against (the creature has been described simply as a "giant insect"). The most disconcerting stories come from the survivors who have managed to return safely: the tales they relate tell of a labyrinthine tunnel system which make it virtually impossible to track the creature once it enters the system. In fear, many of the farmers have fled their lands; the remaining few have turned to Lord Dregmar for assistance.

With the increasing number of farmers leaving their homes, Lord Dregmar was forced to send an attache to deal with the creature. Unfortunately for the men involved, this effort met with the similar fate that all previous efforts had; consequently, an attache of eight fighting men never returned. Since then, Lord Dregmar has been unsure of how to deal with the problem. With rumors of war brewing, His Lordship is hesitant to release any further detachments of troops. By the same token, however, the fallow fields need to be planted soon; taxes are due at the end of the summer and Lord Dregmar's troops will need the food. Caught in a dilemma, His Lordship has advertised in the outlying regions of the kingdom for a group of mercenaries to rid the countryside of the unknown terror. Payment for the job is billed at 8000 g.p. total.

The Monster in Hiding

Upon approaching the deserted farmlands, the party finds a number of large holes in the upturned soil — holes which stretch in a seemingly random pattern across two or three separate fields. An inspection of the perimeter reveals 17 such openings. The party is able to count see these openings from the road.

A closer examination of the holes closest to the road reveals that all of the openings are roughly 8 to 10 feet in diameter. All of the holes drop 10' directly down from the surface before sloping gradually into the earth. The soil around the holes is loose and susceptible to caving in around the aperture. Likewise, the tunnels are loosely packed and equally prone to collapse.

Once the party leaves the periphery of the tunnel system and begins working their way toward the center of the field, there is a 20% chance that an anhkheg male waits in hiding 10 feet beneath the unbroken surface of the earth. The only visible evidence of this trap are the anhkheg's antennae, which poke up slightly through the soil to alert the insect of an approaching meal. Spotting the antennae is no problem; identifying them as anything out of the ordinary is. For the most part, the anhkheg's antennae resemble cattails or similar vegetation. A roll on a character's ability to locate secret doors brings the items to their attention at a distance of no further than 40 feet. It is up to the DM to determine the importance of description placed on these items, since too much description may alert the players to an otherwise mundane item, thereby foiling the anhkheg's highly effective trap. In any event, if the player's fail their rolls, they do not pay any particular attention to the antennae until they are within 10 feet of the sensors — a point well within the anhkheg's

immediate striking range.

Without warning, the waiting anhkheg bursts from the ground and makes its attack. If the party is unaware of any danger (and hence, unprepared), the anhkheg attack takes them by surprise. In the first round of surprise, the anhkheg frees itself from its subterranean confines; in the second round, the insect makes its attack against the closest member of the party — an action which warrants no defense or retaliation from the victim during that round. If the party is aware of the danger (and hence, has taken precautions against it), they are not taken by surprise. Attacks proceed as normal in this instance.

In either case, the anhkheg immediately grabs at the closest party member with its forelegs and lifts him from the ground, by making a successful hit roll. The victim takes no damage from this action, but is confined within the insect's grasp for that round. The player may attempt to free himself from the creature's hold by rolling on his ability to bend bars/lift gates. If the player fails, the anhkheg's next action is to grab the victim with its mandibles. A successful hit roll (at +3 due to the player's confinement) indicates that the individual is grasped by the anhkheg's mandibles. Damage for this action is 3d6 per turn. In addition, the anhkheg uses its digestive enzymes to "break down" the victim for easy consumption. Damage from this fluid is 1d4 per turn. Breaking free from the anhkheg's mandibles is much more difficult. Such an action requires the simultaneous efforts of three players, all of whom must roll successfully on their abilities to bend bars/lift gates; otherwise, the victim is retained within the creature's grasp and thus, continues to take damage.

If the anhkheg takes sufficient damage to drop it below half its total hit points, it reacts in one of two ways: if the creature has a victim in its grasp, it retreats into the tunnels to consume its meal; if not, the anhkheg uses its ability to spit its digestive fluids to weaken its opponents. This action is performed with a +1 hit bonus due to the insect's accuracy; also, the fluid can be spit up to a distance of 30 feet for 4d8 points of damage. The anhkheg can perform this attack only once every six hours and is thus reluctant to use the attack except in cases of dire emergency.

If the anhkheg drops to less than ¼ its total hits, it retreats immediately into its tunnels to gain a defensive advantage therein. Despite its size, the anhkheg moves quickly underground, and with great agility. If pursued, the anhkheg may use its tail to slap at the walls of the tunnel, thereby forcing them to collapse

around the pursuing party members. The anhkheg takes no damage from the resulting cave in; the players, however, take damage as normal (see p. 40, *Dungeoneer's Survival Guide*). Since most of the tunnels vary in depth, a determination must be made by the DM as to what depth the players are at when the cave in occurs (the minimum depth for the tunnels is 10 feet beneath the surface). Assuming a cave in occurs at a depth of 20 feet, the players each take 4d8 points damage for every 10 feet of depth; consequently, the players each take a potential 8d8 damage from the collapse. The length of the collapsed section determines who is caught in the cave in; this can be determined by the system in *DSG*.

Statistics for both the male and female (encountered later) anhkheg are given below:

Anhkheg (male, female): AC 2/4; Move 12" (6"); HD 7, 8; hp 40, 46; #AT 1; Dmg 3-18 + 1-4; THACO 14; SA squirt acid, 8-32; SD nil; AL N

If the male anhkheg is not encountered in hiding, there is a 10% chance per turn that it is encountered in the tunnels. If not, the anhkheg is encountered in its lair.

The Underground Labyrinth

The anhkheg's tunnels wind tortuously beneath the surface of the fields, ascending and descending in a random pattern as they meander through the soil. Many of the passages intersect; others end in dead ends or open onto the surface. Due to the softness of the earth and the relative shallowness of the tunnels, many of the passages are highly prone to collapse. As a result, some of the routes are already blocked off due to the settling of the soil. A dwarf is able to tell which areas are collapsed from the depressions left in the surface by the settling soil. Others in the party may be able to tell by rolling below their intelligence on 1d20. Failure on this roll indicates the party will not be aware of which tunnels are blocked or are susceptible to collapse until such obstructions are encountered. A roll should be made once during the day's adventure to determine the likelihood of a random collapse (as per p. 39 of *DSG*). Due to the low density of the soil in these tunnels, a roll of 10% should be administered rather than the usual 1% roll.

Only one tunnel leads from the surface to the anhkheg's lair; all others wind about in a maze-like pattern that could confuse all but the most proficient underground adventurer. To make matters worse, the anhkheg is immediately aware of the party's presence from the moment they leave the road and enter the field. This awareness is due to the anhkheg's extreme sensitivity to even the slightest vibra-

tions of the earth (at a depth of 20-30 feet below the surface, the anhkheg can detect an approaching man-sized creature from as far away as 300 feet).

The Nesting Lair

The anhkheg lair is the remainder of the previous autumn's nesting lair; the present male anhkheg is a potential mate for the upcoming fall. The tunnel comes to a point at which a smaller tunnel connects from one side. Depending on which route the characters take determines which way they enter the nesting lair. If the party proceeds along the larger tunnel, they come upon the lair as it rounds a corner. The lair itself is 40 feet wide, 80 feet long, and has a ceiling of 12 feet; the entire lair is composed of hard-packed soil and is much sturdier and hence, less susceptible to collapse than the tunnels. The lair floor is approximately 40 feet below the surface of the earth.

Upon entering the lair from this direction, the party is met by the female anhkheg (the larger of the two); the insect attacks immediately to protect her young. If the male has not been encountered prior to this point or if he has retreated from an earlier encounter, he, too, is present, lying in wait in an adjoining tunnel normally used for hibernation. This tunnel connects with the earlier, smaller tunnel.

If the party takes the smaller tunnel, they come into the lair from the side. If the male has not been encountered earlier or has retreated, he lies in wait at the opening. Consequently, the party encounters the creature from behind and will not be able to see into the lair beyond.

The female anhkheg attacks by spitting first and then by grabbing at the closest player with its forelegs. The female fights to the death to protect her young. If room permits, the male attacks simultaneous to the female's attacks. Otherwise, the male circles around to attack the party from behind. If the party approaches the lair from the smaller tunnel, they come upon the male's back. In such an event, the female circles around to attack the party from behind; the male then enters the lair and turns to make its attack.

Inside the lair, the male and female use their height to an advantage. Rearing up like a praying mantis, the anhkheg makes its attacks from a height of 10 feet, thus keeping its head out of striking range for most attacks other than missile fire or magic. Upon catching a victim in its mandibles, the anhkheg lifts the player from the ground to render its attacks ineffective. Inside its lair, the male also fights to the death.

In addition to the male and female anhkheg are two young anhkhegs. These creatures are approximately six months old, having been born the prior fall. Though weak and relatively small, these creatures still have some attributes which could present problems.

Anhkhegs (2 nymphs): AC 4/6; Move 6" (3"); HD 1; hp 6, 5; #AT 1; Dmg 1-4 + 1-4; THACO 18; SA squirt acid, 2-16; SD nil; AL N

Upon killing the anhkhegs, the party gains a better view of the lair. Scattered around the din floor are remnants of swords, punctured armor, and other such items. There are few bones here; the anhkhegs usually consume the entire body of their victims. In the back of the lair is the rotting husk of an adult anhkheg — the former mate of the female. Nothing is left of the creature but the shell. There is a large hole in the under armor and several smaller holes in various locations. Like the black widow spider, the female anhkheg kills the male shortly after mating, implanting the eggs in the carcass to provide the nymphs with food during the mother's hibernation. The young remain inside the husk until spring.

There is little treasure in the lair; all that exists are scattered coins and only a few items of minor interest; this is due to the fact that the majority of the anhkheg's victims have been farmers and low-level militia. Also, since anhkhegs have little interest in treasure, there is no hoard per se, aside from the scattered items that follow. Distribution of these meager treasures is up to the DM; they can be presented as a group in the lair proper or spread throughout the tunnel system. The items are as follow: 1,000 s.p., 1,000 g.p., 2 gems (60 g.p. worth), 1 piece of jewelry (200 g.p. worth), a *potion of healing*, and boots of *elvenkind*.

Parts of the anhkheg may be of interest to adventurers. For example, the back armor of the anhkheg, if cured and preserved, makes excellent scale armor of AC 2. Also, the digestive fluids of the anhkheg can be salvaged and utilized as a regular acid. The poison sac is located in the creature's head and is highly prone to puncture. This chemical maintains its properties for up to six months after the creature's death and delivers 1-4 points of damage. This chemical is treated and limited as listed in the *DMG*.

Hybsils(31)

by Bruce Nesmith

Terrain: Plains or Sparse Woods
Total Party Levels: 24 (Average 4th)
Total Magic X.P.: none
Total g.p. X.P.: 4,400
Monster X.P.:
Kill: 6,000 Defeat: 4,500
Retreat: 1,500

Set Up

* If an elf or half-elf is in the party, a hybsil approaches them and asks for help. Gnolls are trying to wipe out his tribe.

* If the party is largely of good alignment, a sprite appears and asks the party to help his friends the hybsils. He offers nothing in return.

* Gnolls have been harassing the distant farmlands, and there *is* a price on gnoll pelts. While on the road, the party encounters a dying hybsil. He tells them that his herd is mounting an attack soon against the gnolls. Just before he dies, he tells them where they can find his tribe.

The Lair

This adventure involves a considerable amount of monsters. At the DM's discretion, the AD&D® Battlesystem could be used for the final encounter.

In the plains a day's march past the outlying farms, the hybsil tribe marks its territory. Since the tribe is seminomadic, this is the best description of their whereabouts that can be given. If the party is trying to find them, there is a 50% chance each day on the plains of the encounter.

First Contact

If the group appears friendly, or if an elf is with them, the hybsils welcome the PCs with open arms. If they seem neutral, a wary group of eight hybsils surrounds the party (surprise on 1-5) and questions them. If they seem unfriendly, or for instance if a half-orc is with the party, the same eight hybsils attack the party (surprise on 1-5), attempting to put them all asleep for capture. An interrogation by *Iske* (see below) will then determine their intentions.

Hybsils (8): AC 7; Move 15" ; HD 1-1; hp 4 each; #AT 1; Dmg 1d4 arrows; SA sleep poison; SD +4 all saves; AL LG.

The Camp

Most hybsil camps consist of a collection of small tarps strung between trees, each family unit erecting its own shelter and each edge hung with an elaborately embroidered, dyed

cloth symbolizing the family crest, called a *kette*. Such light equipment supports their nomadic tendencies.

This camp is different. A large tarp, made of several smaller ones, is strung in a grove of trees. It resembles a giant cloth web only 5 feet off the ground. Hung all about the edges are several *kettes*. The structure of the camp indicates that the 31 hybsils are unified under one leader to deal with a crisis.

Assuming that the hybsils welcome the party, they are taken to the tent. Inside the open air tent, *Iske* awaits the party. He is the tribal shaman, and a 3d-level druid. The PCs will have to crawl or walk hunched over to see him. Once there they can sit comfortably on the ground.

Iske, hybsil, 3d-level druid: AC 7; Move 15"; HD 3; hp 14; #AT 1; Dmg 1d4 arrows; SA sleep poison, spells; SD +4 all saves; AL LG.

Spells:

1st-level: *entangle* (x2), *shillelagh*.

2d-level: *barkskin*, *cure light wounds*.

3d-level: *summon insects*.

Iske tells them that a group of gnolls numbering around a hundred has been hunting in their territory. They have killed and eaten four of the tribesmen so far. A fifth escaped, returning to tell of their plans. The gnolls consider the hybsils game to be hunted. They are planning to mount a drive tomorrow to try to capture or kill the entire hybsil herd. The PCs have a variety of strategies they can deploy, such as guerilla style raids on the gnoll camp, full frontal assault, ambush, or merely join in the hybsils' planned defense.

The Gnoll Camp

There are 200 gnolls in this camp, but only 125 of them are capable of fighting. The rest are children, the elderly, or the weak. In addition, there are 12 hyenas and four human slaves, soon to be dinner. If released, the humans are in no condition to fight.

There are eight guards armed with battle axes, one at each compass point around the camp. The duty changes once every four hours. The camp is a cluster of 25 tents, each usually sealed and knotted. In the fire. Next to it is a large iron cage, suitable for cooking meals.

Gnolls(8): AC 5; Move 9"; HD 2; hp 9; #AT 1; Dmg 1d8; AL CE.

The chiefs tent is the largest and closest to the fire. Two gnolls stand at its flap armed with halberds. Inside is warlord *Gnawbone* and his family, three females, two males and three children. All the adults are capable of rising and joining a fight with little warning. The chief wields a two-handed sword, the oth-

ers use battle axes.

Gnolls (2/5): AC 4; Move 9"; HD 3; hp 18; #AT 1; Dmg 1d10 or 1d8; AL CE.

Gnawbone: AC 3; Move 9" ; HD 4; hp 22; #AT 1; Dmg 1d10 + 2; AL CE.

Along with his family, *Gnawbone* keeps the tribe's treasure here. Wrapped in old furs are three pieces of jewelry (600 g.p., 500 g.p., 300 g.p., and 3,000 g.p.). This treasure is left behind if the gnolls are routed in the dawn attack.

If the PCs can eliminate 40 gnolls before dawn, the gnolls leave the area. Killing *Gnawbone* is worth 10 gnolls towards this total. If he is killed, there are others more than willing to take his position (but still worth one gnoll.)

At dawn the gnolls will surround the grove where the hybsils have their tent. One of the marching groups of 12 gnolls each can be ambushed here. Once the grove is surrounded, the gnolls will charge the grove attempting to reach the woods quickly. A small group of 20 remain to fire their great bows at whatever appears.

The hybsils defense is to stand firm and shoot the gnolls before they reach the grove. *Iske* casts some of his defensive spells, such as *entangle*. This works well until the gnolls reach the grove.

The gnolls inside the grove are armed with battle axes and nets. They will kill or net anything that is moving and not a gnoll. Use the grappling table in the *Dungeon Master's Guide*™ to handle the net attacks. Just keep having small groups of gnolls attack the party until either the party withdraws or 20 gnolls have fallen. Once at least 20 gnolls are taken out by the PCs, the total losses of the band make the gnolls decide to retreat.

Salamander (1)

by Jane Cooper and David Martin

Terrain: Rural Plains

Total Party Levels: 30 (Average 5th level)

Total Magic X.P.: 3,200

Total g.p. X.P.: 5,075

Monster X.P.:

Kill: 975 Defeat: 710

Retreat: 487

Set Up

* A wizard has heard it rumored that an acquaintance of his has passed away, and he wishes to acquire the old mage's legacy—particularly his spellbook. He offers the party 2,000 gold pieces to find and bring back the wizard's main spell book and any other artifacts he may have left behind.

* A land baron in the area has offered the party 2,000 gold pieces to find out why crops won't grow. They find ruins at the center of the blighted area.

The Lair

An untold number of years ago, a wizard summoned a salamander from the elemental plane of fire. He prepared a special lava pit to serve as the salamander's home, complete with a barrier of restraint that would prevent the salamander from leaving the material plane until the wizard was through with it. Unfortunately, the wizard was killed and his keep reduced to ruins, and a very angry salamander is still trapped in the basement.

The ruins are of a small keep that once included a courtyard, main building, and tower. Now, no wall of the main building stands taller than 20 feet. The second story has been destroyed entirely, but some of the rooms on the main floor are still intact. The walls, even of those rooms still standing, are in danger of collapsing (5% if the PCs force a door.)

Stairs in the tower lead down to the basement, which is a series of three connected chambers: the wizard's workroom; the salamander's pit, and the treasury.

As they approach the ruins, the PCs will see a sign hanging catawampus beside the gate that stands ajar. The sign says, simply, "Remakasarvas, Wizard Extraordinaire."

If the PCs successfully force the door to the tower, they may close it behind them and descend the tower stairs. From the top of the stairs, they will feel a warm, dry heat, and they may be able to make out a faint red glow below. Descending the stairs, they will find themselves in the wizard's workroom, which is lit by dancing red light from the next room. The temperature is about 100°, and the PCs can hear a gurgling, crackling sound from the

next room. The ironwood furnishings in the workroom are still sound, but everything is layered in soot, as if a fireball went off in the room. Charred cloth, books, and the charred, skeletal remains of a body are visible as the party moves further into the room. From the telltale pieces of metal around, PCs may determine that the unfortunate soul was probably a mage/thief. His +1 dagger (x.p. 100) is lying in the corridor between the workroom and the next room.

If the PCs proceed, they will find themselves in an oval cave lit by the oval-shaped lava pit that fills most of the room. The temperature is about 150°, which will make everyone uncomfortable and anyone in armor miserable. The pit is edged by a 1-foot-high rim. The lava comes right up to the rim, and there is a maximum of 4 feet of clearance along the raised rim of the lava pit. On the rim are two sets of runes. A PC using a Read Magic spell can determine that one set of runes keeps intact the magic circle that "traps this creature of the elemental plane of fire on this material plane," and the other "prevents this salamander from harming these protecting runes."

The salamander is submerged in the lava, and a door is visible on the far side of the room. The salamander will not surface unless the PCs read the runes or try to open the door, in which case it will surface in anger, grab, and throw into the lava pit any PC who is standing apart from the party. To amuse itself while in captivity, the salamander has taken to "harassing" anyone who takes a notion to get past it these days, so after doing away with any given stray PC, the salamander will inform the PCs that the wizard's treasure room is behind the door. If they make any move for the door, the salamander will rear up in the lava pit and start throwing lava balls. It's not a great shot; its hit rate is only 60%, but each lava ball that hits does 1d6 of damage, and the salamander throws two per attack. The salamander also has a spear that he uses every couple of turns to try and trip the PCs and make them fall in the lava pit (Dexterity Check at -1 for the PC closest to the salamander when it uses its spear). Any PC falling in will have to fight the salamander in its unbearably hot home ground unless he can make a strength roll against the creature and get out of the pit.

Salamander: AC 5/3; Move 9"; HD 7 + 7; hp 15 - 73; x.p. 375; #AT 2; Dmg/attack 2 - 12, by weapon type; SA heat for 1 - 6; SD +1 or better weapon to hit; AL CE.

Because of the spell that protects the runes from the salamander, the salamander cannot tell the PCs to destroy the runes; however, if the PCs offer to destroy the runes in exchange

for safe passage to the treasure room, the salamander will not attack. Once the runes are destroyed (treat as hard metal), the salamander will return to its plane. As soon as the salamander leaves or is defeated, the lava will begin to cool, and it will completely harden in a week.

If the PCs enter the third room, they will find themselves in the wizard's treasury. There is a large, warped ring on the floor in the center of the room. On the far wall are several shelves lined with vials, and in the corners to either side of the shelves are a desk and a leather trunk, respectively. All of these things are covered with dust and soot.

Several hundred vials line the shelves on the far wall, but the heat has dried the potions to crusted powders, and the labels on almost all have long since yellowed and become illegible. PCs choosing to examine the vials carefully have a 15% chance of discovering a Beaker of Plentiful Potions (x.p. 1,500) that may be reactivated by adding water.

The leather trunk has been sealed magically, and any attempt to open it by means other than use of a Detect Magic spell will result in 1 - 4 damage. The trunk contains 2,475 gold pieces, two exquisitely carved gold and ruby amulets (g.p. 300 each), and a +2 axe (x.p. 600).

On top of the desk, is a dusty, soot-coated book, which when brushed off reveals with scrutiny a glyph such as is often found on spellbooks. The pages under the cover have almost all disintegrated over time, but any attempt to open the book, which the wizard sealed with a protective magical charge, will still result in 1 - 6 points of damage with each attempt, unless a Dispel Magic spell is used, in which case, upon opening, the few remaining pages will crumble to dust. The drawers of the desk are filled with the crumbled remains of parchments and spell components.

The large ring in the center of the room is a magical item that the wizard once used for plant control, but the perpetual heat has warped it, both in appearance and application. It is now functioning as a circle of plant staying (bonus x.p. 1,000), killing all plants within a 5-mile radius. Tossing the ring into the lava will destroy it.

PCs must return through the wizard's keep the way they came, facing the salamander if it was not defeated or vanquished to its own realm, and the tigers, if they were not defeated.

Displacer Beasts (12)

by Warren Specter

Terrain: Mountainous/Subterranean
Total Party Levels: 54 (average 9th)
Total Magic X.P.: 2,900
Total g.p. X.P.: 35,500
Monster X.P.:

Kill: 4,951 Defeat: 3,713
Retreat: 1,225

Set Up

* A pack of displacer beasts has been terrorizing the countryside near town. Several of the town's most skilled fighters have made their way to the creatures' lair, but none have succeeded in driving off the strangely aggressive beasts. The townsfolk, afraid to leave their homes, beg the PCs to rid the area of the beasts.

* An animal trainer has offered a hefty reward to anyone who can help him add a displacer beast to his collection of trained animals. Adult beasts are thought to be untrainable, so he'd prefer a young example—but no one has ever seen a displacer beast cub. Rumor has it that cubs have been seen far to the north. He'll pay 1,000 g.p. for any live displacer beast delivered to him; a cub would be worth far more.

* While wandering through mountainous terrain, the player characters are shocked to see a displacer beast cub locked in mortal combat with a blink dog. None of the PCs has ever seen a young displacer beast before—its value is inestimable. The cub escapes from its foe and darts off into the thickly forested mountains. Following, the PCs come upon a cave. The guttural growl of displacer beasts can be heard from within.

The Lair

The displacer beast lair is in an active volcano in a thickly forested mountainous region. The displacer beasts here—six adults and six cubs—are quite antsy, and even meaner than usual. This is a breeding lair, a sight no man has seen and lived to describe. The displacer beasts hope to keep it that way.

The volcano rises majestically above the surrounding countryside, dominating the view for miles around. A plume of smoke rises from the vent. The PCs can see a cave opening just above the tree-line. This is the lair of the marauding displacer beasts. A half-day's climb takes the PCs to the cave mouth. Just inside the opening is a chamber approximately 15 feet across and 10 feet high.

The Bloody Chamber

The smell of rotting meat, wet fur, and ex-

crement assails the player characters' nostrils as they enter the cave. The stench is nearly overpowering. The walls of the cave are slick and slimy, the air warm and humid. The cave floor is red with dried blood. A thin dusting of fine white powder—the dust of countless crushed bones—covers the floor. Bones and debris are everywhere. There is an opening in the cave wall opposite the mouth. This opening, leading to the next chamber, is quite narrow—barely three feet across. It is four feet from the lower lip of the opening to the floor.

If they make an effort to search, the characters will find 3,000 gold pieces scattered about, several broken and useless swords, staves, and other weapons, and a *Figurine of Wondrous Power* in the shape of an onyx Blink Dog. (This is similar to the Onyx Dog in the DMG, but it takes on the characteristics of a Blink Dog when used, rather than a War Dog. See MM1 for Blink Dog statistics.)

Chances are the players won't have the time to look around just yet, however: upon entering the cave have each player make a Dexterity Check. A character who fails the roll has stepped on or kicked a pile of bones, alerting the displacer beasts in the next chamber. If all players make their rolls, they can search to their hearts' content before encountering their first displacer beast.

If any Dexterity rolls were missed, the characters have a 1 to 3 on 1d6 chance of being surprised as two displacer beasts (the 29 hp male and the 22 hp female described below) appear to ooze one after another through the wall on either side of the opening in the wall opposite the cave mouth. Actually, the beasts are entering through the opening, but their ability to appear three feet from their actual location makes them seem to be oozing through the wall.

Displacer beasts (6): AC 4; Move 15" ; HD 6; hp 40, 38, 29 (males), 35, 30, 22 (females); #AT 2; Dmg 2d4/2d4; THACO 13; SA none; SD Opponents are at -2 on attack dice because of the displacer beast's ability to appear to be 3 feet (left, right, ahead, or behind) its actual location; MR Saves as 12th level fighter, +2 on die; AL N.

Displacer beasts are semi-intelligent. The adults encountered here all have an Intelligence of 4, the cubs an Intelligence of 2. They are larger than men and appear vaguely puma-like, with blue-black pelts and "hellish" green eyes. They differ from pumas in that they have two black tentacles with brownish-yellow horny edges. In combat, they lash out with these tentacles.

The Chilling Tunnel

Assuming they survive this battle (or avoid

attracting the attention of the displacer beasts in the second chamber), the PCs can now look around, finding the items described above. As they search, though, they hear low rumblings and ominous moans from deeper within the volcano.

Looking through the opening into the next chamber, the players feel an unexpected chill—the next chamber is completely iced over. This ten-foot diameter lava tube, created in an earlier eruption, stretches several hundred yards in either direction. The cylindrical tunnel rises to the right and angles downward to the left. A slick coat of ice covers the floor, walls, and ceiling in both directions.

There are four more displacer beasts in view (six if the PCs didn't attract the beasts' attention earlier). Half have moved to one side of the opening through which the players must enter; half have moved to the other side of the opening. As the players enter they are, then, surrounded.

The beasts attack as soon as a player character enters the chamber, fighting with a viciousness the like of which the party has never seen. The displacer beasts have little trouble with the slick ice underfoot—they're low to the ground, on all fours, and their foot pads provide sure traction.

If it looks like the player characters are going to defeat the displacer beasts, one of the beasts (the female with the most hits left) will lope down the tunnel to the left. Players should be encouraged to follow.

The Chamber of Cinnabar

Players who follow will find that the ten-foot-wide tunnel runs downward at an ever-increasing angle. The tunnel diameter varies from ten feet down to a foot or less in spots, then back to ten feet. (The beast just ducks under the narrow spots; the PCs may have to do some excavation work.) Icicles and stalactites must be destroyed or skirted in order to continue following the fast-moving displacer beast. All in all, the ice and angle should make this trip quite perilous.

After several hours' downward trek, the PCs feel the temperature begin to rise. The ice begins melting underfoot, eventually turning into a fast-moving stream deep enough to cause footing problems nearly as severe as the ice. The water picks up speed as the tunnel angles ever deeper. The characters notice steam rising from the floor—then realize that it is actually rising from an eight-foot hole in the floor right in front of them. This leaves about a foot of very slick, curved floor on either side where a quick-thinking adventurer might perch if he or she makes a Dexterity Check.

As they fall (or, if they're lucky, look)

through the hole, the players see a ten-foot diameter platform in the center of a circular chamber, sixty feet in diameter. The platform is about ten feet beneath them—right under the hole—and it's another ten feet from the top of the platform to the ground. Ten feet is an easy leap for an adult displacer beast. Let's hope the player characters are equally adept leapers!

The water streaming through the hole hits the platform and then drops into a pool six feet deep around it. It is very hot in this chamber, and steam rises eerily from the platform and pool. It is quite dark (though not pitch black) in this chamber. If the player characters have a torch or other form of artificial light, they'll see the walls and floor are red. An Intelligence Check reveals that they are composed of cinnabar. Pools of mercury dot the floor of the cave—the heat of past volcanic eruptions and the unusual configuration of caverns caused the cinnabar to condense into mercury, a commodity much in demand by alchemists who use it in longevity potions. (The PCs can bring back 2,500 g.p. worth of mercury.)

The mercury is, of course, poisonous—even the fumes are dangerous (— 1 CON perma-

nently for every turn spent in the cavern). The lone surviving displacer beast seems not at all troubled by the darkness or the mercury as it hops nimbly about the room, avoiding the pools with ease and warily eyeing the PCs.

Looking around the chamber, the players can see six small tunnels about two feet in diameter spaced evenly around the edge. They don't seem natural. (In fact, they were cut by the adult displacer beasts as a last line of defense for their cubs.) If a character makes any move toward one of the holes in the outer wall, the beast lets loose a blood-curdling howl. If the players listen carefully, they can hear pitiful mewling sounds and thin, high-pitched answering howls from within the holes. If the player continues toward the holes, the beast attacks and fights to the death.

Cub Scouting

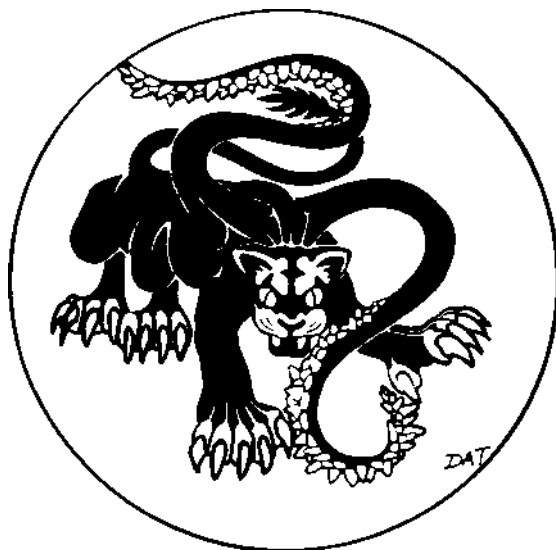
If the player characters defeat the last adult displacer beast, they can investigate the small openings. There is a displacer beast cub in each of them. The cubs are quite nervous and, while not as formidable as their parents, can still put up a good fight (especially consider-

ing each is in a hole just its size and far too small for any player characters to enter).

Grabbing or fighting these cubs is no easy matter—remember, they appear three feet from their actual location. If the PCs try to grab the cubs, they'll find themselves trying to hold quicksilver. The cubs will emerge from their holes as soon as it is clear the PCs aren't going to leave them alone. When they emerge, the cubs seem to shimmer in the hazy light of the cave, moving quickly, and darting about the corners of the PCs' vision. They are little more than blurs.

The Cubs (6): AC 4; Move 10"; HD 3; hp 18, 18, 16, 12, 10, 9; #AT 1; Dmg 1d4; THACO 16; SA None; SD Opponents are at -2 on attack dice; MR Saves as 12th level fighter; AL N. The cubs have an Intelligence of 2.

If the PCs subdue the cubs without killing them, they'll find themselves in possession of a treasure beyond compare. No one has ever seen a displacer beast cub, let alone had the opportunity to train one from birth. They'll fetch 5,000 g.p. each.



Fungi and Other Moldy Horrors

by Jane M. Cooper

Terrain: Underground Cavern

Total Party Levels: 15 - 20 (Average 3d)

Total Magic X.P.: 800

Total g.p. X.P.: 1,850

Monster X.P.:

Kill: 711 Defeat: 533

Retreat: 355

Set Up

* A crippled merchant approaches the party and offers a reward of 1,250 gold pieces for the return of his son's body. He says he believes his son was killed by a band of orcs and left to rot in a cave on the nearby rocky hillsides. The body, the man says, can be identified by a brilliant green ring that only he can remove.

* A local herbalist is offering a reward of 1,250 gold pieces to anyone who can bring him samples of three different kinds of mold or fungi. He says that others have occasionally provided him with samples from the caves in the nearby rocky hillsides.

The Lair

The rocky terrain nearby is filled with natural dips, shallows, and caves, some quite extensive. The PCs have a 90% chance of finding a cave that presumably was used by a band of orcs. The entrance to the cave is partially hidden by protruding rocks and low brambles. As the PCs approach, they find a smooth hole about 4 feet in diameter that slopes down for about 15 feet before emptying into a 20 by 20 foot cavern. To the PCs' right, as they face into the cavern, is a sizeable depression in the otherwise smooth cavern floor, and to their left is an oblong hole, about 6 feet high by 4 feet wide.

The depression on the right is a covered opening from which players may drop 25 feet to the floor of a 40 by 100 foot cavern that lies directly below the upper cavern. On the opposite side of the lower cavern are two exits, side-by-side, one leading up and one leading down. The exit leading down is essentially a dead end. The exit leading up brings the PCs to a 100 by 100 foot cavern at a depth between that of the upper and lower caverns. The exit at the far end of this "middle" cavern is a long passageway that goes to the 4 by 6 hole on the left side of the upper cavern.

PCs choosing to examine the depression on the floor of the upper cavern with their hands or weapons will find that the thin, moist earth crumbles away at their touch, revealing a 3 x 3 foot hole that drops into what appears to be a large natural cavern. Because of the depth and

darkness, they can determine almost nothing about the appearance of the cavern. It smells damp and musty. PCs may use ropes or other methods to get down to the lower cavern. PCs choosing to walk on the depressed area fall 25 feet to the floor of Cavern B. They must roll 2d6 to determine falling damage.

Regardless of how PCs enter the lower cavern, they have an 80% chance of landing on the yellow mold that covers most of the floor below, and there is a 50% chance that the mold will release its deadly spores.

Yellow Mold: AC 9; Move 0"; HD Nil; #AT 1; Dmg 1d8; SA poison spores (1" by 1" by 1" range; kills anything within range unless it makes a saving throw versus poison; cure disease and resurrection are necessary within 24 hours to save victims); SD susceptible to fire-based attacks or continual light (causes dormancy for 2-12 turns); AL N.

The interior of the lower cavern is black. If the party has a strong light source, and the PCs look around, they may notice that the mold does not seem to grow as thick near the walls of the cavern. PCs electing to walk through the center of the cavern will find the going extremely rough, since they will be climbing over protruding, slimy rocks. They must make a Dexterity Check at -4 per 10 feet traveled by the party to determine if they make contact with yellow mold. If the PCs choose to walk near the walls, their chances of making contact with the mold drop, but they must still make a Dexterity Check per 10 feet traveled.

PCs walking near the walls will notice three wall sconces with torches, which they may light if they have the means to do so. The chances of encountering yellow mold once the torches are lit drop so the party need only make a Dexterity Check at +2 per 10 feet traveled. As PCs near the opposite side of the cavern, they will see two exits side-by-side, one leading up, the other down.

If they choose to go down, they will find themselves in a rough, natural passageway that grows narrower and narrower, until they must crawl on their bellies, and those wearing armor fear they may not get out. Those choosing to go on will find that the passageway dead-ends in a 10 by 10 by 5 foot cave. They can hear, if not see, gurgling water. With sufficient light, they may notice the patch of brown mold growing near the edge of an artesian well on the far side of the cavern.

Brown mold: AC 9; Move 0"; SA freezing for 4-32 points damage; SD affected only by magical cold—ice storms or walls of ice cause it to go dormant for 5-30 turns, and a cold wand will kill it); AL N.

PCs choosing to go back before they get

within 5 feet of the brown mold will not be affected by the it. If the PCs defeat or neutralize the mold and explore the room, they will find nothing but the water itself. The water is poisoned. Any PC who samples the water must roll a 1d6 per sip for damage.

If the party chooses to exit Cavern B via the passage that goes up, they find a smooth-walled tunnel with glyphs and pictures along the walls. The glyphs are not legible, but in the pictures, they may be able to make out the figures of orc-like creatures in an immense room, complete with throne and sacrificial bier. PCs who touch the glyphs or pictures run a 15% chance of disturbing the small patches of yellow mold that grow along the walls.

About 100 feet from the lower cavern, the passageway opens into a larger cavern, which is the same room as that depicted in the pictures. The room is abandoned—appears to have been unused in years—but the stench is stifling. If the PCs move forward, they will see that a body is rotting on top of the sacrificial bier. Eating away at its flesh are 2 medium and 1 large violet fungi. A fourth violet fungus, as large as they come, is perched on a long unrecognizable body nearby.

Violet Fungi: AC 7, Move 1"; HD 3; hp 24, 18, 15, 14; #AT 1 - 4; Dmg special; SA touch rots flesh 1 round if save vs. poison fails (cure disease halts rotting); AL N.

If the party neutralizes the fungi on the first body, they find nothing of value except a green ring. The ring is magically charged, so any attempt to remove it automatically results in a shock that does 1 - 4 points of damage. The ring protects the wearer by means of its magical charges. It has 30 charges remaining (magic x.p. 1,000).

If the party neutralizes the large violet fungus living off the grossly decayed body, exploration of the bits of cloth and leather still attached to the stinking flesh reveals a brilliant blue sapphire pendant worth 250 gold pieces, a gold-handled stiletto worth 50 gold pieces, and two vials labeled "Extra Healing" (g.p. value 400 each).

There is nothing else of value in the middle cavern. PCs may exit via the passageway that leads to the lower cavern or via the passageway that leads to the upper cavern and the entrance to the lair. PCs taking the latter route will find themselves in a 6-foot-wide passageway that winds upward. The walls are covered with glyphs, pictures, and yellow mold as in the passageway described above, and the party faces the same hazards.

Gooney and Oozy Things (26)

by Gary Thomas

Terrain: Subterranean
Total Party Levels: 54 (Average 9th)
Total Magic X.P.: 19,100
Total g.p. X.P.: None
Monster X.P.:
Kill: 25,840 Defeat: 19,380
Retreat: 6460

Set Up

* There is a magic-user living in a cave up in the hills. He will trade magical potions for various exotic creatures brought to him.

* A villager is said to have found a cave up in the hills with some well-crafted armor and a glowing sword lying just inside. He took the items to the city, where he sold them for a large sum of gold and retired. Other villagers have since tried to locate the cave, but have so far been unsuccessful. A few have not returned.

* Local residents tell of a traveler who passed through years ago with a large cart. Its contents were covered with a tarp, and when a youngster peeked beneath it, he was badly burned by a sudden flash of fire. The stranger left at once, but his empty cart was found up in the hills later. A series of earthquakes rumbled through the hills shortly thereafter.

The Lair

A powerful magic-user/chemist turned a cave into a "weird greenhouse," stocking the caverns with unusual monsters that he could use in potion research.

The monsters include green slimes, gelatinous cubes, gray oozes, an ochre jelly, and several colors of puddings. The magic-user conducted experiments that made these creatures larger and more powerful than typical specimens.

Unfortunately, in so doing he accidentally endowed the largest gray ooze with psionic powers. One day, the magic-user was experimenting with his own psionic *cell adjustment* ability, when the ooze lashed out at him with a massive *psychic crush*. The magic-user was killed instantly.

The gray ooze, with its psionic *domination* powers, now rules the ugly garden, making sure that its inhabitants survive the best they can without their master.

Since the time of the magic-user's death, a few other adventurers have entered the cave complex, but none have escaped alive. Most valuables are to be found in the magic-user's quarters, deep within the cave complex.

In general, the caves are natural limestone formations. In one area the magic-user used spells to create special areas for his living quar-

ters and laboratory, and in several places he manipulated the environment of the caves (using *stone shape* and *move earth* spells, with the assistance of earth elementals) to produce hotter, cooler, wetter, or drier areas, depending on the needs of the monsters living there.

The cave was not planned to be accommodating to guests; indeed, it is impossible to travel through it without encountering its gruesome inhabitants. The magic-user used magical means to control the creatures and protect himself from their effects.

The gray ooze has moved into the magic-user's quarters. The other monsters live in their specially-constructed rooms, and will not normally leave them, except to chase after intruders. If they get more than 6" away from their realms without catching anyone, they will return to their rooms, preferring their own environments to that of the hallway.

If any creatures are still alive when the party attacks the gray ooze, it will psionically summon the other creatures to help it.

Entrance to the Cave

After some lucky searching in the woods, the adventurers find a sinkhole in a small clearing. The sinkhole is about four feet across. Peering down into it reveals a pool of mud, messy but harmless, about 40 feet down. Access to the cave floor should be simple by tying a rope to a nearby tree and lowering oneself down.

Once in the cave, its living nature becomes apparent because of the mud, soft sounds of dripping water, and the wet, shiny surface of the cave walls, floor, and ceiling. One could expect to find stalagmites, stalactites, and running streams in such a cave, although none are visible from the entrance.

Wandering Monsters

Three monsters in this lair, the gelatinous cube, the black pudding, and the ochre jelly, wander without a fixed location. They may be encountered anywhere, but they tend not to linger long in rooms inhabited by other creatures.

The gelatinous cube: AC 8; MV 6"; HD 4; hp 28; #AT 1; Dmg 2d4; THACO 15; SA characters hit by the cube must save vs. paralyzation or be paralyzed for 5d4 melee rounds; the cube surprises on 1-3; SD cold-based spells have no effect if the cube saves, but if the saving throw fails, then the cube is slowed 50% and does only 1d4 hit points of damage; electricity, *fear*, *holds*, *paralyzation*, *polymorph*, and *sleep* based attacks have no effect on the gelatinous cube; AL N.

The black pudding: AC 6; MV 6"; HD 10; hp 74; #AT 1; Dmg 3d8; THACO 10; SA dissolves 2-inch thickness of wood in 1 melee

round, chain mail in 1 melee round, plate mail in 2 melee rounds, magical armor at normal rate plus 1 melee round per plus of armor; SD blows, *cold*, *lightning*, acid, and poison do no harm; if chopped, struck, or hit by *lightning*, the pudding will break into two or three more parts, each able to attack with full damage; AL N. The black pudding is eight feet across in size, thanks to the magic-user's special care of the creature. All puddings travel as well on walls and ceilings as on floors.

The ochre jelly: AC 8; MV 3"; HD 6; hp 36; #AT 1; Dmg 3d4; THACO 13; SD *lightning* breaks the jelly into two or more parts, each able to attack at half normal damage.

The tunnel at the bottom of the cave entrance extends downward to the north, widening out after about 70 feet, becoming a chamber roughly 30 feet across. The entire chamber floor is covered with stalagmites reaching almost to the ceiling. Crossing this room requires climbing over the stalagmites. This arduous process reduces movement by half.

When a member of the party reaches the midpoint of the chamber, a *magic mouth* spell suddenly shouts, "Dinnertime!" The spell is of no meaning, other than to show the magic-user's sense of humor and his dislike for intruders.

The Brown Pudding

Leaving the stalagmite room, the passage bends to the left, twisting and turning for a length of 100 feet. At this distance, the corridor widens again. The chamber is 60 feet long and about 20 feet wide, covered with stagnant pools of cold, murky water. The sound of water dripping from the ceiling can be plainly heard, although the ceiling is too high (90 feet) to be seen from the light of a torch or lantern.

The limestone walls of this chamber are a golden color because of a mineral contaminant when the chamber was formed eons ago. The smooth, wavy surface of the walls would be quite attractive, if not for the unpleasant inhabitant of the room.

This dank area contains the brown pudding: AC 5; MV 6"; HD 11; hp 79; #AT 1; Dmg 5d4; THACO 10; SA dissolves leather or 2-inch thickness of wood in 1 melee round; SD as black pudding; AL N. The brown pudding is 9 feet across in size.

if the party should attack the brown pudding with burning oil, be aware that any such attacks that miss will likely land in one of the pools of water, thus spreading the burning oil over a wider area. Party members themselves may be injured if they are not careful. This room is large enough to support a fire big

enough to kill the pudding without consuming all of the oxygen.

If the party searches carefully, they will find a *ring of truth* and a *dagger +1, +2 vs. creatures smaller than man-sized* in the pools.

The Green Slimes

From this room, the corridor twists sharply to the south and extends 40 feet to an unusually warm stream flowing across it.

The stream is part of the magic-user's "environmental control system," and was used to heat up the rooms along this passageway. After another 20 feet, the party encounters a round chamber about 100 feet across and 30 feet high.

This room is colored in various hues of green, blue, and black. Some of the darker shades of green, and the blue and black colorations, are caused by growths of harmless lichens in the room. The lighter green color consists of 16 green slimes growing on the floor, walls, and ceiling of the room. The green slimes feed upon the lichens.

The green slimes: AC 9; MV 0"; HD 2; hp 15, 14, 13, 13, 13, 12, 9, 8, 8, 7, 6, 6, 6, 5, 5; #AT 0; SA green slimes are sensitive to vibrations and will drop down upon passing creatures from above; green slimes attach to living flesh, and turn the affected creature into green slime within 1d4 melee rounds; eat through wood at the rate of one inch per hour, through plate armor in 3 melee rounds; SD weapons and spells do no harm to green slimes, with the exception of heat and cold based spells; *cure disease* will kill a green slime; AL N.

If the party is quite careful, they may be able to thread a path around the green slimes, avoiding most of them. If the party attempts this, each member must save vs. paralyzation every 25 feet to avoid a falling green slime. Failing the save means that a green slime has fallen on the party member, or that the party member has inadvertently touched a green slime. The floor itself is quite slippery, explaining the difficulty of making it through the room unscathed.

If a party member *flies* through the room, the green slimes will not sense any vibration, so they will not attack.

The Dun Puddings

At the opposite end of the green slime room, the corridor continues south for another 80 feet, getting warmer and drier until it widens into a chamber about 40 feet long and 60 feet wide. The room is brightly lit by several *continual lights* cast upon the ceiling and walls. Several long stalactites hang from the ceiling, weak and crumbly from lack of water. The floor of this area

is covered with sand, with a few scrubby-looking plants growing in it.

The room also contains three dun puddings: AC 7; MV 12"; HD 8 + 1; hp 60, 28, 18; #AT 1; Dmg 4d6; THACO 12; SA dissolves leather or 2-inch thickness of wood in 1 melee round, chain mail in 2 melee rounds, plate mail in 4 melee rounds, magical armor at normal rate plus 1 melee round per plus of armor; SD as black pudding; AL N. In size, the dun puddings are 8 feet, 4 feet, and 3 feet across, respectively.

Buried six feet deep in the sand against the east wall is a stone chest, about five feet long, two feet wide, and 2 feet deep. It contains *plate mail of vulnerability*, a *philter of stammering and stuttering*, a *bowl of watery death*, and a *cursed sword +1*. The magic-user safely stored cursed and dangerous items in this room.

The White Puddings

South of the room with the dun puddings, the corridor forks into two paths. One extends straight east for 150 feet, leading to the magic-user's quarters and alchemy lab.

The other path extends southwest 100 feet. The first thing the party notices about this path, other than its steep angle of descent, is that it gets progressively colder along its length. At the end of the corridor is a round room, 40 feet across, entirely filled with ice and snow.

Three white puddings in this room blend perfectly with their surroundings: AC 8; MV 9"; HD 9; hp 40, 36, 12; #AT 1; Dmg 7d4; THACO 12; SA dissolves 2-inch thickness of leather or wood in 1 melee round; SD as black pudding; AL N.

In the ceiling of this room is a small shaft, six inches across, allowing the proper ventilation to keep this room cold. The shaft goes all the way to the surface, 80 feet above the ceiling of the room. If the shaft is sealed, this room will return to its normal temperature after 1d6 days. If the party searches persistently, they will be able to find the shaft outlet at the surface, once they realize it is there.

The magic-user had a second purpose for the shaft. If worse came to worst, and it became necessary to destroy his experiments, he could use a series of *cloudkill* spells through the shaft to flood the entire cavern, starting from the bottom. Unfortunately, things got out of hand before he could adequately respond.

The magic-user could also use the shaft to enter and exit the cavern, after changing himself into an appropriate form by use of a potion or spell.

The Gray Oozes

The magic-user's laboratory and quarters can be found at the end of the eastward corri-

dor from the dun pudding room. The party first notices that the bottom of the wooden door (the first door encountered in the cavern complex) has been eaten away. After the magic-user's death, the gray ooze commanded the black pudding to open this room and the next. It took the pudding only a few minutes to perform this task.

The room beyond the door is not natural, but was magically carved from the surrounding rock. Since the breach of the doors, this room has become as damp as the rest of the cavern, so the walls, ceiling, and floor all have a wet, shiny look.

Unfortunately, this slimy appearance hides the presence of a small gray ooze: AC 8, MV 1"; HD 3 + 3; hp 16; #AT 1; Dmg 2d8; THACO 16; SA dissolves chain mail in 1 melee round, plate mail in 2 melee rounds, magical armor at normal rate plus 1 melee round per plus of armor; SD spells, cold, and heat do no harm; if chopped, struck, or hit by metal weapons, the weapons may corrode and break from the ooze's secretions; AL N. The ooze is 2 feet wide and 9 feet long.

The black pudding which opened the doors was a little overzealous, so the only treasure left in this room is a high shelf of metal flasks. These flasks contain the magic-user's finished experiments: potions of *gray ooze control*, *deadly pudding control* (one for each color of pudding), *green slime control*, and *gelatinous cube control*. Also on the shelf is a potion of *paralysis* (labelled "Ochre Jelly Control"), which will paralyze the imbiber for 5d4 rounds unless a save vs. paralyzation is made.

Through a door in the east wall are the magic-user's quarters. This room contains the giant mutated gray ooze: IN 6; AC 4; MV 6"; HD 6; hp 42; #AT 1; Dmg 3d8; THACO 13; SA dissolves chain mail in 5 segments, plate mail in 1 melee round, magical armor at normal rate; SD as ooze above; AL CE; psionic ability 81, attack mode E once at full strength if psionics used within 6", can psionically *dominate* any other monsters in this cavern. This tremendous specimen is 5 feet wide, 16 feet long, and a full foot thick.

If any creatures are still alive (other than the green slimes), the gray ooze summons them to assist in the battle against the party.

If the party eventually succeeds in subduing all of these creatures, they may find the magic-user's possessions under a stone trap door set in the floor. Contents include a jade scroll case containing a scroll with *animate dead*, *telekinesis*, *ice storm*, *Bigby's interposing hand*, *protection from cantrips*, and *volley* spells; elfin *chain mail +1*; and a *ring of warmth*.

Manticore (1)

by Karen Martin

Terrain: Subterranean
Total Party Levels: 9 (average 3d)
Total Magic X.P.: —
Total g.p. X.P.: 1,503
Monster X.P.:

Kill: 957 Defeat: 718
Retreat: 239

Set Up

* A small abbey has been attacked by demons, or so say the locals. The abbot has appealed for aid, by posting signs in the area.

* At one of the well-known holy grottos, the sibyl (prophetess) was attacked by a horrible beast. Now she refuses to enter the sacred space, and her followers are threatening to revolt due to her apparent lack of faith. The player-characters hear of this (possibly a cleric is of the same faith), and decide to investigate.

The Lair

The manticore has taken over a small cave beneath a consecrated area (either the space beneath the abbey, or the holy grotto). The lair has been shaped naturally, by centuries of winds and dripping water. The monster was drawn there by the abundance of fresh food and the convenience of the cave. It has made itself quite at home in the four small chambers.

Chamber 1 opens into the cellar of the abbey (or the sibyl's divination room) through a weak wooden door. This had once been the abbey's wine cellar (or the sibyl's prophecy chamber), now in disuse thanks to the attack. The DM should alter the description accordingly, adding old wine casks if this is in the abbey, or ritual paraphernalia if it is in the sibyl's cave. The door is slowly rotting away from the ambient moisture in the area, and no one has ever thought to replace it. The chamber is roughly 10'x10', and about 8' high. A shallow pool in the far right corner holds stagnant water, apparently collected there after it ran down the walls. The entire floor is damp, and rather slick. Lichens, pale and puffy, grow on the walls, and hanging from the ceiling is a spider web.

At the back of the first chamber is a 4-foot-high opening. Through it, a crouching character can see another larger room, about 10'x15'. Steam rises from a crack in the floor, making the atmosphere rather uncomfortable. On the walls are deep scratch marks, and scattered about the floor are large spikes. They are not iron but without closer examination a character cannot really determine their origin.

Leading out of chamber 2 are two larger openings, one to the left and one toward the rear. The left egress leads to *chamber 3*, the rear one to *chamber 4*. Both are high enough to walk through when erect. Neither has any kind of closure, nor are there any signs of previous doors, draperies, or flaps.

Chamber 3 contains the nesting area, a foul-smelling, damp, warm pile of rags and bones. Offal lies in heaps in this room, and the stench is overwhelming. Faint light comes from a crack in the ceiling, about 20 feet above one's head. The room itself is about 8'x8', not large enough for a whole party to do any serious fighting. If anyone is curious and looks up into the crack, he sees sky. The crack is not large enough to fit a hand into, and allows very little fresh air into the room. The nest lies on the right side of the room, and cannot be seen from outside the doorway. The walls and ceiling are roughly shaped, as if by nature. More of the odd spikes are lying in this room; some appear to be blood-stained (closer examination proves this assumption to be true).

Chamber 4, the largest of the rooms (roughly 20'x20'), contains another nesting area. Another opening in the far wall leads into a tunnel, which eventually opens onto a clearing located behind the abbey (or grotto). Sometimes a fairly strong breeze sweeps the chamber, bringing the scent of the outdoors with it. This wind is not so strong that it poses a problem to adventurers. The room is quite empty, save for a pile of leather sacks and rough-weave bags lying in one corner. No light enters through the tunnel into this room, but if the party has torches it can see footprints near the tunnel opening. Some are human, others appear feline—from the looks of them, made by a very *large* feline. On the right-hand wall, pinned by a number of the strange spikes, hangs a halfling skeleton, picked clean of flesh. Any blood on the floor below this grisly remainder has long since dried. The skull of the deceased faces the wall; he was apparently caught unaware, and pinned from behind before he could react.

Partially hidden by the ribcage, dangling from a fine silver chain, is an amulet. It is apparently one of prevention against scrying, location by *ESP* or *telepathy*, and the like. In actuality, it is an *amulet of inescapable location*, which doubles the chances of being found by these modes. For the full description, see page 137 in the *DMG*. This one is easily concealed in the palm of the hand, made of finely cast silver, set with five small, perfect topazes (g.p. value 1,000).

Among the sacks and bags, characters can find 400 g.p., 60 s.p., and an amethyst worth

100 g.p.

Encountering the Manticore

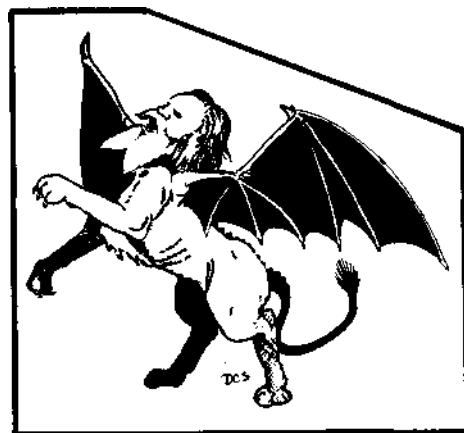
Manticore: AC 4; MV 12" /18"; HD 6 + 3; hp 54; #AT 3; Dmg claws 1-8; THACO 13; SA tail spikes, dmg 1-6/18' range, four volleys; AL lawful evil.

The manticore is not present in any of the four chambers when the party arrives. It is making its way into the lair via the long, twisting tunnel leading into Chamber 4. It has been hunting, not very successfully, and thus is in a foul mood. The last meal was a couple of days ago, and the monster is peckish.

The party is escorted to the wooden door by a monk (or one of the remaining faithful followers of the sibyl), where the members are left to their own devices. The manticore takes six rounds to enter the fourth chamber, where it remains for this encounter. It catches the scent of the adventurers, and decides to lie in wait.

The manticore prefers using its tail spikes, with their range of 18 feet. Once it has struck and felled a target, it leaps onto it and finishes the job with its claws and teeth. It is easily angered, and fights more viciously when wounded than when fresh. The DM may give the monster an extra attack every other round for six rounds, to simulate the battle frenzy of the enraged beast. It does not flee under any circumstances.

If it should close with a foe, it uses its claws to rend, its teeth to puncture, and its tail spikes to stab. The safest tactic (if there is such a thing) for the victim to use is "playing dead," in hopes that the manticore leaves him alone and takes after another opponent.



Mind Flayers (2)

by William Tracy

Terrain: Subterranean
Total Party Levels: 45 (avg. 9th)
Total Magic X.P.: 9900
Total g.p. X.P.: 6000
Monster X.P.:
Kill: 5232 Defeat: 3924
Retreat: 1308

Set Up

* Two weeks ago Thomas Acker, a hunter and experienced woodsman, left his small village for a weekend hunting trip. He has still not returned and his family is worried.

* While traveling through the high hills, you and your companions notice a small, dark cave behind an overgrowth of shrubs and weeds.

* The town council of Tather is frightened. Several people have disappeared near the "haunted cave" that mothers threaten their misbehaving children with. Perhaps the cave finally has some real inhabitants.

The Lair

About a year ago, two mind flayers left their deep caverns to journey to the surface, hoping to get some variety in their diets by preying upon hapless travelers. They found a new home in a two-level cave.

By hiding on the top level and waiting for the right time, the mind flayers can use their psionic powers and magical potions to wreak havoc upon intruders on the first level. The upper level of the cave can be easily reached only by *flying* or *levitation*. The thin layer of rock separating the two levels is riddled with peepholes, each about a quarter of an inch in diameter, caused by the constant dripping of water over the millennia. The mind flayers have a *beaker of plentiful potions*, which produces a number of harmful substances they can pour through these holes onto visitors below.

The Entrance

The entrance to the cave is a small hole, just wide enough for a human or dwarf character to squirm through on his belly. Thinner races have it easier, but must still lie flat to gain entrance.

The passageway opens onto a square room, about 40 feet across, with a ceiling height of six feet. The characters will not notice the holes in the ceiling unless they state they are searching carefully.

Because of these holes, the mind flayers in their lair above are soon aware of the characters, unless they take precautions to make no noise and use no illumination. The mind flayers

need do nothing but wait in anticipation of their tasty guests.

Mind Flayers (2): AC 5; MV 12"; HD 8+4; hp 68; #AT 4; Dmg 2; THACO 12; SA *mind blast*, psionics, tentacle hit slays in 1d4 rounds; MR 90%; AL LE. The mind flayers each have 340 psionic ability points, using attack mode *B* and defense modes *F*, *G*, and *H* as well as the disciplines of *levitation*, *domination*, *ESP*, *body equilibrium*, *astral projection*, and *probability travel*, all performed at 7th level mastery.

Watching and Waiting

Once the mind flayers are aware of the characters' intrusion, they begin using their *ESP* ability to scan the surface thoughts of the party members. Each mind flayer scans the thoughts of one character per turn, learning his skills, abilities, and equipment.

If any character is psionic, each mind flayer makes one psionic attack against him before he leaves this area. These attacks are *psionic blasts*, and since both are directed against the same character, the second attack must be resolved as a psionic attack upon a defenseless psionic. The mind flayers continue this psionic battle as long as the psionic character counterattacks.

If there are no psionics in the party, the mind flayers are content to observe and wait.

The Corpse

The dark opening on the back wall of the cave leads into a natural tunnel. The cave is noticeably damper here, with streams of water running down the walls and occasional drops of ice-cold water dripping from the ceiling. A variety of harmless fungi and lichen dot the walls of this part of the cave.

About 30 feet down the tunnel lies the body of Thomas Acker. His corpse is dressed in simple woodsman's clothes, and the stench proves the body has been dead at least a week. Characters must successfully roll a Constitution check or lose 1 point of strength for 1d4 rounds.

Examination of the corpse reveals that the top of the skull has been neatly cut off and the brain removed. The right hand still grips a sword, now lying useless beside the body. In a pouch inside Acker's shirt are an amethyst and a peridot, each worth 200 g.p.

Meanwhile, the characters are far enough into the tunnel for the mind flayers to make their move. One of them attempts to *dominate* the most powerful spell-caster of the party. Failing to save vs. magic causes the character to accept the mind flayer's will as his own. The mind flayers continue this attempt until successful.

They then force the character to act greedily and to argue over the division of the gems found on the corpse. Once this argument is started, the mind flayer expends more psionic points to cause the character to physically attack his companions. If the spell-caster has an area of effect weapon, the mind flayer tries to get him to set it off against the rest of the party.

During this scuffle, the other mind flayer pours two flasks of *oil of fumbling* and two flasks of *oil of disenchantment* down upon the party, through the holes in the ceiling. A character who fails a Dexterity check will be splashed with one of the oils (even chances for either type).

The tunnel continues on for another twenty feet, then opens up into another room, 30 feet by 60 feet in size. Thirty feet farther, the tunnel ends at a gaping chasm 15 feet across. The opposite side is a featureless wall; the rift extends up and down for some distance.

At the edge of the chasm is a pool of *oil of slipperiness*, poured over the edge from above by one of the mind flayers. Any character in this area has a 30% chance per round of stepping in the *oil*. Any character doing so has a 50% chance of falling into the chasm rather than away from it; if the character then fails a Dexterity Check, he will fall to the bottom 60 feet below.

Above, the mind flayers grow impatient and decide to attack. *Levitating* down, they spend two rounds throwing flasks of *oil of fiery burning*, causing 5d6 damage to all within 1" of the area of impact. The mind flayers then attempt to float back up to safety before the characters can react.

The Hidden Lair

In the wall of the chasm, about three feet above the ceiling of the room the characters are in, is a small hole leading to the flayers' hideout. The gigantic room is crowded with stalactites and stalagmites. The mind flayers are *levitating* among the stalactites, waiting to surprise the characters once they are close enough.

Swooping down from above, they attack with their tentacles until defeated or victorious. The mind flayers are cowards; if they sense they will lose, they will attempt *probability travel* to escape, abandoning their treasure.

Hidden behind a rock in a niche in the north wall is a *beaker of plentiful potions* (producing *oil of etherealness*, *oil of disenchantment*, and *oil of fumbling*), a *mantle of Celestian*, nine flasks (one *oil of etherealness*, two *oil of slipperiness*, two *oil of disenchantment*, two *oil of fiery burning*, and two *oil of fumbling*), and 3200 e.p.

Quasit(I)

by Ed Greenwood

Terrain: Subterranean
Total Party Levels: 30 (Average 5th)
Total Magic X.P.: 400
Total g.p. X.P.: 1,000
Monster X.P.:
Kill: 391 Defeat: 292
Retreat: 98

Set Up

* Somewhere nearby beneath the hills are caverns containing the riches of many buried kings; the treasures and war harness of long-dead mighty warriors, who carved out their thrones when there was no law but the sword, and fewer humans than fearsome beasts.

* A magic sword of great power rests in the catacombs beneath the city, awaiting one worthy to wield it. Many have sought it, but none have borne it to the light; the one who does may win thrones and much personal mage-power with it.

* Great evil and great magic lie beneath the city, gathered in dark ways there from many burial grottos in the nearby hills for some dark purpose. There are no longer any guardians of this strange and splendid trove; they were all slain or driven off by adventurers who brought back the take as they returned to the surface, dying of their wounds.

The Lair

A quasit sent to the Prime Material Plane to further the aims and influence of evil chaos stumbled across a rich treasure trove deep in a network of catacombs beneath a large city. Employing its wits and shapechanging powers, the quasits elected certain items of the treasure to lure beings into its power.

Selecting a subterranean area widely thought to contain rich treasure and explored by many adventurers, the quasit set two braziers on either side of a stone table, and laid upon the table one of the magical treasures: a Lawful Evil *sword* +1 that had been cursed sometime in the past (see below). It concealed the other item of treasure—a *Helm of Opposite Alignment*(q.v., DMG)—on a ledge high up in the ceiling of its chosen cavern. The quasit now lurks nearby, awaiting adventurers.

Quasit (1): AC 2; Move 15" ; HD 3; hp 22; #AT 3; Dmg 1d2/1d2/1d4; THACO 16; SA *polymorph self, detect good, detect magic*, claw attacks in unpolymorphed form must be saved for vs Poison or a burning itch drains 1 from its opponent's dexterity for each wound (loss remains for 2d6 rounds), become *invisible* at will, rear in 3" radius once per day; SD

regenerate 1 hp per melee round, harmed only by magical or cold iron weapons, unaffected by cold, fire and lightning attacks, considered as 7 HD creature when attacked with spells; MR 25% ; AL CE.

Upon the approach of adventurers, the quasit turns *invisible*, then *detects good* and *magic* in an attempt to gauge the strength of its potential foes. It then turns into bat form and flies in a rush to its cavern by means of many small cracks and tunnels in the rock. It will attempt to escape via these same tiny, twisting tunnels if an encounter goes against it. Once in its cavern, it will light the braziers. (Both are five feet high, of brass, and are filled with charcoal and dried leaves; they are valued at 5 e.p. each.) The quasit will revert to its own form to employ flint and steel to light both braziers; it will then hide the tools in a crevice, turn once more into bat form, and fly *into* one of the braziers. There it will lie, concealed by the flames, and watch the adventurers approach.

PCs will see a longsword glowing with a faint blue radiance; it lies upon a stone table lit by two flickering braziers. Ashes have been scattered on the table, and in them the quasit has written in Common:

*Evil deeds are mighty deeds
Judged ill by those who flout law
That directs the strong to act in right
And remake this weak world anew.*

By these words the quasit seeks to lure beings of Lawful Evil alignment into taking up the blade. The blade itself is a finely-crafted but unadorned longsword with a fine blue steel blade and a stout metal grip; on it are engraved the words "I bring doom to fools."

If *any* being touches the blade, a permanent *Magic Mouth* on it will speak in the LE alignment tongue, "Take up the blade if ye are true. Wield it well." The blade can be lifted, swung, and moved about freely for three rounds—whereupon it will *levitate* rapidly back to the table, moving 22" per round through the air. It will leave a being's grasp or possession regardless of bindings or restrictions, magical or physical, and regardless of the Strength of the grip holding it. When it does so, that being is instantly *paralyzed*. The paralysis is absolute for one to two further rounds; thereafter a victim gains a saving throw versus paralysis each round. Whenever such a roll is successful, paralysis ends (although the sword will re-paralyze a character rash enough to pick it up again). If the blade is released before three full rounds have elapsed, no paralysis will occur, but the blade will "fly" back to the table after it has been absent from it for three rounds.

The quasit will attempt to slay powerful LE beings paralyzed by the sword, using its power to blast out *fear* if necessary to drive away any threatening companions of its chosen victim. A powerful Lawful Good character thus trapped is questioned by the quasit in bat form to determine alignment; then it will forcibly alter the victim's alignment to CE with its *Helm so* as to gain a powerful "master." While they are paralyzed, the quasit will attempt to blind characters of other alignments that it has trapped (i.e., tearing out eyes); it will then harry and slay them, indulging in its cruel nature. Note that the paralysis caused by the sword allows speech (including verbal-component-only spells and command words), eye movements, breathing, hearing, and even coughing—but one's head can not be turned or tilted.

In battle, the quasit will employ all of its available forms. In this case, it may become a bat (does no damage, but can seize and/or carry small weapons, light sources, potions, etc.) or a wolf (c.f. "Wolf", Monster Manual, for statistics). It will seek always to escape with as little injury to itself as possible; it has no desire to "have a good brawl," and will engage in combat only to defend itself or to slay trapped opponents as detailed above. In the tunnels near its cavern, the quasit knows of at least one treacherous pit-fall, and if pursued it will seek to lead its pursuers into it.

The quasit will slay LE creatures (including CG creatures it alters with the *Helm*) and steal their souls for its demon lord, *plane shifting* with the corpse if it can. It will serve powerful CE creatures, and simply drive off, slay, or seek to harm creatures of other alignments. It will attempt to steal enticing treasure from such creatures, if it can, to add to its lure (by following *invisibly* and taking by stealth). If the quasit itself is slain, it will burst into yellow-green writhing flames, and its form will shift rapidly and erratically from bat to wolf to quasit to larva and back again as it burns, dwindling away with oily smoke and a brimstone stench, until it dies to a tiny, flickering spark (in two rounds) and then winks out. DMs should note that the quasit *cannot* call on its demon lord for aid, nor summon any demons or other evil creatures to fight for it.

Rust Monsters (7)

by Gary Thomas

Terrain: Subterranean
Total Party Levels: Any (see below)
Total Magic X.P.: 3300
Total g.p. X.P.: 4000
Monster X.P.:
Kill: 2044 Defeat: 1533
Retreat: 511

Set Up

* An abandoned dwarven mine up in the hills still yields gems and precious metals to those who know where to look. The dwarves left the mine suddenly to go off and fight a war against giants living far to the north.

* A band of trolls once roamed the hills, attacking innocent victims. If someone could find their lair, there would be more treasure than anyone could carry home. The trolls were last seen some years ago, but no one is known to have found their cave.

The Lair

A retired adventurer named Dras has taken up residence in an abandoned dwarven mine, where he now raises rust monsters as a hobby. The little creatures are very difficult to keep alive in captivity, but Dras has a certain knack (what he calls his "rusty thumb") at the task and enjoys it. What is more, he finds that he can sell the rust monsters at a tidy profit over and above his expenses.

A recent sale of a half-dozen rust monsters required that Dras travel for about two weeks to make delivery of the creatures, and in his absence he left enough iron for the remaining rust monsters to eat. Unfortunately, he has been delayed away from the cave, and the desperately hungry rust monsters have finally broken loose from their cages.

In their foraging, they have just come upon a small collection of magical potions. Under ordinary circumstances, this would mean nothing to the rust monsters, but in this case the potions were stored in metal flasks, as is sometimes done to prevent breakage. By a remarkable coincidence, just as the party enters this region of the cave, the rust monsters have dissolved the flasks and started lapping up the rust.

Thus, the rust monsters accidentally consume a number of potions, which affect the rust monsters in various ways at the same time the adventurers encounter them.

The mine itself is of very little interest, other than as the abode of the rust monsters. The dwarves who once inhabited the area did not leave suddenly. They had mined the best regions and the veins were beginning to fizzle

out. Other mines were more productive, so the dwarves moved on.

Rust Monsters for Sale

Surprisingly enough, there is a ready market for rust monsters, although this market is often shady and underground. Fighters going up against iron golems have a distinct advantage if a few rust monsters are fighting alongside. Sales have also been made to thieves and assassins, who often have need of breaching iron-reinforced doors or vaults.

Some castles have purchased rust monsters, to be held in case of attack by an opposing army, in which case the rust monsters could be released outside the castle walls to wreak havoc on the siege forces during the night. Usually, all of these rust monsters are killed by the soldiers outside, which prevents the monsters from roaming the surrounding countryside and becoming pests. Since rust monsters are difficult to keep alive, such castle sales are a source of much repeat business when an enemy attack is impending but slow to come.

The Rust Monsters

The seven rust monsters involved in this encounter have the following characteristics: AC 2; MB 18"; HD 5; hp 24, 23, 19, 22, 23, 16, 24; #AT 2; Dmg 0; THACO 15; SA hit destroys metal; magically endowed items gain a saving throw (10% chance for not being affected for each plus of the item); SD metal weapons striking a rust monster are destroyed as above; AL N.

Each rust monster also has its own special characteristics because of the particular potion which it has imbibed.

The first rust monster has imbibed a potion of *diminution* and shrunk to a size of 2 inches long. At this size, it is unlikely to be noticed by any members of the party, considering the probable dimness of the mine shaft and the confusion engendered by the other rust monsters. This tiny creature will crawl into any accessible space in search of metals to devour. If any character has set a pack, a weapon, or armor on the floor, this monster will certainly destroy any metal it can get to. The rust monster will return to its normal size after 6 turns plus 2-5 turns (d4 + 1). If the rust monster is in a pack when this happens, first the creature's antlers will stick out and tickle the adventurer's neck. Then, the adventurer will be knocked over by the weight, and the pack itself will be destroyed by the sudden expansion. Items in the pack must save vs. crushing blow.

The second rust monster has accidentally drunk a potion of *offlying*. For 4 turns plus 1d4 turns, it will have the ability to fly at a move-

ment rate of 12".

The third rust monster has imbibed a portion of *gaseous form*. Fortunately, this renders the creature harmless for as long as the potion's effects last, 4 turns plus 1d4 turns. Unfortunately, it gives the monster the ability to follow the party during this time, and to infiltrate itself into whatever nook or cranny it believes has the most metal. When the potion wears off, it will attempt to strike that metal. If it is in a pack, its sudden appearance will have the same effects as the sudden growth of the first rust monster above.

The fourth rust monster drank an entire portion of *growth*, and is now 10 feet tall. It will stay this size for 4 turns plus 1d4 turns.

The fifth rust monster is not immediately noticed, because it drank a potion of *invisibility*. It will approach the party freely, and will not turn visible until it makes its first attack.

The sixth rust monster in this lair is perhaps the most unpleasant, for it has consumed a potion of *invulnerability*. For 5-20 melee rounds, it will be immune to all non-magical weapons and attacks by characters with fewer than 4 Hit Dice. Its AC is also improved to 0, and it makes all its saves at +2 for the duration of the potion's effects.

The last rust monster drank a potion of *speed*. For 5-20 melee rounds, it will move at a phenomenal 36" rate, with 4 full attacks per round. The aging effects will kill this rust monster as soon as the effects wear off.

Treasure

Even though rust monsters are physically harmless, this scenario can be particularly devastating to characters who have acquired a great deal of magic over the years. The loss of valuable armor, weapons, and metal magics can be tragic. On the other hand, beginning or low-level adventurers may be able to walk through the mine virtually unscathed.

Feel free to adjust the amount of treasure found depending upon the strength of the party. High levels should be clever enough to avoid many of the challenges posed by the "mutated" rust monsters, and the interesting nature of the encounters (along with the X.P., of course) may be reward enough. Low level characters would not lose much, so they may decide not to fight the rust monsters at all. In this case, their magic and monetary reward should be much less.

A medium-level party which does fight the creatures would deserve the most treasure. A typical reward might be a *wand of metal and mineral detection* with 40 charges, a *rope of climbing*, a *bow* + 1, and 4000 g.p. worth of assorted gems.

Shadow Dragons (2)

by Anne Brown

Terrain: Subterranean
Total Party Levels: 35 (Average 5th)
Total Magic X.P.: 2,650
Total g.p. X.P.: 1,000
Monster X.P.:
Kill: 4,643 Defeat: 3,482
Retreat: 1,161

Set Up

* Your party is adventuring through a very thick forest and finds a small cave with a deep hole in it.

* Your party of adventurers has been hired to investigate an ancient forest, rumored to contain an old silver mine. Previous excursions have never returned.

The Lair

A mated pair of shadow dragons have taken over a silver mine for their home. They killed the five remaining miners here one night 20 years ago. Once a month, and only at night, the shadow dragons crawl out of the mine to roam the forest to see that no one is living in it. The rest of their time is spent deep in the mine.

The mine is located in a small cave deep in the hills of a dense forest. In the cave is a 100-foot-deep shaft, leading down to two tunnels which branch off, one to the left and one to the right. The tunnels travel in a large circle until they connect again to form a large loop. There are four rooms on the loop which are located at the four points on a compass, with the shaft entering the loop at the southern room. The shadow dragons live in the room farthest from the shaft, thus being the room at the north.

The cave that the adventurers find in the forest is 15 feet high, 20 feet wide, and 25 feet deep. About 15 feet into the cave is a 100-foot-deep shaft. Near the shaft opening are rotted timbers which once supported the shaft, but have been pushed out of the shaft by the dragons entering and leaving. There are also a few rusted mining tools lying around and the bones of several creatures. Upon investigation they appear to be the bones of several dwarves and two hill giants.

The shaft is 12 feet in diameter and opens at the bottom into a 20-foot by 20-foot room, which is the southern cave. In this room are more rusted tools, a large bucket with four broken chains attached to it, and a good-sized pushcart with broken wheels.

There are two tunnels which branch away from this room. When anyone other than the shadow dragons enters the tunnel, a *magic*

mouth placed at the branch will go off, saying in a booming voice, "Leave here or die! Darkness will engulf you!" The *magic mouth* warns the shadow dragons that someone or something has entered their caves.

The circular tunnels throughout the mine are 20 feet high and 20 feet wide, travelling both to the left and the right. In either direction the party will find a smaller cave after about 50 feet. These caves are both in an unfinished state, unlike the finished condition of the tunnels. The cave in the right tunnel is the eastern cave, and is approximately 20 feet high by 15 feet wide by 15 feet deep. Upon close inspection the adventurers will find the remains of an armored human. The armor is in very poor condition, but the party will also find a *hammer* +2 if they search carefully. The cave floor is strewn with many rocks containing bits of silver, but the party will find that the silver vein in this room has been mined out completely.

The western cave in the left tunnel is similar to that of the eastern cave in size, but has a silver vein that runs throughout the entire room. The room sparkles when lanterns or torches are present. Also in this room, since they feed on the silver, are several green slime, which will drop on anything entering the room.

Green Slime (6): AC 9; Move 0; HD 2; hp 9; #AT 0; SA sensitive to vibrations and will drop upon creatures passing below. They will attach themselves to living flesh and in one to four melee rounds will turn the creature into green slime (no resurrection possible). Green slime eats through wood slowly but eats through metals quickly, going through plate armor in three melee rounds. SD green slime can be frozen, burned or scraped off quickly (thereby rendering the scraper useless). A cure *disease* spell will kill a green slime, but all other forms of attack do it no harm. AL N.

After both the eastern and western caves, the tunnels continue going farther into the mine to complete the circle. These tunnels lead into a very large cave, approximately 25 feet high by 80 feet deep by 80 feet wide. This is the cave where the shadow dragons live.

Shadow dragons (2-male, female): AC -2; Move 18" /24"; HD 5,6 (each is +1); hp 35,42; #AT 3; Dmg 2-5/2-5/3-12; SA magic use for male shadow dragons with 17-18 intelligence and adult age or older. Magic use includes *breath weapon*, which causes a cloud of darkness 40 feet long, 30 feet wide, and 20 feet high. This tangible substance blinds those within its confines, even those with infravision capabilities, and lowers their life energy so as to leave them only 25% of their usual vitality (level or hit dice; 50% if a saving throw vs. breath weapon is successful) for as many turns as the dragon has age catego-

ries. Spells will be lost permanently from such exposure until relearned or regained normally. SD shadow dragons suffer no ill effects of their breath weapon, and have the ability to hide in shadows as a 10th-level thief. These creatures can only be harmed by magical weapons. They are immune to life energy loss of all types. Shadow dragons cannot be subdued and sold. MR 20%; THACO 13, 15; AL NE.

The male dragon of this pair has 17 Intelligence and is an old dragon, giving it the use of two 1st-level and two 2d-level illusionist spells. His favorite spells are *hypnotism*, *phantasmal force*, *fog cloud*, and *blur*.

In this rear cave is the area where the dragons sleep. Their nest, located in a back corner of the room, also contains five 1-foot-long, black, leathery eggs. In another corner of this room is a round, flat pan holding 60 gemstones. Among these stones are pieces of turquoise, obsidian fragments, black pearls, including one *pearl of power*, a black opal, and some pale blue tourmalines. Together the stones are worth approximately 1,000 g.p. The round, flat pan is actually a black *shield* +3.

The male shadow dragon is very devious and has devised a plan to trap would-be intruders, using the circular pattern of the lair. After being warned by the *magic mouth* of intruders, he casts the 2d-level illusionist spell *fog cloud*, into whichever tunnel the intruders have chosen to follow. The *cloud* appears to be a greenish smoke, similar to the magic-user spell *cloudkill*. Intruders caught in the *cloud* will begin to cough and choke because of the stuffiness and density of the *cloud*, and will believe it to actually be a *cloudkill* spell. This will force the party to follow the other path. Meanwhile, the female shadow dragon will position herself behind the *cloud* and will move quickly and silently through it after the party moves in the other direction. As the party travels down the other tunnel, she will have put herself behind them. The male shadow dragon, after using his spell, will cast an improved form of the 1st-level illusionist spell *hypnotism*, which will only require the use of his voice. He will draw anyone succumbing to the spell toward himself down the other tunnel. The intruders will soon be between the shadow dragons, who will move closer for the attack, first using their unique breath weapon. The male shadow dragon will then cast the 2d-level illusionist spell *blur* upon himself, and both dragons will move into the melee.

The dragons retreat if, one of them is killed and over half of the party is still fighting or, if both have taken over half damage and one half of the party is still fighting.

Wraiths (12)

by Robin Jenkins

Terrain: City, Subterranean Catacombs

Total Party Levels: 30 (Average 5th)

Total Magic X.P.: 6,500

Total g.p. X.P.: 8,830

Monster X.P.:

Kill: 10,161 Defeat: 7,579

Retreat: 2,540

Set Up

* In a local bar, the party learns that local authorities are disturbed over the recent discovery of a seventh body in the warehouse district of the city. Although murders are not uncommon in this section, the recent cases do not fit the regular mold. Authorities are baffled not only by the lack of evidence surrounding these crimes, but also by the strange and unknown manner in which the victims were dispatched. Each body found has been free or any wounds, toxins, or evidence of any attack whatsoever. Except for the lily-white pallor and the apparently restful position in which the bodies were found, one would assume the victims died of natural causes—a supposition betrayed by one annoying piece of evidence: the expression of sheer, unbridled terror on each of the victims' faces!

* In the process of digging out a wine cellar for a local tavernowner in the warehouse district, workers discovered an archaic stone wall that had apparently been long forgotten. As the wall was situated in the middle of the tavernowner's property, orders were given to remove the obstruction. In doing so, the workers were amazed to find an entire underground catacomb that appeared to wind tortuously for hundreds of feet beneath the city. More surprising was another discovery at the point of investigation: at the foot of the wall, piled randomly and quite irreverently about were the clothed and freshly rotting bodies of no less than 20 men, women, and children!

The Lair

The city has been plagued in recent weeks by a series of unexplained disappearances—20 of which have been attributed to some unknown malevolence. These disappearances have been underscored by the more immediate discovery of seven bodies in the warehouse district. The authorities do not know who to suspect; as a result, little has been done about the problem. The local police have made only a brief investigation of the catacombs, maintaining a safe distance for fear of what these caverns might hold. Consequently, a reward of 5000 g.p. has been posted as bounty on the killers.

Responsible for these recent deaths is a group of wraiths that have found their way into the ancient catacombs via the city's underground drainage stream. These winding caverns have been all but wiped clean from the official city records; as a result, their existence has gone unnoticed for well over 200 years. Taking up residence in these linked caverns, the wraiths have made the catacombs their home—an area from which they come forth at night to seek their prey.

The majority of the victims have been killed by the wraiths' chilling touch—an action more suited to the wraith, since it allows the creature to feed upon the victim's dissipating life force. Only as a last resort, will a wraith drain the life force of its victim, as this deprives the wraith of a full "meal" by creating a half-strength wraith from the victim's life essence. Though there are a few half-strength wraiths under the control of the undead, these spirits are few in number—at least for the time being.

The wraiths in this group are under the dominion of no one particular wraith; as a result, the group exists in a cooperative, but mostly independent coexistence. This is not to say, however, that individual wraiths do not owe their fealty (indeed, their very existence) to another wraith. Very simply, when a wraith kills a victim by draining its life force, only half of that force is consumed by the draining wraith; the other half goes into the creation of another (albeit half-strength) wraith. In this weakened form, the half-strength wraith is bound to its "creator" by a supernatural link; thus, it is subservient to the other, stronger wraith—that is, until the half-strength wraith has killed a victim by draining *its* life force (thereby completing its essence by draining half of its victim's life force). It is in this manner that the wraith population is sustained and increased. Consequently, in combat, it is the half-strength wraiths who are more prone to strike in an attempt to drain life energy; it is the only combat ability they have in this reduced spiritual form. Full-strength wraiths drain life energy on an occasional basis (successful drains as a wight's ability), feeding off the levels stolen, but preferring to kill the victim with their chilling touch (where possible). Wraiths killed in battle dissipate immediately, their essence being subsequently diffused throughout the Negative Material Plane.

There are presently two entrances to the catacombs: the first is through the basement of the Golden Griffon Tavern; the second, which has yet to be discovered, is through the drainage outlet of an underground stream that pours into the bay on the waterfront. De-

pending on which way the party enters the catacombs determines which part of the underworld they see first, though the encounters occur in the same relative order.

Travel through the underground stream is slow and difficult; the water moving through this area flows from NE to SW at an average depth of 3 to 4 feet. The ceiling of the underground stream is 5 feet above the water's surface for most of the stream's course, though it sometimes reaches as low as 1 foot above water level. Though the current is not overpowering, it can make movement somewhat of a problem.

Entry through the Golden Griffon will also be difficult, though in a different manner. The owner of the tavern, Dex Landor, is not particularly pleased with the discovery of the catacombs and would rather forget that they were found through his cellar. Dex is afraid not only of the effect this discovery will have on business, but also on the subsequent trouble that might follow for him and his family as a result thereof. To guard against this, Dex has had the door to the cellar sealed and locked, and refuses to open it for any one other than the local authorities (he would have also resealed the cellar wall if the magistrates had not warned him to leave it open pending further investigation). Any attempt to bribe or otherwise coerce Dex will meet with failure; he will, however, be persuaded to open the cellar by order of the local police.

The Catacombs

Beneath the waterfront, in the heart of what was once the old city, lie the twisting confines of the ancient catacombs. The walls of these interlinking caverns are made of earth and crumbling stone; the surfaces of these dilapidated structures are slippery and covered with moss. Along the perimeter of the wall are scores and scores of bones—the dried remains of the city's elder citizens. The ceiling of the catacombs are rough and uneven; they are 12 feet up and provide a nesting spot for numerous bats. Among the regular rodents are 13 giant bats hanging among the cobwebs and dripping stalactites.

Giant Bats (13): AC 8; Move 3"/18"; hp 2 each; #AT 1; Dmg 1-2; THACO ; SA Nil; SD - 3 to hit with missile fire; AL N.

To add to the dangers of the catacombs, the rough, earthen floors are slippery and covered with muck; at various points throughout, the cavern floors are covered with patches of green slime (see accompanying map for locations).

Green Slime (4): AC 9; Move 0"; HD 2; hp 9, 8, 5, 4; #AT 0; Dmg Nil; THACO 16; SA infect flesh, corrosive properties; SD immunity to most weapons and spells; AL N.

The catacombs wind throughout the underworld, opening from thin, constrictive corridors into wide, expansive rooms. In each of the larger rooms, there is a 25% chance that the party will encounter a wraith. However many encountered in these areas are absent from the larger group in the final cavern. No encounters will be made with half-strength wraiths in these early rooms; it is only in the antechamber to the burial chamber that these creatures will be met. If no encounters are made in these rooms, or if the party makes its way to the antechamber and final burial chamber first, they will encounter the full group of wraiths (half-strength wraiths included).

The Antechamber

This small room precedes the final burial chamber of the catacombs; the two are adjoined by a large (8' wide by 10' high), crudely cut arched entryway. The antechamber is filled with scattered bones and heaps of stone and indescribable debris. In addition to this, five freshly decomposing bodies lay about the chamber. As soon as the party enters the area, they are set upon by three half-strength wraiths. These undead have been placed here by their controlling wraiths to guard the final burial chamber. As a result, these creatures fight until killed or dispelled.

In their attacks, these half-strength undead attempt to drain life energy levels with each

strike. Although half-strength wraiths lack the ability to pass completely and willfully into the Negative Material Plane, they gain the ability to animate dead bodies (skeletons included) by inhabiting the corpse for no longer than one turn. Beyond this point, the wraith is unable to free itself from the corpse and dissipates into nothingness. The animated corpse delivers physical damage at a rate of 1-4 points per unarmed strike or by weapon type. In this form, half-strength wraiths are not able to drain life energy. Consequently, half-strength wraiths only perform this type of action on command of their controller or in dire cases of necessity (such as those where life drain attacks are generally unsuccessful).

Half-Strength Wraiths (3): AC 4; Move 12" /24"; HD 3; hp 15, 14, 12; #AT 1; Dmg (animated form) 1-4; THACO 16; SA energy drain as full-strength wraith; SD silver or magic weapons to hit; AL LE

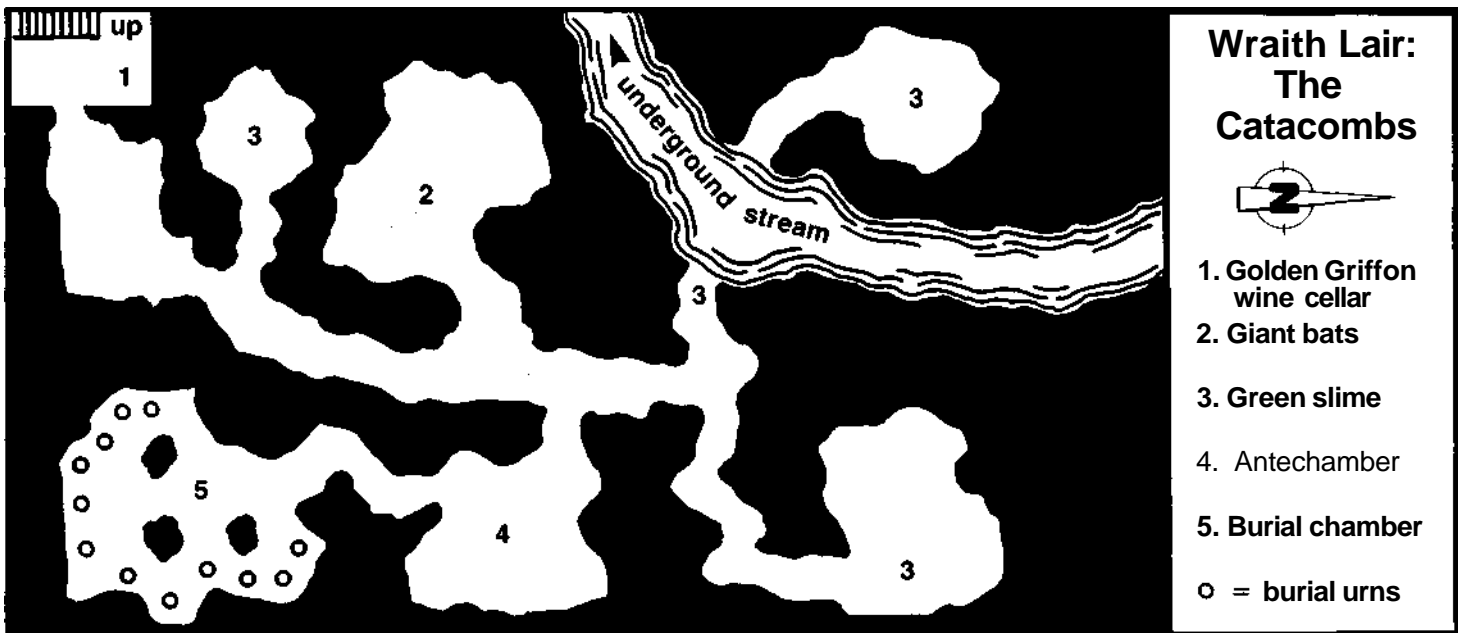
The Burial Chamber

The last room of the catacombs is a roughly hewn cavern with natural columns and numerous urns. All of the urns are covered with dust, though some of the ornate porcelain beneath shows through at various points. The urns are approximately 5 feet high and 3 feet around. Many of the porcelain receptacles are broken, lying in scattered pieces about the chamber floor. The remains of the inhabitants

lie about the room in randomly scattered piles. The new inhabitants of the urns are the wraiths, who use them (and the burial chamber) as their new habitat. There are 12 urns left intact; 9 are inhabited by wraiths. There is a 75% chance that the wraith will be inside the urn; those not in the urns await in hiding around the backside of the columns. All of the wraiths remain in their respective positions until one is discovered — at which point, they attack en masse.

Wraiths (9): AC 4; Move 12"/24"; HD 5 + 3; hp 32, 30, 29, 29, 27, 25, 23, 22, 19; #AT 1; Dmg 1-6; THACO 15; SA energy drain; SD silver or magic weapons to hit; AL LE.

There is relatively little treasure to be found in the wraiths' lair; what there is comes from the wraiths' victims or from the catacomb's former inhabitants (the previously undisturbed dead). Careful investigation will reveal the following monies and items scattered among the remains of various corpses: 12 gems (total worth 1,620 g.p.), 8 pieces of jewelry (total worth 6,200 g.p.), 1,000 g.p., 2,000 e.p., one pair of *bracers of defense* +2, a pair of *boots of the North*, a pouch of *dust of disappearance*, and a *scroll of protection — fire*. These items are widely scattered throughout the bodies in the antechamber and burial chamber; hence, it is up to the DM to determine whether or not the party has searched diligently enough to find all of these items.



Aquatic Elf (35)

by Anne Gray McCready

Terrain: Shallow Waters, Lagoon
Total Party Levels: 30 (Average 5th)
Total Magic X.P.: 300
Total g.p. X.P.: 1,320
Monster X.P.:

Kill: 800 Defeat: 685
Retreat: 190

Set Up

* The only bridge across a dangerous lagoon has been destroyed by angry elves whose home has been disturbed. The heroes must oversee the building of a new bridge and either placate or remove the elves.

* A valued magic item has purportedly sunk with a small boat in the middle of a large lagoon. The item must be found before its powers are uncontrollably unleashed by the water.

* The following dawn after camping by the water's edge, the heroes hear cries for help coming from the middle of the foggy inlet. They can faintly see a brief struggle and a dark form plunge into the water. Then there is silence.

The Lair

The elves' lair in this inlet was created centuries ago by great masses of lava that poured from the volcano overlooking the shallow water. As the lava cooled in the water, it formed large porous caverns that the aquatic elves have been able to use with little modification.

The lair is divided into their living quarters and a small aquatic farm protected somewhat by the porous lava and coral reefs. The living quarters have two main entrances and many smaller ones on all sides. The lair is also protected by thick weeds which have grown up from the inlet bed.

The lair can be found from above the water level by a small patch of very dark green seaweed that has strange amber bulbs growing from it. By following the weeds straight down into the water, the entrance is suddenly visible as the weeds are slightly cleared from an area in which sits a large rock.

The Entrance

The entrance to the elves' lair is partially disguised by thick seaweed. A large rock covers half the doorway. Normal size characters will be unable to fit in the entrance as long as the rock is there. A combined strength of 42 is needed to roll the rock out of the way. If the characters need to move the rock, the elves are alerted to their presence. The characters see a single elf watching them from inside who

dart away when the rock is moved. The elf warns the others in the lair that they have guests.

If the characters cannot move the rock they may search to outside of the lair for another entrance. Several small openings are scattered throughout the rocky substance, but none are large enough for normal size characters to fit through. The back entrance which leads into Area F will allow the characters to enter, but they must slide in sideways as it is rather narrow.

Area A

Five female elves stand alerted in this area. Two hold spears while three have short swords. Four very small elves have retreated to the back of the area. They have no weapons. The elves are preparing harvested sponges by removing bits of seaweed from their surfaces. The water is clouded with the bits of seaweed, so visibility is limited to 10 feet. The floor is carpeted with a thick layer of seaweed bits.

If the party moves to attack or is otherwise hostile, the elves will stir up the water with their weapons which totally clouds the water, reducing visibility to two feet. The elves will escape out a small opening in the wall while they are hidden by the seaweed cloud. If the party is not hostile, the elves will panic nevertheless. They get few human visitors in their home, so will be frightened. The elves all escape out a small opening in the wall with incredible speed.

If the party surprises the elves, they fight for 4 rounds. They then gather their wits about them enough to stir up the water and escape.

Area B

A great number of fish swim freely throughout this area, as if it was a great aquarium. The elves are able to keep the fish in the room because of a magical spell that prevents the fish from escaping, but the elves are able to enter and leave freely. Some of the fish in the room are grown to be consumed by the elves, while some are grown to be offered in trade with humans who consider certain of the fish to be a great delicacy and will pay or trade much in return for them.

The room is also used to grow various seaweeds and other ocean plants that the elves consume. The elves will often come here to seek quiet and relaxation since it is seldom used by many others. No elves are in the room at this time.

Any party members, like the elves, will be able to enter and leave the room without restriction. None of the fish in the room attack the party members.

Area C

Twelve elves await the arrival of the party, poised and ready to attack with spears. If the elves are losing at any point, they try to manipulate the party toward Area E.

Elves (12): AC 5; MV 12"; HD 1 + 1; #AT 1; THACO 18; SA +1 with normal bow or sword; AL CG

Area D

This area is a small storeroom for the elves' treasure. A secret door, that only the elves and thieves can detect, covers the room. Inside the room are 1,500 gp, six small sapphires worth 275 gp each, three large aquamarines worth 90 gp each, and three potions of *healing*.

Area E

If the elves manage to lead the characters to this area, or are defeated by them and the characters investigate this area, they are in for a big surprise.

Once the characters enter past the most narrow section of the area, six elves loose two sharks from behind an iron gate. The elves are young, and thus smaller, so are able to escape out a small opening in the wall once the gate is open. But the sharks are not so small, and the characters are the only things that lie between them and freedom. They attack immediately. Sharks (2 Common): AC 6; HD 5; hp 32, 28; MV 24"; #AT 1; Dmg 2-8; THACO 15; SA Nil; SD Nil; AL N

Area F

This area is where the elves grow their magical sponges. However, the area is protected by strangle weed which must be defeated before they can enter.

The sponges are a valuable resource to the elves and they will protect it at all costs. The elves sell them at a price many times higher than a normal sponge would sell for because of the sponges' unusual ability to soak up great quantities of liquid and hold it until the liquid is needed. The sponges do not become any larger when they soak up liquid. Strangle weed (12): AC 6; HD 3; hp 21 each; MV nil; #AT 1; Dmg by character strength; THACO 16; AL N

To determine damage from the strangle weed, an entwined victim compares its strength to the fronds of the weed (4-16 generally). The difference is the victim's chance for escaping (1 = 10% chance, 2 = 20% chance, etc.). Determine if the weed is stronger than the victim. If so, the difference is the number of points of crushing damage the victim suffers.

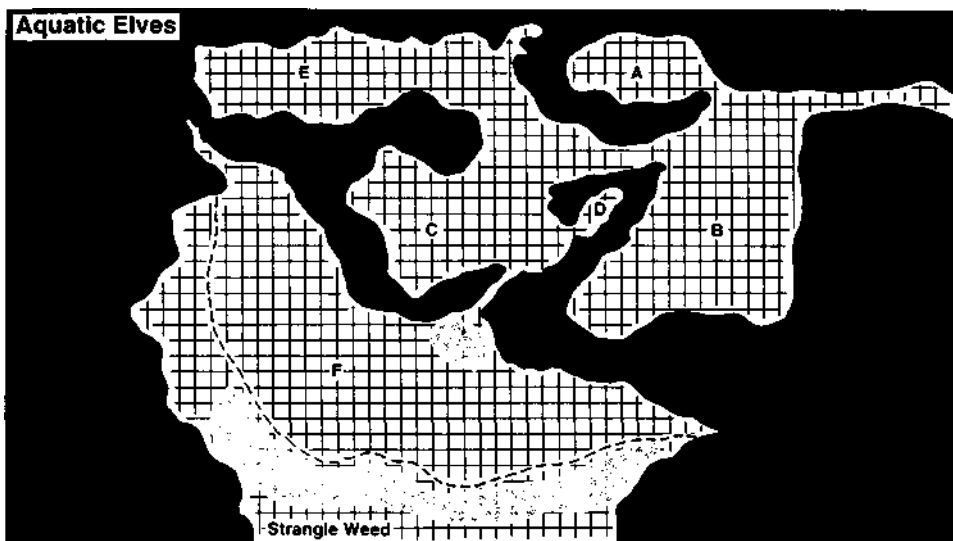
Seven elves are in this area, tending the sponges. They are armed with bows. They attack only if the characters seem hostile or attack, since they do not want to disturb the valuable sponges. Four more elves will enter the area through the back entrance which is guarded by three more strangle weeds if the elves are in trouble. If faced with defeat, they will retreat into the lair through the back door. The strangle weed should delay the characters long enough so that the elves can block the entrance by rolling a stone across it. The stone will be immovable except by magical means.

These elves will talk with the characters if the party is not hostile. They do not reveal that they have any treasure if the party has not discovered Area D. If the party has attacked any other elves, these elves will still remain calm, trying to manipulate the characters into leaving. The elves may be more cooperative if the characters are able to offer them any special tools or weapons made from metal. If the characters explain what they are after, but offer nothing in return, the elves will try to send them on a wild chase through the waters, which will of course prove fruitless. If the characters return, the elves will try to get them to leave by offering them either a sapphire or 100 gp.

The longer the party stays in their lair, the greater the chance that the elves' enemies may discover them. So they eventually become desperate for the party to leave. If necessary, the elves will attack the characters. As a final resort, one of the elves will cast an *invisibility* spell so he disappears. While *invisible* the elf casts a *levitation* spell, one by one, on the characters, which causes them to float to the surface, unable to resubmerge for one turn. If the characters resubmerge, they discover that the elves have all disappeared. Area D will be empty. If the characters search the elves' lair, they have a surprise visitor after one turn.

Giant eel (1): AC 6; HD 5; hp 30; #AT 1; Dmg 3-18; THACO 15; AL N

The eel attacks until it is defeated. No other creatures attack the characters if they remain there.



Mermen (160)

by Anne Brown

Terrain: Warm Water Ocean
Total Party Levels: 24 (average 4th)
Total Magic X.P.: none
Total g.p. X.P.: 7,050
Monster X.P.:
Kill: 8,496 Defeat: 6,372
Retreat: 2,124

Set Up

* The party is on board an ocean going vessel in a warm climate, as passengers. There may or may not be anybody else on board capable of defending the ship.

* A seafaring merchant offers to pay the party to travel with him and provide protection from pirates or the marauding mermen.

* A reward has been offered by the baron for anybody that brings in seven or more mermen, dead or alive.

The Lair

There is one important feature for this adventure that the DM must attend to. Somehow, each character must be capable of breathing water. If the party does not have the means itself, they must be provided. Some suggestions: A few *potions of water breathing* are for sale on the ship, a friendly mage or druid NPC is around to cast the spell at the right moment, a scroll is found floating in a bottle, etc.

A community of mermen has begun to pirate the surface dwellers, capturing and sinking their ships. Once sunk, the ship is plundered. Any survivors are either killed for the sport of it or left to drift.

At some point in the journey the mermen attack the ship. A war party of 110 mermen surface. One group of 10 struggles with a covered bundle 3 feet in diameter for a few (1d4) rounds before doing anything else. Finally they remove the weighted cloth cover while only 2" from the ship.

Mermen (110): AC 7; Move 1"/18"; HD 1 + 1; hp 6; #AT 1; Dmg 1d6 javelin, 1d6 + 1 trident; THACO 18; AL N.

Underneath is an eye of the deep, one of the most feared monsters in the ocean. Its claws are bound and its eye stalks have been severed. Ropes, like the reins of a horse, are used by the 10 mermen to keep it staring at the ship. Anybody caught in its eye beam suffers the consequences, save vs. *deathray* or poison or be stunned for 2d4 rounds.

Eye of the deep (1): AC 5; Move 6"; HD 10; hp 39; #AT 1 gaze (normally 3); Dmg none; THACO 10; SA *stun* gaze; AL LE

The mermen can only control the eye of the

deep for three rounds. During that time, it stuns 3d6 sailors and possibly some of the player characters. After that, the cover is thrown over the now furious monster and it is dragged down to its ocean prison.

While this dazing beam is playing over the deck, the other 10 groups of 10 mermen are each casting a grapple onto the ship. Each grapple is 90% likely to hook. All the mermen are exposed for missile fire from the party or other sailors for this whole attack.

All 10 mermen then hold the line. For every 10 mermen holding on lines, the ship slows its speed by 1". Once the ship is stalled, another group of 10 mermen go to work knocking holes into the hull. In 4d4 rounds the ship begins to sink. It will take 1d4 turns to go under completely.

The grappling lines can be cut. Any edged weapon hits automatically without a hit roll and four points of damage to the line severs it. The mermen have plenty of extra grapples and lines. Two rounds after a grapple is severed, the same group of mermen cast another.

Any mermen not needed to hold the ship or eye of the deep throw javelins at anybody, stunned or not, on deck. Anybody trying to cut grapple lines is guaranteed to be the target of at least one javelin. Each merman carries three javelins and a trident.

There are several ways the merman attack can be thwarted. If enough of the mermen using the grappling lines are killed, the ship can not be stopped dead in the water. Once this happens, the mermen retreat. A more interesting approach involves killing at least five of the mermen holding the eye of the deep. If that happens, the eye gets loose and turns on its former captors. The attack ceases immediately as the mermen flee for their lives.

Killing the eye of the deep does not end the attack, but it does hinder it. The large central eye can be put out by doing 13 or more points damage to it. The armor class of the central eye is the same as the rest of the beast

If the attack is successful and the ship sinks, allow each player character a chance to be able to breathe water. Anybody not able to breathe water must roll a save vs. *paralyzation* each hour or go under. Once underwater a save vs. death is required to prevent drowning. If the character saves, he somehow has clawed his way back to the surface.

Underwater

If the party is so inclined, they can attack or spy upon the reef city of the mermen. The ship was sunk just off of a coral reef that is 100 feet under the surface. To one side is a deep crevice, to the other a vast underwater plain. The previously sunk ships dot this plain.

The city is a collection of caves in the reef. Only a few of them connect to each other. A large central cave serves as the town square. Many smaller caves mark the walls of this 80-foot-diameter cavern. Each smaller cave is a workplace or community area.

On the seabed are four large areas enclosed by nets. Schools of food fish are held here. Tracks of undersea plants are grown and harvested on the same plain. Each corral is guarded by a giant barracuda. In addition, six barracudas patrol the coral reef.

Barracudas (10): AC 6; Move 30"; HD 2; hp 9; #AT 1; Dmg 2d4; THACO 16; AL N.

There are 50 other mermen in the city other than the 110 that attacked the ship. They are all children or elders, incapable of worthwhile combat. Each family is small, having 1d4 members. The surviving mermen from the attacking party will attempt a guerilla tactic to prevent the PCs from looting this place, perhaps catching them by surprise. The others will flee.

The treasury is in one of the caves off of the central cavern. It is guarded by an unusually large barracuda and an armored merman. Inside are 1,000 s.p., 2,000 g.p., 300 p.p., and three pieces of jewelry (2,000 g.p., 1,000 g.p., 500 g.p.).

Barracuda (1): AC 6; Move 30"; HD 5; hp 30; #AT 1; Dmg 2d6; THACO 15; AL N.

Merman (1): AC 3; Move 1"/12"; HD 1 + 1; hp 9 Dmg 1d6 + 1 trident; THACO 18; AL N.



Movanic Deva (2)

by Scott Bennie

Terrain: Coastal wilderness
Total Party Levels: 35 (Average 7th)
Total Magic X.P.: 8800
Total g.p. X.P.: 60,830
Monster X.P.:
Kill: 20,072 Defeat: 15,054
Retreat: 5,018

Special Features

This cave is a magical dwelling, a place of peace and tranquility. Through the fulfillment of assorted tests administered by a hermit (in reality a movanic deva), a point of wisdom may be obtained. The interior of the cave radiates intense magic and good, as well as a *protection from evil*, which affects all evil creatures that attempt to enter any area of the cave. Other magical properties of the cave are described in each entry.

Set Up

* There are rumors about a strange hermit who lives in a cave. This hermit is said to have great healing powers and might cure grave wounds suffered by an adventuring party in recent battles.

* There is said to be a large hoard of pirate treasure buried in a cave along the coast (not a true rumor, as the treasure in the cave was not placed by pirates).

The Lair

While there are places of great evil in the world, there are also places of great good. This lair describes one of them: a sea cave that radiates an aura of good contains a well filled with natural and highly potent holy water. The cave complex also contains tests ordained by the Lords of the Upper Planes to challenge the wisdom of all good creatures who enter within. These tests are a way to encourage the spiritual growth in those who serve good. To adjudicate these tests, the deities appointed Seridan, a neutral good movanic deva, as the cave's guardian. Seridan has been *polymorphed* into the form of a human, as described in the text. A second movanic deva is resting in the complex and serves as another guardian for the well.

The cave contains a central chamber, a corridor leading to the seashore and five smaller chambers. Four of these are used for the tests. The fifth contains the source of the good. Devas usually do not have permanent dwellings, except on their home planes, unless they are guarding something of value to the forces of good.

Outside the Cave

The cave lies along the coast of a deserted, rugged region. Boulders and logs are scattered along the jagged coast, and a huge cliff towers overhead. There is the smell and sound of the sea, a light zephyr. Close to the sealine driftwood is scattered over the rocky beach. If a successful intelligence check is made, a party member will spot an old rope tied to a sun-bleached log. This leads to an empty broken lobster trap. The beach is alive with small crabs and other marine denizens. Off shore, about 1,000 yards distant, is a fairly large, rocky island in the cove. Gulls and kingfishers fly overhead.

There is a single large cave, which appears to be carved out of the cliff face. There is no obvious path from the beach to the cave mouth. The entrance is a semi-circle, about six feet in diameter. As the characters approach the cave the seabirds scatter. An intelligence check (with a —4 to the roll) will reveal two dragons, which have left the island, and are circling about 150 yards above the party. A second intelligence check, again at -4, will reveal that the dragons are brass dragons. If the first intelligence roll is failed, the characters will not notice the dragons.

The dragons are large, old creatures. They both speak common fluently, but neither has the knowledge to cast spells. They will not attack the party, but will continue to circle overhead peacefully. If the party fires upon them or tries to communicate with them, they will flee the area.

Brass Dragons (2): C 2; MV 12"/24"; HD 7; hp 42; #AT 3; Dmg 1-4/1-4/4-16; THACO 13; SA breath weapon 3 times a day—*fear* gas cloud 4" wide, 5" across, 2" deep; *sleep* gas cone 7" long, 2" diameter, save vs. breath weapon or *sleep/panic* for six melee rounds; *awe* (save at +3, will not affect six hit dice or greater. Creatures of 3 to 5 hit dice/level must save vs. magic or fight at —1 on their to hit rolls); AL CG.

On their island lair, they have hidden the following treasures: 16,000 copper pieces, 75,000 silver pieces, nine diamonds worth 3,000 g.p. each, a 1,000 g.p. silver ring, 7,000 g.p. gold buckle, a 12,000 g.p. diamond ring, *plate mail* +4, *field plate* +1, *pearl of power* (first level), *oil of sharpness* (four applications), *scroll of protection from possession* and a *potion of vitality*.

If the dragons are attacked, a figure will rush out of the cave. He is a tall, well built, young male in clean white robes. He has short curly red hair, auburn eyes and tanned, almost copper-colored skin. "Please leave them alone," he says in a commanding voice. "While my neighbors are far nosier than I

would like, they are certainly not deserving of such treatment. If you have business to decide, step into the cave." He is unarmed.

The Common Room

(Ceiling height 20". Illumination same as *light* spell).

If the players enter, they will find a narrow (5' wide, 6' tall passage, 200' long on uneven ground) leading to a central area which is decorated by 10 large, smooth stones suitable for sitting. There are also some mats for sleeping. This chamber is about 60' in diameter, and there are six passageways leading away from it. One of these passageways is the one the party walked through. If the party avoided the dragons and has not met Seridan, he will be sitting on a stone with his back facing the party as they enter the cave. He will turn and ask them to approach. He introduces himself as Seridan, a humble student of the austerities. In truth, he is Seridan, the movanic deva.

Movanic Devas (Seridan and Thaylon): AC -5; MV 12"/30"/21"; HD 7 + 28; hp 84, 61; #AT 3; Dmg 2-9(+5)/2-9(+5)/2-9(+5); THACO 9; SA *protection from evil* (+1, 10' radius, continuous), cure *blindness*, *detect evil/illusion/magic/traps*, *etherealness*, *know alignment*, *invisibility* (self, or 10' radius), *light* (2' to 20' radius), *polymorph self*, *read magic*, *remove curse/fear*, *teleport without error*, *tongues*, *ultravision*, *cure disease* 3/day, *cure light wounds* 7/day, *cure serious wounds* 3/day, *heal* 1/day, *dispel magic* 7/day, *neutralize poison* 3/day (all abilities operate at the 8th level of magic-use). He carries a *name tongue saber* +1, +2 vs. *regenerating creatures*, +3 vs. *cold-using*, *inflammable* or *avian creatures*, +4 vs. *undead*; SD +1 or better weapon to hit; immune to cold, electricity, fire, gas, magic missiles, petrification, poison, life level loss, takes half damage from magical fire. While in these holy caves, the devas *regenerate* three hit points per round. MR 55%; AL NG.

Seridan will use his *know alignment* power on the party and ask any evils to leave. If they refuse, he will ask the entire group to leave, polymorphing into his true form if necessary to reinforce the point. If they still refuse, he will attack the evils in the group. If there are no evils in the party, he will offer a cordial welcome, with special hospitality toward those in the party who are of good alignment.

If anyone is foolish enough to attack the deva, Seridan will assume his true form and warn that attacking him will bring the wrath of good upon them. If they do not heed this, Seridan will teleport to Thaylon, and together they will guard the passage to the well using vanquishing combat against non-evils. Seri-

dan will, if he has time, teleport to the dragon lair to seek their aid. He will ask them to cut off the party's escape. In any event, if the devas are attacked the characters will have failed their tests. Any good characters involved will suffer alignment penalties, plus a *quest* to atone for this attack.

Seridan will invite the party to stay for a few days, meditate with him, and try the simple life. He offers them a chance to obtain a peace and serenity that often eludes those who arm themselves with swords and spells. If the characters accept, they will sleep little, eat only a bit of crab and seaweed, drink only a small amount of water and meditate by the sea.

In addition, Seridan says the cave has its own power; it has much to teach those who will listen. He will invite good members of the party to participate in a test that reinforces their virtue. If there are more good members than there are tests, he will invite neutral good first, then clerics, cavaliers, rangers, fighters and magic users in that order. If the offer is accepted, then a good-aligned party member will be led down one of the 30'-long corridors for a test.

Seridan will warn before the tests are taken that there may be negative consequences for failure. If a test is failed the individual will feel the sting of shame, and only a quest will relieve this pain. The object of this quest is to rescue innocents threatened by evil. Any treasure earned on such a quest will be donated to a noble cause, and not to a player character.

Test of Patience

(Ceiling height 8', illumination torchlight.)

In this barren chamber, which is roughly cut stone about 30' in diameter, there is a stone table and a small wooden chair. On the table is a single small, smooth stone.

Seridan will ask the character to sit down. The test is a simple one; the character must wait until the stone tries to jump off the table. And then that character must catch it before it jumps to the ground. The character will not be able to eat or sleep until the stone has jumped. Seridan will then leave the room.

The test is one of common sense. The stone will not jump off the table. The DM should announce each hour of the test, and after six hours ask player if he still wants to go through with the test. The character must make a Wisdom Check on a d20 after six hours. A successful check means the character realizes the stone will not jump. If the player wanted to wait, the roll is at -2. If the player didn't want to wait, the roll is at +2. This process is repeated at six-hour intervals until the character makes the wisdom roll or until Seridan re-

turns 24 hours later.

If the character gave up before the 24 hours, Seridan will smile and say: "*You* have done well. Life is filled with more important things than waiting for stones to jump." The character has passed the test.

If the character still is waiting after 24 hours, Seridan will hand the character the stone. Inside of the stone shell is a small, well-cut sapphire worth 100 g.p. "Patience is a wonderful virtue," he says. "But there are times when it is necessary to take action, to put patience away. These times are difficult to know, even for the wisest of men."

Chapel of the Gods

(Ceiling height 8', illumination torchlight)

This cave, which has dimensions identical to the cave of the test of patience, contains a test for clerics of a good deity. In this chamber, there is a large shrine consecrated to a good-aligned deity other than one worshipped by the cleric. "*You* may remove the trappings of that deity and replace them with your own," Seridan says.

If the cleric refuses, he has passed the test. All philosophies that honor the ideals of good must be respected, even if they seem strange. Seridan shows the cleric a vision of innumerable philosophies and beliefs, bound together in a web defining that which we call good.

If the cleric failed the test, Seridan will hand the cleric a sapphire worth 100 g.p., saying "Cherish all things of value." Then he will present the vision offered by the cave.

Combat Cave

(Ceiling height 10', illumination torchlight)

This cave, with the same dimensions as the others, is barren, except for three sabers hanging on a sword rack on the wall. It is a test for a fighter or a cavalier. As the character enters the room, Seridan closes a curtain and asks: "If I tried to kill you, would you slay me?" Suddenly, Seridan draws a sword from the rack and attacks.

In truth, this combat is illusory. If the character attempts to disbelieve, he must save vs. magic at -4 due to the properties of the cave. To pass the test, the fighter must attempt to verbally dissuade Seridan from attacking. And then having failed, the fighter should defend himself using non-lethal combat forms (see *Unearthed Arcana*). If he passes the test, Seridan will smile and hand him one of the sabers, which is a *flame tongue* + 1. If he refuses to attack at all, the deva will say: "*You* life is much too important for you not to defend it to the best of your ability." If the fighter attacked using lethal combat forms,

the deva says: "Never use more force than is needed. Only the most evil of foes deserve death." Then, as a gift, Seridan will hand the fighter one of the sabers. Alas, it is but a silver-plated replica of the one mentioned above.

Hall of Sacrifice

(Ceiling height 8', illumination torchlight)

This chamber is a round stone cave with dimensions similar to the others. There is, however, a huge, black sphere in the center of the room. It is similar to a *sphere of annihilation*, except that living matter will not be destroyed or harmed by contact with it. It is immobile.

"I am here to offer you aid in a time of need yet to come," Seridan says. "But to earn it, you must sacrifice your most powerful magical item into the pit, to be forever lost."

If the character refuses, Seridan will smile and say; "You have done well. It would not have been a wise bargain." If the character accepts and throws the item into the pit, Seridan says: "All you need do is call my name when you are imperiled by evil, and I will send powerful aid. However, I fear it was not a wise choice. *You* should rely on your own resources and not on others. Still, do not be disheartened. It is said that one must lose something to gain insight."

The nature of assistance is that Thaylon (the other movanic deva) will come once if Seridan's name is called. Seridan must remain in the cave.

The Holy Water Well

(Ceiling height 12', illumination magical light)

This room is circular, 20' in diameter, and is empty except for a large white brick well in the center. The well radiates a faint luminescence. Only good-aligned characters will be permitted to enter this chamber. There is another human in this room who looks almost identical to Seridan. Except for slightly different facial features, they could be twin brothers. Seridan introduces him as Thaylon, who has come here to rest after a hard battle.

Seridan will give each character a flask of well water. To all those who passed the test, he will give a pearl from one of the oysters that live at the bottom of the well. If the pearl is crushed into a glass of wine and drunk a point of wisdom will be gained to a maximum of 18. The well contains a special sort of holy water, which does double damage against creatures affected by holy water. Its supply is limited, otherwise Seridan would give more. Upon offering his final gifts, he will change into his true form, proclaim his friendship and bid the PCs a safe journey.

Succubus

by Scott Bennie

Terrain: Forest wilderness
Total Party Levels: 35 (Average 7th)
Total Magic X.P.: 12,850
Total g.p. X.P.: 26,270
Monster X.P.:

Kill: 10,435 Defeat: 7826

Retreat: 2,609

Set Up

* There are rumors that in Manwere Woods (or wherever you put the succubus lair) many travelers have mysteriously vanished.

* A messenger has put up a notice that a werewolf has been terrorizing the inhabitants of the woods, and a town crier has been hired asking for all adventures of noble nature to assist a damsel in distress who lives there.

* The woods is the home of the DeVille family, a rather eccentric noble family that is viewed with suspicion by commoners. The lady seeks a trustworthy husband to administrate the estate's finances.

The Lair

The DeVille family was corrupted generations ago. In return for political power, the family made a horrible bargain with the demon prince Orcus, and became ensnared, as all who worship evil shall be. Count Matthew DeVille, a formidable illusionist, became a vampire, although with his powers of illusion he was never discovered. His granddaughter, Eleanor, the only DeVille member to survive Matthew's purge of goodness in his family, was transformed by the unholy of rites into a succubus—a daughter of Orcus.

Lady Eleanor DeVille was not suited to spreading evil. She grew tired of her grandfather, an insufferably demanding vampire. So one day she put a stake through his heart as he slept. Then she filled his coffin with silver coins and bound it with silver chains.

Eleanor now lives to entrap men, viewing them with the same attitude a cat has towards mice. They are something to play with slowly, before devouring. Those few she did not kill, she *charmed* and turned to stone courtesy of a pet cockatrice. Lately, she has grown bored of living in the woods alone, and has hired two evil cavaliers to serve as her bodyguards. She prepares to ensnare more victims in her trap with the announcements being made in the city.

The estate is a small cottage located in the wilderness. Once this area was civilized, and the still human DeVille family chose this place for their summer cottage. However, through the years wars, invasions and pesti-

lence took their toll on the land. The area around the cottage (in a 200 yard radius) has been cleared of trees, but the grounds are covered by tangleweeds and small bushes. The large wall that once protected the estate has fallen into decay, and its stones are covered in moss. An old guard tower collapsed long ago. There is a single gate with a rusty iron grill. However, the lock appears to have been recently repaired, and there obviously has been some effort to clean the bars.

Upon entering the estate, the first thing noticeable is the statuary. The grounds consist of a parcel of land, 200' by 150', decorated by statues of unarmored men. They appear to be recent additions to the estate, as they are in pristine condition. At the back of the estate there are rundown stables currently occupied by two large, fine-looking black warhorses. The grounds are patrolled by two large war dogs, and are maintained (with dubious efficiency) by the DeVille family servant, an old, balding half-elf named Gothwald.

War dogs (Murder and Torture): AC 6; MV 12"; HD 2+2; hp 18, 13; #AT 1; Dmg 2d4; THACO 16

Gothwald: AC 10; MV 12"; 0-level half-elf; #AT 0; AL N

If the party is attacked by the war dogs, Gothwald will shout at the characters in an authoritative voice to throw down their weapons. If they do so, he calls out to Murder and Torture to back away. He is a gruff speaker, but loyal to Eleanor, and he will do nothing to jeopardize what little he knows of her plans.

Welcome Chamber

This room, as with the other rooms on the DeVille estate, is lit by lamps and has a 10' ceiling. The walls are covered by red rugs, and bear furs line the floor. There are five large wooden chairs—two of which are occupied by her bodyguards. A large writing table with drawers, and a leather chesterfield, on which Lady Eleanor is resting.

Eleanor will keep up her pretense of innocence for as long as she can. She will express great joy that men have come to help her in her hour of need. She will be wearing a long blue gown and a hat adorned with peacock feathers. She will ask the characters to dine with them. Gothwald is a better cook than a groundskeeper. If there are any fighters in the party with a high comeliness, she will single them out for special attention. If asked, she will not permit her alignment to be checked: she is, after all (or so she will claim) a woman of fine lineage and should not be made to suffer such indignities.

However, if the characters learn that Eleanor is evil and challenge or attack her, she

will order her bodyguards to attack the characters. If Eleanor is reduced to half her hit point total, she will *teleport* to her chamber, grab her cockatrice and *teleport* to the crypt. There, she will *gate* up to three demons to attack her enemies, using the favor of Orcus to barter with the demons. If attacked in the crypt, she will either flee (70% chance) or free her grandfather the vampire.

Succubus (Eleanor DeVille): AC 0; MV 12" / 18"; HD 6; hp 48; #AT 2; Dmg 1-3/1-3; THACO 13; SA life level drain, become *ethereal*, *charm person*, *darkness* (5' radius), *ESP*, *clairaudience*, *suggestion*, *shapechange* (to her humanoid form) and *gate* (at will, 40% chance, type IV - 70%; type VI - 25%; Orcus - 5%).

Her bodyguards are two evil cavalier brothers, Sir Garon Attiris and Sir Ralth Attiris. Garon's shield emblem is a black tower against a blood red field. Ralth's is a cloven black heart against a blood red field. Any good cavalier or paladin who makes an Intelligence Check (at —2) will recognize the emblems, and will know it is his duty to destroy the men. Eleanor will object to any attempts to do so, saying she has received no foul treatment from them, nor will she tolerate the spilling of blood in her house. She is willing to host any duel on her grounds. Most of the time, the brothers are silent. However, they have a nasty disposition if provoked.

Sir Garon: AC -5; MV 6"; LV 6; hp 48; #AT 1; Dmg 2d4 (+3 strength and magic bonuses); THACO 11; AL CE
S16/54; I 13; W 10; D 17/90; C 16/69; Ch 16; Co 14

Magical Items: *broadsword* +2, *full plate armor* +2 and a *brooch of shielding*.

Sir Ralth: AC -6; MV 6"; LV 6; hp 48; #AT 1; Dmg 1d8 (+6 strength and magic bonuses); THACO 10; AL CE
S 18/56; I 13; W 15; D 18/88; C 15/90; Ch 14; Co 12

Magical Items: *longsword* +3, *full plate armor* +1, *shield* +1 and a *ring of fire resistance*.

Eleanor's intentions are simple—she will play with the characters' affections before destroying them. Eleanor intends to have her brand of fun in the following ways:

After dinner, Eleanor will invite the two most attractive fighters to have a drink with her. Eleanor has two *philters of love* in a table drawer, which she will try to put to good use. If the fighters imbibe the potion-spiked drinks, she will attempt to persuade them to fight each other to the death to win her affections. If the fighters refuse her invitations and

the drinks, she will wait until they go to bed, and then attempt to *charm* them and try to kill them.

If there is one particularly handsome and noble fighter, Eleanor may fall in love with him (as deeply as succubi can fall in love). And instead of killing him, she will wish to make him her consort. If this is the case, Eleanor will focus all of her efforts on acquiring this fighter. She will want to kill all of the other characters so she can have him to herself. In addition, both of the cavaliers, not aware of Eleanor's true nature, and desirous of her less than spiritual beauty, will be quite jealous. If Eleanor is spurned by her choice player character, she will be angry. In a rage, she will begin *gating* demons, ordering them to destroy everyone, including the cavalier bodyguards.

2. Guest Chamber

This is where Eleanor's guests sleep. There are two large beds, each made of mahogany, a bronze mirror set above a chest of drawers, which contain male sleeping garments. There is also an old bathtub. The walls are lined with tapestries depicting whimsical drawings of dragons and knights. A pair of large bear rugs adorns the floor. This room is otherwise unoccupied.

Behind one of the tapestries is a secret door that leads to the estate grounds. At night, under cover of darkness, Eleanor will sneak in and try to *charm* anyone she finds attractive.

3. Guest Chamber

This is identical to the other guest chamber, but is occupied by the Attiris brothers. The brothers brought, in addition to their armor, clothes suitable for those of a noble station several surcoats emblazoned by their coat-of-arms, and treasure, which is hidden in secret compartments in their chests. Garon has 600 gold pieces in the currency of several nations and 12 garnets worth 500 g.p. each. Ralth has 500 gold pieces and three emeralds worth 1,000 g.p. each.

4. Dining Room/Dance Hall

This room is easily the most lavish in the cottage. The floor is polished black tile. There is a single table, 30 feet long and eight feet wide, with place settings for 20 people. The service is finely crafted silver, worth about 200 g.p. There are several crystal lamps, which are worth 600 g.p. In a corner is a large harp inlaid with gold and studded with small gemstones. It is worth 12,000 g.p. and weighs 5,000 g.p. for encumbrance purposes.

At dinner, Eleanor will trade stories with the characters in exchange for songs. She is an accomplished singer and harpist. She also will

have Gothwald, who is a good harpist, play while she dances with those men she finds attractive. It is here that she will proposition men, perhaps *charming* them while dancing. (A Wisdom Check at -3 is needed to detect unsuccessful attempts to *charm*.)

5. Guest Chamber

This room is identical to room no. 2. It is unoccupied. It, too, contains a secret door to the grounds of the estate.

6. Guest Chamber

This room is identical to the other guest chambers, except there is only one bed. It also is unoccupied.

7. Gothwald's Chamber

This small chamber, with wooden walls and a fur rug on the floor, is where Gothwald sleeps. This room smells like an old cat and indeed an old, blind cat is usually sleeping on the bed. Its name is Greig, and Eleanor detects it. Gothwald has one hidden valuable item, an old catseye amulet which contains a picture of his wife, a female half-elf killed long ago by Matthew DeVille. It is worth only 20 g.p. if resold, but it means the world to Gothwald. The room is otherwise unremarkable.

8. Kitchen

This room contains assorted larders, barrels of flower and salted meat stored in a cooler, as well as knives and other utensils.

9. Eleanor's Chamber

Eleanor's chamber is characterized by soft things, silk sheets, velvet cushions and a large brass mirror. There are no clothes in her wardrobe, as she produces her clothes by using her shape-shifting power.

Eleanor has one treasure, a locket with a picture of her grandmother Josette DeVille, who tragically died at the hands of her husband, the vampire Matthew. Josette was the only person who treated Eleanor kindly. The only remaining human affections Eleanor holds are for her. Eleanor has taken the form of Josette as a young woman.

In a cage, hidden by a velvet cloth, is Eleanor's pet cockatrice. The cockatrice is responsible for the many statues on the estate. It is quite domesticated.

Cockatrice: AC 6; MV 6"/18"; HD 5; hp 30; #AT 1; Dmg 1-3; THACO 15; SA petrification.

Eleanor keeps 3,000 gold pieces in two chests. Money is not very important to her, but she keeps some so she can pay Gothwald.

10. Nursery

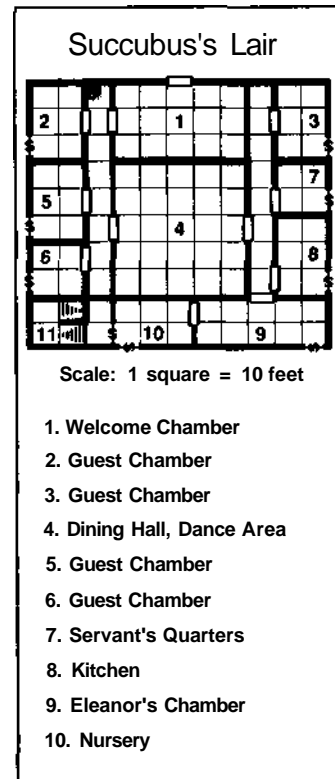
In a small cradle is the newest member of the DeVille family, Josette, a baby aludemon. Its stats are negligible. Its two small horns and two tiny wings cannot be changed by the baby, nor can its two small, fully functional fangs. If Josette were to be removed from Eleanor's presence and purified in a lawful good church, she might be saved from a life of chaotic evil. Beside the crib in two wooden bowls are strips of raw beef and calves' blood, Josette's baby food.

11. Crypt

The stairway leads to the DeVille family crypt. There are several DeVilles entombed here. In addition, there is the coffin of Matthew DeVille, a vampire/illusionist. His spellbooks were burned long ago. Matthew has a stake through his heart, but may be revived if the stake is removed. He is buried in 7,000 silver pieces.

Vampire: AC 1; MV 12"/18"; HD 8+3; hp 54; #AT 1; Dmg 1d6+4; THACO 12; SA energy drain, *charm person*, *summon* rats, bats and wolves; SD +1 or better weapon to hit and *gaseous form*.

In extreme situations and life-threatening circumstances, Eleanor will remove the stake and beg her grandfather's aid.



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Combined Monsters Statistics Table

Name	AC	MV	HD	hp	#AT	Dmg	THACO	SA	SD	MR	AL
Aerial Servant	3	24"	16	96	1	8d4	7	Y	Y		N
Air Elemental	2	36"	12	72	1	2d10	9	Y	Y	Std.	N
Anhkhlegs	2/4	12" (6")	7, 8	40, 46	1	3d6+1d4	14	Y	N		N
AnhkhlegNymphs	4/6	6" (3")	1	6, 5	1	1d4+1d4	18	Y	N		N
Aquatic Elf	5	12"	1+1		1			Y	N		CG
Badger	4	6"	1+2	4	3	1-2/1-2/1-3	18	N	N	—	N
Giant	4	6"	3	15, 17	3	1d3/1d3/1d6	17	N	N	—	N
Bakemono	6	6"	1-1	7	1	1d6	19	N	N	—	CE
Leader	6	6"	2	15	1	1d10	19	N	N	—	CE
Barracuda	6	30"	5	30	1	2d6	15	N	N		N
(10)	6	30"	2	9	1	2d4	16	N	N	—	N
Beholder	0/2/7	3"	16	75	1	2d4	7	Y	Y	—	LE
Berserkers	7	12"	1+1	7	1	by weapon	18	Y	N	—	N
Binsi Berylbaser	-2			28	1	1d6+3		Y	N	—	NE
Black Pudding	6	6"	10	74	1	3d8	10	Y	Y	—	N
Brass Dragon	2	12"/24"	7	42	3	1d4/1d4/4d4	13	Y	N	—	CG
Brownies	3	12"	1/2	5	1	1d4	19	Y	Y	—	CG
Brown Mold	9	0						Y	Y	—	N
Brown Pudding	5	6"	11	79	1	5d4	10	Y	Y	—	N
Bugbears (tribe)	5	9"	3+1	15	1	2d4	16	N	N	—	CE
Urghzec	3/-1	9"	4	30	1	1d8+3	14	N	N	—	CE
Urghbad	4	9"	4	25	1	2d4+1	15	N	N	—	CE
Cavalier—(SirGaron)	-5	6"	7	68	3/2	2d4	11	N	N	—	CE
(Sir Ralth)	-6	6"	6	48	1	1d8	10	N	N	—	CE
Chiang Lung	2	12"/18"//24"	12	63	3	1d6/1d6/3d12	10	Y	Y	10%	LN
Chimera	6/5/2	9"/18"	9	40	6	1-3/1-3/1-4/1-4/2-8/3-12	12	Y	N	—	CE
Cloud Giant	2	15"	12+2-7	72	1	6d6	9	Y	Y	Std	NG
Couatl	5	6"/18"	9	58	2	1-3/2d4	12	Y	Y	—	LG
Giant Crab	3	9"	3	20	2	2d4/2d4	16	N	N	—	N
Criosphinx	0	12"/24"	10	75, 68	3	2-4/2-4/3-6	10	N	N	—	N
Dervish	10	12"	1	6	1	nil	13	Y	N	—	LG
Dervish guards	4	12"	3	20	1	1d8	17	Y	N	—	LG
Mahmoud	10	12"	9+2	20	nil	nil	14	Y	Y	—	LG
Desi Diamonduster	2			17	1	3-8		Y	N	—	NE
Dire Wolves	6	18"	3+3	22, 20, 20, 20, 18, 17, 16, 16, 15, 14, 14, 13	1	2-8	15	N	N		N
Displacer Beasts	4	15"	6	40, 38, 29, 35, 30, 22	2	2d4/2d4	13	N	Y	special	N
Cubs	4	10"	3	18, 18, 16, 14, 10, 9		1d4	16	N	Y	special	N
Dun Pudding	7	12"	8+1	60, 28, 18	1	4d6	12	Y	Y	—	N
Dwarves	5	12"	3	16	1	by weapon	16	N	Y	—	N
Hulgram	10	12"	1	8	1	—	19	N	Y	—	N
Females	10	12"	1	6	1	—	19	N	Y	—	N
Earseekers	9	1"		1	1	special	—	N	N	—	N
Efreeti	4	9"/24"	10	52	1	3d8	10	Y	Y	—	NE
Ettins	3	12"	10	64, 46	2	2-16/3-18	10	N	Y	—	CE
Eye of the Deep	5	6"	10	39	1	—	10	Y	N	—	LE
Fire Elementals	2	12"	8	35	1	3d8	12	Y	Y	—	N
Flesh Golem	6(8)	8	9	40	2	2-16/2-16	12	Y	Y	—	—
Foo Lion	-1	21	11+11	60	3	2d4/2d4/2d8	10	Y	Y	—	CG
Frost Giant, Frigitt	4	12"	9+1-3	48	1	3d6	12	Y	Y	—	CE
Gurmgaard	4	12"	10+1-4	82	1	4d6	9	Y	Y	—	CE
Males (3)	4	12"	10+1-4	58	1	4d6	10	Y	Y	—	CE
Gargoyles	5	9"/15"	4+4	40, 42, 41, 44, 36, 48, 38, 45, 39, 40, 31, 46, 41, 43	4	1-3/1-3/1-6/1-4	15		N	—	C
Gelatinous Cube	8	6"	4	28		2d4	15	Y	Y	—	N
Gnolls	5, 4	9"	2, 3	9, 18		1d8 or 1d10	16	N	N	—	CE
Gnawbone	3	9"	4	22		1d10+2		N	N	—	CE
Gnomes	5	6"	2	18		by weapon	16	N	Y	—	NE
Grey Ooze	8	1"	3+3	16		2d8	16	Y	Y	—	N
Giant mutated	4	6"	6	42	1	3d8	13	Y	Y	—	CE
Green Slime	9	0	2	15, 14, 13, 13, 13, 12, 9, 8, 8, 7, 6, 6, 6, 5, 5			16	Y	Y		N
Griffons	3	12"/30"	7	37	3	1d4/2d8	13	Y	Y		N
flock leader	3	12"/30"	7	56	3	1d4/2d8	13	Y	Y	25%	N
(pegasi lair flock)	3	12"/30"	7	30	3	1d4/1d4/2d8	13	N	N	—	N
Redwing	3	12"/30"	7	35	3	1d4/1d4/2d8	13	N	Y	—	N
Half-elf (Gothwald)	10	12"	0		—		20	N	N	—	N
Halfling (Branko)	7	9"	4	18	1	1d6	17	Y	N	—	N
Hieracosphinx	1	9"/36"	9	65, 51, 36	3	2-4/2-4/1-10	12	N	N	—	CE
Hippogriffs	5	18"/36"	3+3	17	3	1d6/1d6/1d10		N	N	—	N
Nidrah	3	15"/30"	5	25	3	1d6/1d6/1d10	15	Y	N	—	N
Hybsils	7	15"	1-1	4	1	by weapon	20	Y	Y	—	LG
Iske (shaman)	7	15"	3	14	1	1d4		Y	Y	—	LG
Invisible Stalker	3	12"	8	73	1	4d4	12	Y	Y	30%	N

Combined Monsters Statistics Table

Name	AC	MV	HD	hp	#AT	Dmg	THACO	SA	SD	MR	AL
Iron Golem	3	6"	18	80	1	4d10	7	Y	Y	special	N
Ki-rin	-5	24"/48"	12	84	3	2-8/2-8/3-18	9	Y	Y	90%	LG
Kuei	-4	18"	3	13	1	1-6	16	Y	Y		LE
Leprechaun	8	15"	1	5	nil	nil	20	Y	Y	—	N
Maeder	5	9"	6	35	2	2-8	13	Y	Y	—	LE
Manticore	4	12"/18"	6+3	54	3	1d8/1d8/1d6	13	Y	N		LE
Medusa	5	9"	6	37	1	1d4	13	Y	N	—	LE
Merchant (Dorvin)	2	12"	9	32	1	1d4	19	N	Y	—	NG
Mermen	7	1"/18"	1+1	6	1	by weapon	18	N	N	—	N
guards	3	1"/12"	1+1	9	1	by weapon	18	N	N	—	N
Mind Flayers	5	12"	8+4	68	4	special	12	Y	Y	90%	LE
Minotaur	6	12"	6+3	37, 37, 34, 33, 32, 29, 27	2	2-8 or 1-4/by weapon	12	N	Y	—	CE
Monk (Ts'ai Ts'ao-Shu)	-2	30"	16	57	5	4d8+1	10	Y	N		L
others	6	17"	3	11	2	1-8	20	Y	N	—	LE
Movanic Deva	-5	12"/30", (6")/21"	7+28	84, 61	3	2-9+5/2-9+5/2-9+5	9	Y	Y	55%	NG
Mummy	3	6"	6+3	30	1	1-12	13	Y	Y		N
Natives (normal)	9	12"	2	11	1	by weapon	16	N	N	—	N
Warriors	6	15"	5	20	1	by weapon	15	N	N	—	LG
Ninjas—G-father	7	12"		34	2/1	by weapon	14	Y	N	—	NE
Mother	9	12"		24	3/2	by weapon	19	Y	N	—	NE
Son	4	12"		20	1	by weapon	19	Y	N	—	NE
Ochre Jelly	8	3"	6	36	1	3d4	13	N	Y		N
Otyughs, reg.	3	6"	6	31, 29	3	1d8/1d8/2d5	13	Y	Y	—	N
Large	3	6"	8	62	3	1d8/1d8/3d5	12	Y	Y	—	N
Owls, giant	6	3"/18"	4	21	3	2-8/2-8/2-5	13	Y	N	—	N
Pegasi (3)	6	24"/48"	4	22, 18, 17	3	1d8/1d8/1d3	15	N	N	—	CG
Foal	6	18"/36"	2	9	3	1d4/1d4/1	16	N	N	—	CG
Starwind	6	24"/48"	6	33	3	1d10/1d10/1d4	13	N	N		CG
Perytons	7	12"/21"	4	17	1	4d4	13	Y	Y		CE
Phycmids	5	3"	4	18	2	3-6/3-6	15	Y	Y		NE
Pseudodragon	2	6"/24"	2	12	1	1-3	16	Y	Y	35%	NG
Quasit	2	15"	3	22	3	1d2/1d2/1d4	16	Y	Y	25%	CE
Red Abishai (8)	1	18"/18"	4+2	34, 10, 21, 19, 18, 25, 18, 27	2	2-5/2-5	15	N	N	40%	LE
Remorhaz (2)	0/2/4	12"	14 (female), 10 (male)	70, 52	1	6d6/5d6		Y	Y		N
Rust Monsters (7)	2	18"	5	24, 23, 19, 22, 27, 16, 24	2	0	15	Y	Y	—	N
Salamander	5/3	9"	7+7	68	2	2d6 or by weapon	13	Y	Y		CE
Shadow Dragon (2)	-2	18"/24"	5, 6	35, 42	3	1d4+1/1d4+1/3d4	13, 15	Y	Y	20%	NE
Shan Sao	4	6"/15"	4	28	1	1-3	16	Y	Y		CN
Sharks (2)	6	24"	5	32, 28	1	2d4	15	N	N	—	N
Shedu	4	12"/24"	9+9	81	2	1d6/1d6	12	Y	Y		LG
Shen Lung	1	12"/12"/9"	9	63	4	1d4/1d4/2d12/1d8	12	Y	Y		CN
Silver Dragon—Adult	-1	9"/24"	9	45	3	1d6/1d6/5d6	10	Y	N		LG
Ancient	-1	9"/24"	11	88	3	1d6/1d6/5d6	10	Y	N	—	LG
Old	-1	9"/24"	10	60	3	1d6/1d6/5d6	10	Y	N		LG
Spider, giant	4	3"*12"	4+4	24, 24, 23, 20, 18	1	2-8	15	Y	N		N
Stone Golem	5	6"	14	60	1	3-8	8	Y	Y		N
Strangleweed	6	—	3	21	1	special	16	N	N		N
Succubus	0	12"/18"	6	48	2	1-3/1-3	13	Y	N	—	LE
Tengu (crow-headed)	6	9"/24"	5	28	1	1-8	15	Y	N		CE
(humanoid)	4	12"/15"	5	34	2	1-8	15	Y	Y		N
Trapper	3	3"	12	60	1	4+ victim's AC	9	Y	Y	Std.	N
Umbur Hulk	2	6"	8+8	55, 53, 48, 47	3	3-12/3-12/2-10	12	Y	N		CE
Violet Fungi	7	1"	3	24, 18, 15, 14	1-4	special	16	Y	N		N
Wardogs (2)	6	12"	2+2	18, 13	1	2d4	16	N	N		N
Water Weird (2)	4	12"	3+3	19	0		23	Y	Y		CE
White Pudding	8	9"	9	40, 36, 12	1	7d4	12	Y	Y		N
Will-o-wisps	-8	18"	9	60, 66, 68	1	2d8	12	N	Y		C
Winter Wolves (4)	5	18"	32	1	2d4	15		Y	Y		N
Wood Elf	5	12"	1+1	8, 7, 7, 7, 6, 6, 6, 4	1	0	10	N	N		CG
Worgs (7)	6	18"	4+4	25, 25, 25, 20, 19, 18, 17	1	2d4	125	N	N		NE
Wraiths (full-str)	4	12"/24"	5+3	32, 30, 29, 29, 29, 27, 25, 23,							
(half-str)	4	12"/24"	3	22, 19	1	15		Y	Y		CE
Wyvern	3	6"/24"	7+7	15, 14, 12	1	1d4	16	Y	Y		LE
Xorn	-2	9"	7+7	44	2	2d8/1d6		Y	Y		NE
Xornling	1	9"	3+3	56	4	6d4/1d3/1d3/1d3	13	Y	Y		N
Yakuza(6)	7	12"	3	20	4	2d4/1d2/1d2/1d2	16	Y	Y		N
(3)	6	12"	4	12	1	1d6	20	Y	Y		LE
Yellow Mold	9	0	—	22	1	1d6+1	19	Y	Y		LE
Yeti (6)	6	15"	4+4	32, 32, 34, 34, 34, 34	2	1d8	15	Y	Y		N
Yuan Ti (3)	4/0	12", 9", 12"	8	41	2	1d10/1d4, 1d8/1d4, 1d6/1d6	12	N	N	20%	CE

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