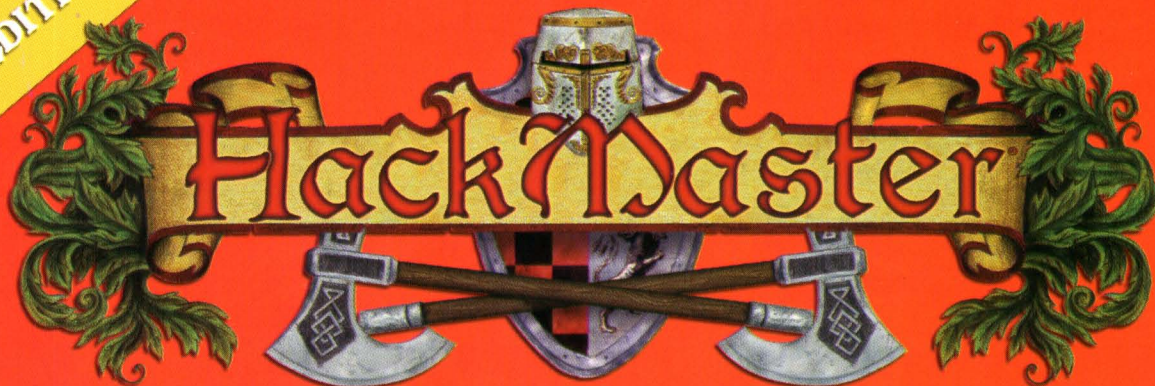


C2

FOURTH EDITION



DEMON TOWER OF MADNESS



AN ADVENTURE FOR PLAYER CHARACTERS LEVEL 5-7



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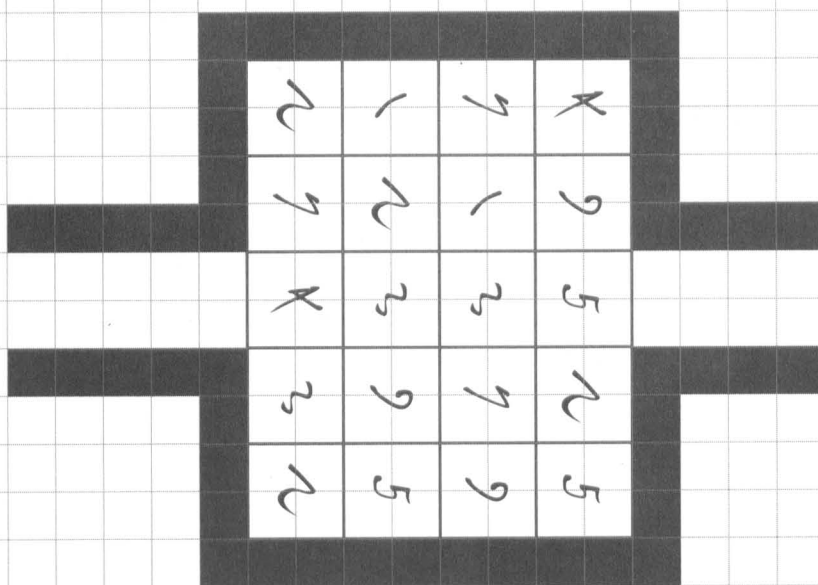
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Visual Aid #1

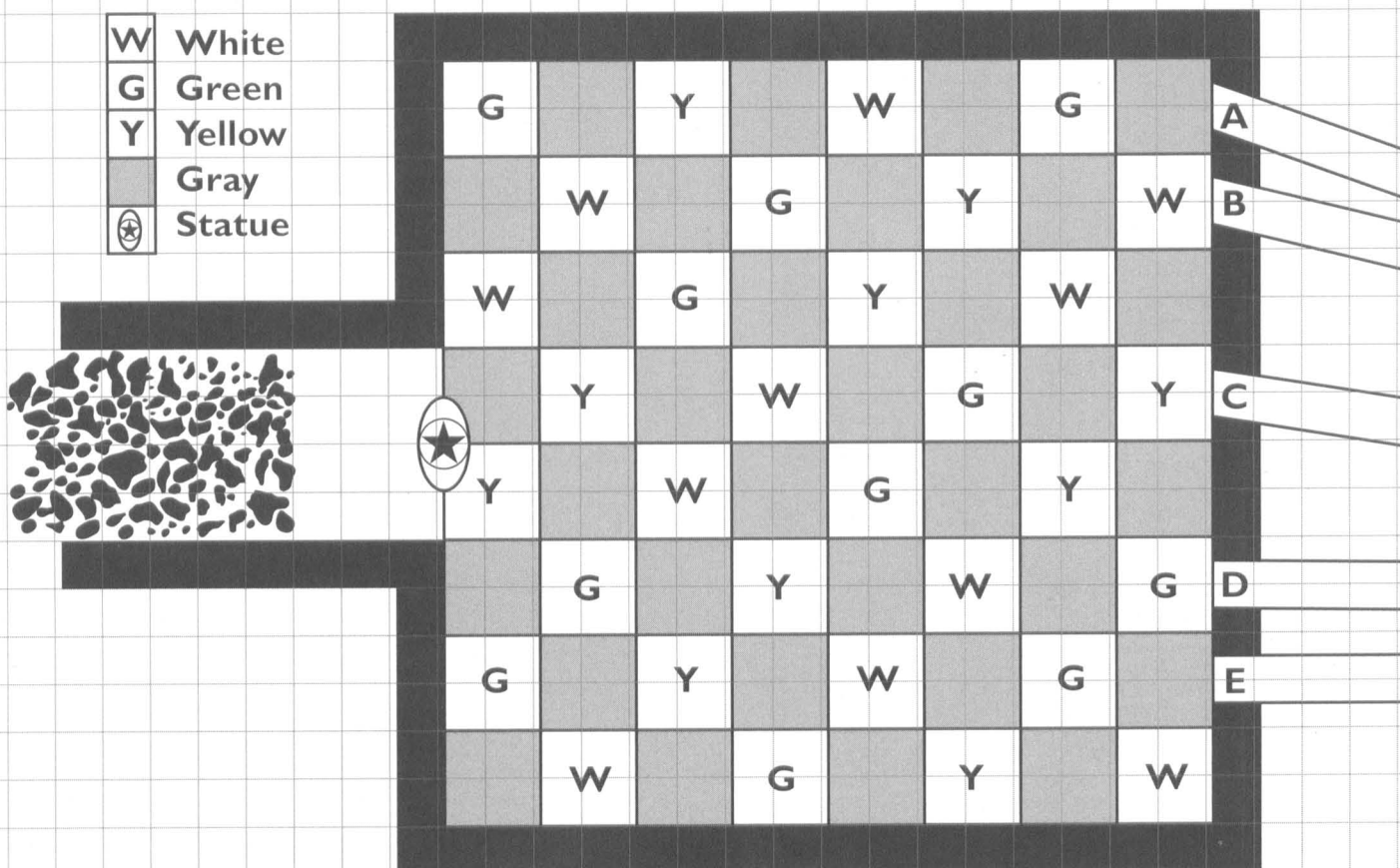
 = 5 feet



Visual Aid #2

 = 5 feet

W	White
G	Green
Y	Yellow
	Gray
	Statue





DEMON TOWER OF MADNESS

AN ADVENTURE MODULE FOR CHARACTERS LEVEL 5-7

* GAMEMASTER'S EYES ONLY *

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Demon Tower of Madness is based in part on the AD&D adventure Ghost Tower of Inverness by Allan Hammack.

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An Adventure Module for GameMasters of HackMaster: The Role-Playing Game 4th Edition

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PUBLISHER'S NOTE:

This is a work of fiction. Names, characters, places and incidents either are the product of the author's imagination or are used fictitiously, and any resemblance to actual persons, living or dead, events or locales is entirely coincidental.

Introduction

Welcome to the Garweeze Wurld™ fantasy setting! Prepare yourself my friend, for you are about to embark on a journey into a land where magic and monsters lurk in every darkened corner. This is not a place for the meek spirited or the wuss of heart. This is one of the many fantastic realms of the HackMaster™ role-playing game. The popular Garweeze Wurld campaign setting is a setting rich in history, intrigue and magic... a place of opportunity and of danger as well.

This adventure is designed for tournament or home play for 5-8 characters of level 5-7 or higher. The Demon Tower of Madness is divided into four major sections, and each section is designed for a four hour round of play. The overall goal of the PCs should be to destroy the Soul Gem, escape the tower, and then dispatch the Quadrielemental Demon that was held inside the Soul Gem.

A WARNING TO PLAYERS

What the hell do you think you're doing? If you plan to play in this module and participate in the gore and carnage it offers you, then you should damn well STOP reading now. What are you thinking? The information in ALL HackMaster modules is strictly for GameMaster's (GM) Eyes Only! Attempting to glean clues from this adventure will not only spoil the surprises and excitement of the game but it's unethical. Reading any further will result in harsh penalties and possible banishment from the HackMaster Association (HMA). Be a man (or a woman as the case may be) of honor and put this book down NOW! Then step away. And should you choose to ignore this friendly warning then a hex on thee, you scoundrel — A GM's Curse on your dice!! May they fail you and consign you to an endless cycle of untimely Player Character deaths! May misfortune hound your every step in the game till the end of time.

[Note: In the event you later receive your GM credentials and thereby qualify to possess knowledge contained herein, this curse can be removed by sending a sincere 1,000 word apology along with a photocopy of your HMGMA membership card and a check for \$25.00 processing and handling to the HMA offices. Should the HMA, after reviewing the matter, decide to reject your apology, no refund shall be given and the curse will remain in effect.]

A WARNING TO GAMEMASTERS

Fellow GameMasters, despite the above stern admonishment to players, you know as well as I that player-types love to flock together between adventures and share secrets and information. If many copies of this module are available to the players in your local gaming circle you can bet your lucky tender that some of the secrets of this module have already been leaked. Not to worry, as GM you shall have the last laugh yet. If you suspect that your players are belying up to the table with information they shouldn't have, you are strongly encouraged to alter sections of these adventures with an eye toward regaining your advantage. Then you can sit back with a smug grin on your face as you watch your players grow wide-eyed with terror and squirm as it slowly dawns on them that you are wise to them.

GOLDEN RULES FOR THE GAMEMASTER

Without rules there is chaos. Chaos leads to the destruction of a game. No one wants that, so before the tournament begins let's review a few important GameMaster guidelines for the tournament:

1. The Game Must Go On!
2. YOU Are The GM! You are always right.
3. Let The Dice Fall Where They May.
4. PCs do not score encounter kills for interparty battles.

5. GMs should not spend more than a minute looking up rules. Make the call to the best of your ability or ask the head GM.
6. Don't let the PCs see the score sheet! (Unless the GM wishes to hear never ending whining)
7. Ask the head GM or Tournament Coordinator if the PCs do something you're not sure how to handle. Other PCs at other tables may do the same unexpected thing, and the same opportunities should be provided to all tables.

Before the game, the GM should read and become familiar with the entire adventure. For non-tournament play, the GM may wish to adjust the creatures based on the party's strength. Adjusting the number appearing or modifying hit points is the simplest way to do this.

Notes for Tournament Play:

Lead the PCs firmly but gently through this introductory section. They are already healed fully, have all their armor repaired, and each has a Basic Dungeon Crawl pack with them (PHB, Table 9I). Your goal is to get them to see the Duke and have them teleported as quickly as possible. As this is a tournament, they hopefully shouldn't fight you too much.

Notes for Non-Tournament Play:

If you insert this adventure into an existing campaign, be sure to change the town name and any other relevant geographic details before beginning the adventure. You should also allow the party more time at the beginning to decide whether to undertake the mission and how best to prepare individually.

BEGIN ROUND I

PROLOGUE

You and your party have decided to stay the night at a small town called Slipdish. You figure on finding a little "R+R" between adventures. You stay at a likely inn called Segwick's, and after a bit of drinking, retire for the night. A gentle shaking that increases in urgency rudely interrupts your rest. At first, you think it is a party member trying to wake you up. With a start, you realize the entire room is shaking violently, not just you. You have heard of places where the earth shakes and heaves, but never expected to be in one. After a few more moments, just as you reach the door, the tremors stop.

Let them regroup, talk to each other, etc. When they are all assembled, go on to the next section.

Your party assembles a short while later downstairs, and you find a posting from the Duke of Slipdish nailed to the door of the inn. The general notice is looking for "adventurers of all types and dispositions" to assemble at the Duke's house at noon that day.

It is early in the morning, about 5 am, when everyone is awakened by the shaking. You can let them decide what to do with the rest of the morning. No one around town has ever experienced an earthquake before, and has nothing other than personal anecdotes to share with the party concerning it. The Duke is popular and a man of his word, according to the tavern gossip.

After asking around for directions, you arrive at the Duke's elegant manor just before noon. Several windows are cracked, and part of the facade has fallen off the front, revealing bare wood underneath. A servant ushers you into the presence of the Duke of Slipdish and his advisor, the wizard Mellinge.

The Duke welcomes you, and asks you to wait a few minutes. No one else arrives after ten minutes, and the Duke looks at you, and says "Well, I guess you are the ones our hopes will rest upon."

He stifles any questions the party has with an upraised hand and says, "Let me explain what I know of what has happened, and save your questions for later. There is an alchemist named Zaraffin who is in possession of a gem known as the Soul Gem. Several years ago Zaraffin came to me, and asked for my permission to build a stronghold on top of a series of ancient caverns about 30 miles east of here. I agreed to let him move in provided he kept the roads in that direction safe for travel and dealt with the marauding goblin populations in that area himself. I thought this was impossible for him to do, as he had no army, until he demonstrated the Soul Gem to me - it had the power to remove the souls of sentient beings. I have had no problems with him since he moved in, and he has fulfilled his bargain - there have been almost no goblins seen in that area for years. However, you felt the earthquake last night, yes? Two people died that we know of, and probably more throughout my lands. My wizard Mellinge has determined conclusively that it originated at his keep. Mellinge has also divined that more earthquakes are coming. I don't believe this town could survive another such earthquake. I need you to investigate what is happening there, and if necessary, eliminate Zaraffin and his gem. You can name your price, if you will do this for me."

The duke will go up to a price as high as 10,000 gold per person, though he is reluctant to go over 8,000. For non-tournament play, he is also amenable to granting property in the area, or certain low-level magic items (for the GM to decide).

Hopefully, the PCs agree to his terms. You can point out to them that they are just as likely as anyone to be buried in the next earthquake. There are no other motives here, and the Duke is as good as his word with the rewards if they succeed. He really doesn't know anything else about Zaraffin, as he seemed to clean up the area around his keep, which is sparsely inhabited but has a major road running through it, and the Duke let him be for many years now. He has only been in the keep once before, and just recalls it had 4 towers, one in each corner, and a large central tower with no windows.

The wizard Mellinge has a jovial, if slightly bumbling quality about him. He's a 9th level Seer. He can only cast divination spells, plus teleport.

Once they reach an agreement, read the following:

Splendid! There is no time to lose, as another earthquake could come at any time. Mellinge will teleport you there immediately. The best of luck to you all! Mellinge raises his hands and begins chanting...

Just as the scene begins to fade in front of you, you hear Mellinge saying... "Now, is that the right path? It's been so long since I've been out that way..."



The Full Background: The Soul Gem in actuality is a gem that provides a gateway to the Nefarian planes, making it easy to summon Nefarians. Zaraffin alone knew the command words to unleash the "light of the gem", killing any being not touching the gem within 100 feet. It was in this way he was easily able to destroy entire goblin encampments.

He keeps the gem within the sealed central tower of his keep, with the only access being a teleportation room in his dungeons. Anyone illuminated by the gem will have their soul literally sucked out of them to energize the gem. With that power, a being from the dark planes can easily be summoned and Zaraffin has quite a collection locked up. Zaraffin hopes to use the gem, along with other magics in his possession, to enslave these Nefarian beings to his control and perhaps eventually conquer the land.

Yesterday however, Zaraffin went just a little too far, and summoned a Quadrielemental Demon, which was too powerful to be contained by the safeguards he set up. Desperate to stop it from destroying his keep, he used the power of the Soul Gem to "suck the soul" out of the Demon. However, as the Gem is linked to the Nefarian planes, the Demon was not powerless even within it. He was able to siphon some power from the Gem, and about an hour later, was able to use his earthquake abilities from inside the gem.

Zaraffin had returned to his underground lab to try and figure out a way to deal with the demon when one of the four side towers collapsed down upon him in the resultant earthquake. The Nefarian beings once imprisoned by Zaraffin now roam the ruins of his keep. So now Zaraffin is dead, (though no one knows this yet) and the Quadrielemental Demon is trying to gain full control of the gem to restore himself to life - or at least, draw enough power to cause more earthquakes and more havoc.

ON THE WAY TO THE KEEP

Zaraffin's keep, containing one magically sealed central tower and four smaller towers at each corner, is located in the dense Tenebrous Forest lying east of Slipdish, west of where the party is now. It is obvious Mellinge over-shot the mark with his Teleport spell. While traveling in the forest, sight is limited to 100 feet. There is an old narrow walking path leading to the tower that the characters may take. However, it has not been maintained and now is overgrown with vegetation.

You arrive disoriented, but quickly get your bearings. You have arrived in a clearing on what is a well-traveled path in the middle of a forest. It is overgrown with scraggly weeds, but is still quite discernable enough to walk on. Off in the distance to the west, you can see a large tower peeking over the tops of the trees surrounding the path, and at least two smaller towers around it.

The party should be able to determine that the keep is now to the west of them, and estimate that its maybe 15 miles away - less than a day's walking. The path seems to head straight for the keep.

DAY I

After a few hours walking, they encounter a pair of Yetis.

A loud crashing noise is heard from up ahead. A large being, which looks to be some strange crossbreed of man and ape, smashes through the trees and attacks. A sudden crashing noise from the other side of the road reveals another one bearing down on you.

The creature is a Yeti. A second Yeti attacks from the other side. Characters that are surprised by the Yeti must make a saving throw vs. paralysis. If the save fails, the victim has looked into the eyes of the Yeti and becomes paralyzed with fear for three melee rounds. On a natural to-hit roll of 19, the Yeti has grabbed its prey and can squeeze it for an addition 2-20 points of damage. A natural to-hit of 20 counts as a normal critical hit. If the battle goes poorly, the Yetis run away and once out of sight hide in the shadows (95% chance in a forest area).

Temperate Yeti (2) (HF 9, EP 650, Int 7, AL N, AC 6, MV 15", HD 4+4, HP 30, SZ L, #AT 2, D 1d6/1d6, SA Squeeze, SD Hide in shadows, fright, Lang: Yeti, ML 13, TOP 15, Crit BSL: Def AC +3, FF 9, HoB 8 p 113)

1)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

2)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

NIGHT I

As the sun sets and the forest becomes dark, a strange fog has sprung up and is creeping towards you along the forest floor. Two silhouettes can dimly be seen through the fog ahead, coming toward you.

The fog (and the figures in it) are actually Phantasmal Force illusions being cast by the Wild Spirits creeping up on either side of the party, drifting towards them through the woods. They surprise the party 7 times out of 10 in this circumstance. Their touch is chilling and does 1-6 on a successful strike. Only Dexterity and bonuses to AC apply when determining a successful hit. One Spirit has Phantasmal Force abilities while the other possesses the ability of Telekinesis (move up to 50 pounds).

Wild Spirits (2) (HF 6, EP 270, Int 12, AL CN, AC 0, MV 12", HD 3+1, HP 36, SZ M, #AT 2, D 1d6/1d6, SA Fear, chill, spells, SD Insubstantial, undead, immune to non-magical weapons, Lang: Nil, ML 8, TOP n/a, Crit BSL: Def AC +1, FF n/a, HoB 7 p 103)

1)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

2)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

DAY 2 (Show Illustration I on IQI)



The dense forest eventually opens into a clearing as you see the Keep of Zaraffin, or at least what's left of it. You can't tell if it's been attacked, or just partially collapsed in the earthquake.

The goblin tribes in the area (the few that are left) are getting quite tired of having entire villages slaughtered by Zaraffin and his Soul Gem. After the earthquake caused some of the smaller towers to collapse, they figure this is the best time to strike. While much too afraid to enter the tower themselves, they have used the last of their gold and riches and hired two assassins to try and finish off Zaraffin. The assassins hide in the woods right along the edge of the path, and spring out and attack the party as soon as they step closer to the keep. They are convinced the party is also coming to kill Zaraffin and claim their bounty. They are difficult to convince otherwise, but attempt to flee into the woods if half their hit points are lost, abandoning the whole setup. They know nothing beyond what "the filthy little goblins" told them. They are not particularly skilled at their trade, but will set up an ambush for the PCs in the castle courtyard once the PCs get inside the castle walls.

Hired Human Assassins (2) (HF 8, EP 327, S 13/60, D 18/11, C 10/15, I 11/24, W 11/37, Cha 9/13, Com 10/26, AL CE, AC 4 (leather, Dex bonus), MV 12", HD 3, HP 38,37, SZ M, #AT 1, D 1d6 by short-sword + Str bonus (+1hit/+1damage), SA Nil, SD Nil, Lang: Common, Goblin, Hon: Ave, ML 7, TOP 17,18, Crit BSL: Def AC - 1, FF 5)

1)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
□□□□ □□

Leather Armor AC	8	9
	☐ ☐	☐

2)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
□□□□ □□

Leather Armor AC	8	9
	☐ ☐	☐

THE UPPER KEEP

(See Map of the Upper Keep pg. 45)

UPPER KEEP I. The Gateway

From the closed front gate you can see several features of the keep inside. A large, rusty portcullis blocks the 15-foot wide tunnel-like entrance. Looking through the portcullis you see a large pile of rubble in the center of the courtyard. The massive walls that surround the keep must be at least 50-feet tall and 8-feet thick, with numerous large holes and cracks. Four keep towers, one at each corner of the keep, stretch a hundred or more feet towards the sky and pierce the dark clouds above. It must have been potent forces, indeed, that brought his once proud keep to destruction.

The holes in the walls are at the heights indicated on the map. The portcullis may be lifted a few feet if characters wish to do so (requiring a combined total of 45 strength points). However, much easier entry may be gained by climbing in through one of the low holes in the walls. Although a little dust will be shaken down if a character probes a hole, these entries are completely safe from collapse - however, whoever is first through will have to deal with the 2 assassins on the other side (of whichever hole they climb through or the portcullis). The side towers are 150 feet tall, while the main tower is about 250 feet tall.

UPPER KEEP 2. Sealed Central Tower

Dominating the entire courtyard is something akin to a Tower, though you only say this because of its extreme height. It looks like a round, steep pyramid, or perhaps an enormous stone anthill. You can see no doors.

In fact, the tower has no doors at all, and can only be accessed through the dungeon levels. Characters can examine it however they want, but the tower is sealed with powerful magic and resists all attempts from mortal beings to break through or in any way discover its interior. The outside is smooth gray stone, perfectly fitted and impossible to move or pry loose. Characters can

attempt to climb or fly up the sides, but nothing is revealed apart from a few birds' nests and dried leaves.

UPPER KEEP 3. Eastern Small Tower Doors

However, each small tower does have a door set in it.

The door is large, made of metal, and has a lock set into the very center of it. The lock is very old and rusted, and the handle will not move. The stone surrounding the door is weather-beaten but solid; it is decorated with ancient scrollwork and decorative designs.

The doors must be forced open (normal chances). If a tower door (except for the southeast one) is opened, read the following to the PCs:

A shower of small rocks and pebbles greet you as you force the door partway open. From what you can see, this room is completely filled with broken rocks and timber. Light filtering down to where you can see lead you to believe the floors inside this tower collapsed upon one another.

The exterior of these towers is still standing, though cracked. The interior floors have completely collapsed, however. There is nothing else to be done in either of these towers. There is only broken wood and stone inside as far as the party can see.

UPPER KEEP 3a. Northwest Small Tower

There is no tower here, at this corner. There is only a massive pile of rubble from what looks to be a complete collapse of the tower, down through even the underground levels.

The exterior and interior has collapsed completely. There is nothing else to see here. If the shaded areas are stepped upon, there is a 75% chance that the pile will shift and the victim(s) fall 20 feet and take 2d6+3 points of damage from falling onto more broken rock beneath. Pebbles and small stones continue to rain down upon them for a while, and they will need assistance in getting back out unless they have wall-climbing abilities.

UPPER KEEP 3b. Southwest Small Tower Doors

Behind the door is a circular room with a wrought iron spiral staircase in the center of the chamber, leading down. In the far end of the chamber is a stairwell leading upward, clogged with boulders, rubble and rotting timbers.

Not all of the upper floors have collapsed in this tower, so only the staircase going up is blocked. The characters may try to remove the blockage in the rising stairwell, but the effort will be fruitless and require days of work. The upper parts of the towers are partially filled with rubble and anyone tele-

porting upward most likely materialize in a solid object (80% chance, otherwise they are trapped in-between rubble).

The stairway leads down into the caverns almost a hundred feet below. As characters proceed down the spiral stair, illumination will become necessary after descending 30 feet.

The stairway ends in a kind of workroom that looks to be dissolved out of the stone. Bottles, test tubes and other various equipment used for alchemy sit upon the shelved walls and worktable in the center. A small passageway leads north. Suddenly, a horrific shaking sets in and fragile glass containers begin falling and breaking. First the stairway collapses with a great metal grinding screech. Tremors shake the room violently, and something overhead gives way. With a roar and a crash, the world goes dark.

THE INSANITIES

The following section of insanities is for NON-tournament use only. In a tournament, it would be unfair to give certain quirks and not others, because some of them are significantly more disruptive. Also, there is not enough time in a tournament to waste with in-party stealing or killing.

During the fall, many alchemical potions broke, causing them to mix together. A strange potion mixture has occurred, and the miscibility of the potions has lead each of the PCs to acquire a different insanity for the next 5 days just from breathing in the fumes.

At this point, the GM should make a few rolls behind his screen, looking at each player as he does so, and writing down notes. Then, he should take each player aside and assign him a different one of the following insanities (it may be helpful to print each one of these out on a separate piece of paper). Note that in each case, the GM should warn the player not to directly reveal his condition to the other party members, or he will suffer experience point penalties! The GM should also remind each player that he is incapable of realizing his own behaviors are insane.

- 1) Through reasons unknown to you, your character is now insane. You are now severely paranoid. They are watching you. This is all part of their plan. They're coming, and you're only hope is to watch your back. Your party members might not be "Them", but they've probably got something planned for you too, so your best bet is to stay with them so you can watch them. "Keep your friends close, and your enemies closer", as they say. You also have a slight touch of kleptomania, and feel motivated to steal things, at least a trinket, from all the other party members. You're pretty sure if you do this, your problems will go away.
- 2) Through reasons unknown to you, your character is now insane. You have monomania. There is only one thought going through your mind: getting yourself and everyone out of this keep and back to civilization. Nothing else matters, nothing else COULD matter. It's really important. Now. Not later. You also have a slight touch of lunacy; if you're exposed to the full moon, you'll go completely berserk, and must be physically restrained lest you go on a murdering rampage. You're pretty sure if you just kill a party member under the light of the full moon, your problems will go away.
- 3) Through reasons unknown to you, your character is now insane. You have a severe case of depression. You're screwed. It really is that simple, and it doesn't really matter what you do. Life sucks, and then you die. You've already experienced the sucking part, so you figure you know what's coming next. You'll fight to save your life, but only reluctantly, and not fight to save others. You're also

now a pathological liar, and really enjoy messing people up with your lies. You're pretty sure if you can "sucker" each party member with your lies (i.e., get them injured in some way by believing you), your problems will just go away.

- 4) Through reasons unknown to you, your character is now insane. You have megalomania. You are "the man". It's all about you. It's your way or the highway, and your abilities are what have kept everyone alive so far. It's all you, baby, and anyone who disagrees can get ready to see your fist in their face. You also have a touch of alcoholism, and must consume all alcohol you find. You're pretty sure you're problems will go away if you drink all the booze you can.
- 5) Through reasons unknown to you, your character is now insane. You are now a masochist. You like pain. Lots. There's just nothing better than pain. Dying is still a drag, but otherwise, you want to get hurt. You're pretty sure your problems will go away if you can take more damage (in terms of percent of maximum hit points lost) than anyone else in the party. You also have a touch of hallucinatory insanity, and view humans and bugbears as large rabbits.
- 6) Through reasons unknown to you, your character is now insane. Your personality has split, into three distinct facets. Your first personality is the you that you know. The second is that of a 10 year old little girl. Finally, you have the personality of a tough-John Wayne-like hombre with a drawl. Every half-hour (in real time), roll 1d3 randomly to determine your personality.

(Alternate: if you have eight PCs at your table, three of them can play with insanity #6. Feel free to invent new personalities.)

End Non-Tournament Insanities Section

THE CAVERNS BELOW

See Map of the Caverns, pg. 46

The GM should at this point, while the PCs are unconscious, consult Appendix 3 and confiscate whatever he sees fit using the Filch Imp.

Now we're ready for the real adventure to begin. The GM should note the in-game time at this point. Game time should be about 9 in the evening if they went right to the Duke's house at noon. The PCs are in the caverns located under Zaraffin's dungeons. Zaraffin kept his demon minions locked away in this area, but because of the earthquake, some of them are freely roaming around the ruins. The party must look for another exit out of these caverns, because the southeast tower has finished its collapse and blocked off that staircase.

For tournament purposes, ignore the "This room collapses after X minutes" listed after most encounters in the rest of the round. Being in a collapsed area is fatal, although PCs should get a few moment's warning or a Dex check to vacate the area if possible.

Note on destructive spells: Using a Fireball, Lightning Bolt or similar spell anywhere in these caverns will cause a rock collapse of 20' radius for an additional 2-20 points of damage (save vs. Wands for 1/2 damage), requiring one half-hour to dig out for further movement.

I. Ruin of Zaraffin's Lab

After an unknown amount of time, you regain consciousness. Amazingly, nobody in the party is harmed seriously. It is dark.

Hopefully the PCs have infravision, or, even better, some form of light. If not, it will be a depressing adventure for them, and I don't envy that group, as there'll be endless "I thought YOU brought the tinderbox"-type bickering. Zaraffin originally built his keep on top a series of ancient caverns. It saved him building another dungeon level, after his dungeons filled up.

Each player took 1-4 damage from falling to the floor, flying objects, and broken glass, barely a scratch considering the circumstances.

Assuming they have a light source read the following:

You can now see the room is destroyed, and while the stairs that brought you into the room lie under tons of rock and rubble, a rough passageway in the north wall reveals a way out, underground. Various bottles and glass equipment lie smashed upon the floor. The liquids within them have spilled across the floor, and are beginning to mix and bubble ominously. The room is filled with a misty haze, though from dust or the potions it is difficult to say.

The northern exit is narrow, and the party will have to go single file. The alchemical haze in this room is rapidly becoming toxic, and anyone in this room loses 1 hit point every 5 minutes. Thankfully, the cloud stays only in this room and dissolves after an hour. A search of the uncollapsed portion of the room reveals 200 gold pieces worth of various salvageable alchemical supplies, 50 gp, and a necklace once worth 200 gp, but now smashed and worth 10 gp. This takes 10 minutes game time.

This room collapses one hour (in game time) after the adventure begins.

2. A T-Junction

The narrow passage goes for 30 feet, then splits off into two directions, left and right. Both are equally dim, and nothing can be heard from either direction. Which way to go?

The passage to the east slopes upward very slightly (only a racial ability such as that of a dwarf, similar skill, or clever idea will allow PCs to know this). Divination-type spells will indicate the eastern path to be the most favorable, although it will not be a strong reading.

This area collapses one hour and 15 minutes (in game time) after the adventure begins.

3. Watery Lair

The passage and twists roughly westward for 60 feet or so, then opens into a small cavern. The southwestern part of the cavern has a pool of water. There is an exit on the northwest side of the cavern.

The pool is fairly shallow (3 feet deep at best), and the water is fresh. It has recently formed from the quake; water might be seen trickling through the southwest wall, but this will stop one hour after the adventure begins.

Examination of the water reveals a recently hatched, and irritable, death watch beetle. The egg had been in stasis, but the water activated it, causing

it to hatch. As a new hatchling, it is not able to use its deadly clicking attack for another 5 hours game time (i.e., this should not be a factor unless the party is moving ridiculously slow).

Death Watch Beetle (HF 14, EP 1000 (reduced for missing ability), Int 1, AL N, AC3, MV 12", HD 9, HP 55, SZ M, #AT 1, D 3d4, SA Nil, SD Nil, ML 14, TOP 27, Crit BSL: Def AC +7, FF n/a, HoB 1 p 63)

Loot: None, although the water is quite drinkable if not spoiled with beetle guts.

1)HPs: 

A careful search of the room will take 10 minutes of game time, and will trigger an attack by the beetle.

This room collapses 1 hour and 30 minutes after the adventure begins.

4. The Chasm Room

This room is split down the middle by a deep chasm. The bottom looks to be further than what torchlight can reveal. Rubble fills the room, and you notice strange grooves on the damp walls and ceiling, 20 feet above. Muted noises echo throughout the cave.

The shaft is 150 feet deep, and 40 feet across, and can be climbed (down one side and up the other) or crossed as per the usual rules. Between the large rocks and its distance, it is impossible to see much of the far wall, and someone will need to cross the chasm to inspect it.

A careful search of the room takes 1 hour of game time and yields some nice, perhaps semi-precious rocks worth 20 gp and weighing 10 pounds, although a casual inspection reveals no reason to search further.

Along the northern wall is a fairly wide opening, although a large boulder blocks it. The source of the muted noises can be heard coming from behind it. It takes 50 combined points of Strength to roll the boulder out of the way, revealing a narrow tunnel. If PCs approach the room from this direction and the boulder has not been moved, things might be difficult—only one person can push on the boulder from the northern side.

Once in the opening, PCs continue to hear loud crunching and stomping noises. PCs can only walk single file down this tunnel.

This room collapses 1 hour and 45 minutes after the adventure begins.

5. Bullette Fighting

The tunnel winds for 60 feet before opening up into a small cavern, with a passageway to the northeast. The source of the noise is apparently a large creature with an armored hide and rows of gleaming, sharp teeth that is currently trying to dig a new opening on the northwest side.

What happens next depends upon how the party entered the room. If they've made some attempt to sneak (e.g., a lone thief type character investigates the noise), the Bullette (for that is what it is) continues to dig at the opening for as long as 15 minutes before giving up and heading for the other

exit, whereupon it notices the party. On the other hand, a typical well-armored party, advancing into the room, carrying a light source, triggers an immediate attack, rolling for surprise as normal.

Clever characters may attempt to lure the Bullette to a fatal fall into the chasm of area 4. GMs should be fairly generous in allowing any rational plan to work, seeing as 'rational' isn't exactly the word to describe the party's mental state.

The Bullette is particularly ill tempered and aggressive, having recently dug itself out of the rubble on the northern side of the cave, and is trying to reopen a passageway to its home lair. It is somewhat fatigued from all the digging.

Bullette (HF 22, EP 4000, Int 1, AL N, AC -2/4/6, MV 14" (3" dig), HD 9, HP 82, SZ L, #AT 3, D 4d12/3d6/3d6, SA Nil, SD Nil, ML 20, TOP 41, Crit BSL: Def AC +7, FF 3 (tired from digging; if allowed to dig for 15 minutes, FF should be 0), HoB 1 p 97)

1)HPs: 



This room collapses 2 hours after the adventure begins.

6. Another T-Junction

The tunnel splits broadly into two directions. The western path slopes down sharply, while the eastern path slopes up from where you stand, but more gently.

No light can be detected in either direction, although characters with acute hearing make out the sound of metal on stone coming from the east.

This room collapses 2 hours after the adventure begins.

7. Cricket's End

The corridor slopes down into what seems to be a dead end chamber, filled with rotting fungi, much of which is phosphorescent. Upon entering, a swarm of nearly foot-long crickets leaps towards you, making a clamorous whooping noise!

These are Whooping Cave Crickets, and the party at this time needs to make saves versus poison at +5 or be confused (as per the spell) until the last cricket is silenced. Any Silence spell stops this effect immediately. The crickets attempt to swarm over the party, and 2 attack each party member if possible. There is no treasure here, although some of the fungus is edible to strong-stomached PCs.

Whooping Cave Cricket (12) (HF 0, EP 1, Int 0, AL N, AC 8, MV 12", HD .5, HP 11, SZ S, #AT 1, D 1d6-4, SA Whoop, SD Nil, ML 2, TOP n/a, Crit BSL: Def AC -4, FF n/a, Reference Hackjournal 1 p 13.)

1)HPs:  2)HPs: 
 3)HPs:  4)HPs: 
 5)HPs:  6)HPs: 

7)HPs:  8)HPs: 
 9)HPs:  10)HPs: 
 11)HPs:  12)HPs: 

This room collapses 2 hours after the adventure begins.

8. Bowler Alley

The sound of water trickling down rock emanates from the southern part of the cavern, which is flooded. Streams of dust drift throughout this room. To the north, two wide, high passages lead off into darkness.

The pool is 5 feet deep at the center. As the party (or perhaps a lone investigating adventurer) moves towards the center of the room, he is attacked from all sides by a pack of ravenous bowlers. They are aware of the Blood Guzzler in area 10, although it is unlikely the party will get such information from them.

As bowlers use vibrations to sense their prey, hiding in shadows or invisibility is of no use to the party, although flying characters are ignored. If the party smashes at least half the bowlers, the remainder attempt to flee into area 10 in an attempt to get the Blood Guzzler to attack them. See area 91 and 9b for further description of what happens.

Note that hacking open Bowlers for their beryls is ill-advised (if the party even knows to do this), as a weapon smashing through the stony hide of a bowler must make a save vs. crushing blow at +2 or break, an unacceptable risk considering the current circumstances.

Characters approaching the northern passages hear a soft groaning sound (the Guzzler, standing over his lost treasure hoard and muttering), although it is impossible to tell from which passage it emanates. The two tunnels (areas 9a and 9b) appear to go off at right angles, so it shouldn't be immediately obvious that they both lead to the same place.

This room collapses 1 hour and 30 minutes after the adventure begins.

Bowlers (8) (HF 1, EP 25, Int 3, AL N, AC 4, MV 6" + special, HD 3, HP 20, SZ M, #AT 1, D 5, SA Crush, SD Nil, ML 8, TOP 10, Crit BSL: Def AC +1, FF n/a, HoB 1 p 91)

1)HPs: 
 2)HPs: 
 3)HPs: 
 4)HPs: 
 5)HPs: 
 6)HPs: 
 7)HPs: 
 8)HPs: 

9a. Dangerous Way

The passage looks particularly treacherous here, and a steady stream of pebbles and debris tumbles from the ceiling 15 feet overhead.

Looks aren't deceiving, but any character with relevant skills (e.g., Mining) may attempt to reinforce the area if they have the materials (taking 30 minutes of game time), on a successful skill roll. A failed roll causes the passage-way to collapse, separating the would-be miner from the rest of the party (unless the PCs clearly state they are all staying close together, unlikely considering the circumstances), and alerts the Blood Guzzler in area 10.

Dwarves, gnomes, and appropriately skilled PCs automatically identify the area as 'unsafe', and likely suggest the best course of action is to go through the most dangerous part of the hallway (a 20 foot section) only one at a time. Each non-flying person passing through has a 25% chance of triggering a collapse; if more than one person goes through at a time, the chance soars to 90%. If the area is successfully reinforced, the chance of collapse is a mere 5% (or 20% if multiple PCs pass through at the same time). The tunnels have the same chance to collapse regardless of the direction the party is moving through them.

NOTE: For tournament purposes, the GM should rule a collapse takes place when exactly half (rounded down) of the party has passed through, and does not collapse if properly reinforced.

A collapse causes 2-12 points of damage to anyone in the dangerous 20 foot section, and 1-6 points to anyone nearby in area 8 or area 10. A save versus breath weapons cuts this damage in half. This section of the hallway is sealed, splitting the party. Successful Mining skill rolls can determine it takes at least 60 man-hours to clear a path.

Unless they are especially clever, going this way will most likely end with or more party members on one side of the collapsed area. One round after the collapse, the Blood Guzzler arrives, screaming and yelling horribly, attacking PCs on the 'wrong' side of the collapse. If other party members are nearby on the other side, they are able to clearly hear the carnage, offering an important clue that they should just run up the other hallway if they wish to save their friends, rather than try to dig their way through. It's about 240 feet to run from one collapse, through the other tunnel, to arrive in area 10. (About 2 combat rounds for 12" movement, 4 combat rounds for 6" movement, assuming they start towards the other tunnel immediately, which is unlikely.)

9b. Equally Dangerous Way

The passage looks particularly treacherous here, and a steady stream of pebbles and debris tumbles from the ceiling 15 feet overhead.

The rules here are the same as in 9a. However, the collapse of one hallway automatically stabilizes the other, although both hallways collapse utterly 1 hour and 45 minutes after the adventure begins.

10. Guzzler of Blood

This large chamber has a small ravine on the west side, and is strewn with giant boulders and debris. As you look closer, you notice that what you thought was rubble is a pile of severed limbs, some skeletal and some fresh, occupying the center of the room. Out of the darkness across the cave, a 10-foot tall, 3 eyed, hairy monstrosity lumbers toward you, screaming and yelling, its body already bleeding from a half dozen barely healed wounds.

The screaming and yelling negate all chance of the guzzler surprising the party in any event, and only the stealthiest of parties have the normal chance to surprise the creature (reduced to a 1 in 10 chance).

The guzzler is in a particularly foul mood, having recently defeated a Drow hunting party (the remains of the torsos are in the ravine), then suffering in the recent earthquake. The Guzzler did, however, keep wearing the **Ring of Protection +2** (it isn't totally stupid, after all). There is a **Two Handed Sword +2** and a **Long Sword +1** hidden within the pile of limbs near the top (5 minutes searching).

The ravine is 100 feet deep, and not particularly treacherous to any character that can normally make 100-foot climbs. At the bottom, under about 2 feet of new rubble, coins are scattered about and an elven-sized **Scale Mail +2** can be found with a torso inside it. Other items were mostly destroyed in the Guzzler's fight against the drow or smashed in the earthquake. There are also three other freshly mangled torsos in the rubble, and skeletal remains underneath them. Only PCs with relevant skills like First Aid or Healing can identify them as Drow upon successful skill rolls. Note that gathering all the coins will take some time; 1500 GP can be collected in 20 minutes, but the remaining 1500 gp takes another hour of sifting through the rubble to collect.

A narrow passage to the north can be found after a brief search of the room, though it is half-hidden behind a giant boulder. The clank of mining implements can be heard echoing beyond.

Blood Guzzler (HF 23, EP 8000, Int 11, AL CE, AC -2, MV 9", HD 13, HP 72 (already wounded), SZ L, #AT 2, D 1d6+10/1-6+10, SA Ripping, SD Nil, ML 12, TOP 36, Crit BSL: Def AC +15, FF 6, HoB 1 p 81)

Blood Guzzlers have Fire Giant Strength, and attack with a +4 to hit and a +10 to damage with their claws.

1)HPs: 

This room collapses 2 hours after the adventure begins.

11a. A Little Noise

As you advance down the corridor, the noise of a mining operation gets steadily louder.

11b. A Little Goblin

As you round a bend, you see a goblin ahead, holding a torch high and peering in your direction.

There is a different goblin watching each passage at 11b.

Whether the goblin notices the party or not depends on how stealthily they approached, although it is nearly impossible to get by the goblin without him noticing. Once the party gives themselves away, he'll wave at them excitedly, and points at them to follow him deeper into the passage. If the party just stands there, or shows defiance, it yells back a report of such to the bugbears in area 11c, but otherwise make no threatening moves. If the party attacks on sight, look to area 11c for tactics.

If the party calls out to the goblin in the goblin language (it doesn't speak common), it'll respond by offering a truce, and asking them to proceed ahead. Requests for information only get a reply of "accept the truce, sheathe your weapons, and come in and talk to my boss, or stand there", in goblin.

I 1c. A Little Trouble

(read only if combat is not immediate, modify otherwise)

This roughly hewn room has openings to the east and west, and you see another goblin torch bearer at the other. The north side has a flat wall composed of crumbling bricks. To the south, 4 exhausted looking goblins are mining their way through the rubble as best they can. The middle of the room features a half dozen bugbears eyeing you suspiciously. One ambles forward, giving you the bugbear attempt at a smile.

Zaraffin has employed several lesser creatures to work the caverns to create even more rooms. This group here is desperately trying to dig its way back to the stairs up, which have been buried by the earthquake at the southern end of the room. This is futile for two reasons. The entire chamber will collapse long before they succeed, and, more importantly, the nearly 50 surviving goblins on the other side of the cave-in (south of area 11c, not on the map) slaughtered the remaining slave-driving bugbear and fled, just before that side collapsed entirely. No amount of digging on the PCs part on this southern wall will have any effect. Note that the person who has the monomania about survival may be more inclined than the others to jump at any chance for a quick escape, even this. Also, at least one insane character should consider the bugbears to be giant fluffy bunnies.

Morale is quite low, as the goblins know they'll just be worked to death, and the bugbears know they have little chance of survival on their own. The lead bugbear (he calls himself "The Agnor" and does not use the first person, e.g., "The Agnor wishes to parley") attempts to hire the party as miners into his mining union, offering 100 gold pieces for their services (and fully planning to kill them if they do actually manage to dig through it all). PCs joining the union receive parchment ID cards from Agnor marking them as official digging union members. As an incentive, The Agnor warns the party of the Bullette and Blood Guzzler (though they may have already encountered them). The Agnor is wearing a **Ring of Fast Scabbing**, and each bugbear has 200 gp in a pouch on their belt.

Assuming the party doesn't hire on as miners, the bugbear offers to sell the party passage through the cave for only 30 gp a head (a bargain for all but the most bloodthirsty adventurers), although it won't be difficult into intimidating him into just letting the party pass, on to the other side. If the party leaves the room, and comes back, the bugbears again attempt to charge a 30 gp per head passage fee.

Anyone paying the passage fee or intimidating the bugbears can inspect the northern wall, which is clearly composed of crumbling stone bricks. They dug this chamber out until it hit an actual part of the dungeons, and then stopped. The bugbears have no interest in going through the wall as they know they are digging in the right spot, but happily sell the party 2 unused pickaxes for the outrageous price of 200 gp, although he can be bargained down to 50 gp. At least one member of the party must be a member of the miner's union before the bugbears will allow digging. They sell these separately for 10 gp each. Bashing down the north wall (the only means of escape) takes a mere 20 minutes of game time if the party has mining equipment. The bugbears will watch, but not offer assistance.

If combat ensues, the bugbears order the goblins into melee combat (including the two sentries), while they stay back and throw their spears (each bugbear has two, as they're good for shish-ka-bobbing fleeing goblins). They

additionally try to draw the party into the middle of room, where outflanking them is more likely.

Agnor the Bugbear (HF 2, EP 175, Int 8, AL CE, AC 2 (hide armor, small shield), MV 9", HD 3 + 1, HP 45, SZ L, #AT 1, D 1D8 + 2 (great spear), 1d6 + 4 (large mace), SA Surprise 5 in 10, SD Nil, ML 12, TOP 22, Crit BSL: Def AC -1; FF 8, HoB 1 p 96)

1)HPs:

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Small Shield +2 +1 +0

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Bugbears (5) (HF 2, EP 175, Int 7, AL CE, AC 4 (hide armor, small shield), MV 9", HD 3 + 1, HP 40, SZ L, #AT 1, D 1D8 + 2 (great spear), 1d6 + 4 (large mace), SA Surprise 5 in 10, SD Nil, ML 12, TOP 20, Crit BSL: Def AC -1, FF 5, HoB 1 p 96)

1)HPs:

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Hide Armor AC : 6 7 8 9

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Small Shield +2 +1 +0

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2)HPs:

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Hide Armor AC : 6 7 8 9

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Small Shield +2 +1 +0

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3)HPs:

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Hide Armor AC : 6 7 8 9

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Small Shield +2 +1 +0

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4)HPs:

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Hide Armor AC : 6 7 8 9

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Small Shield +2 +1 +0

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5)HPs:

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Hide Armor AC : 6 7 8 9

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Small Shield +2 +1 +0

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Goblins (4) (HF 0, EP 15, Int 8, AL LE, AC 6 (leather armor, small shield), MV 6", HD 1-1, HP 23 (each), SZ S, #AT 1, D 1d6 (mining pick), SA Nil, SD Nil, ML 8, Lang: Goblin, Common, TOP 12 (each), Crit BSL: Def AC -3; FF 4, HoB 3 p 81)

- 1)HPs: ☐☐☐☐☐☐☐☐☐☐
 2)HPs: ☐☐☐☐☐☐☐☐☐☐
 3)HPs: ☐☐☐☐☐☐☐☐☐☐
 4)HPs: ☐☐☐☐☐☐☐☐☐☐

This area collapses 3 hours after the adventure begins.

12. An Empty-ish Room

As you break through the bricks, you a room of worked stone, with a crumbling façade of brickwork lining the walls. Very faded hieroglyphs can be partially made out along the walls. While the purpose of the room is unclear, you have a vague feeling that you are standing on what once was hollowed ground.

An actual door faces opposite you, made of sturdy wood.

A careful inspection (10 minutes) reveals only a few rotten threads lying around, silent testimony to this room's former use as a storage area for precious textiles. The door on the northern side has a glyph on it, and it triggers if any non-Magic-User or non-digging union member tries to leave the room this way, causing a Glyph of Fire to deal 2d6 damage to those passing through.

The hallway outside the door forms a t-junction, but the western path is solidly blocked. The eastern path slopes upward very gently (requiring appropriate skill to notice).

Note this area and all areas past this are not subject to collapse.

13. Skeletal Demise

As the PCs approach the door to this room, read the following:

Ahead of you is a featureless door made of murky crystal.

This crystal door weighs more than 1200 pounds and is too wide to fit up the staircase in area 16. It has no hinges, but any character pushing on the top of the door with more than 100 pounds of weight will cause it to fall inward. Once opened, it is time for the next description:

Behind the door is a swarm of skeletal figures, eagerly pressing forward to slaughter living flesh. Several skeletal hands reach around the door and yank it fully open.

Skeletons (24) (HF 2, EP 65, Int 0, AL N, AC 7, MV 12", HD 1, HP 25 (each), SZ M, #AT 1, D 1d6, SA Nil, SD Undead immunity, half damage from hacking and puncturing weapons, ML 20, TOP n/a, Crit BSL: Def AC -2, FF n/a, HoB 7 p 65)

- 1)HPs: ☐☐☐☐☐☐☐☐☐☐
 2)HPs: ☐☐☐☐☐☐☐☐☐☐
 3)HPs: ☐☐☐☐☐☐☐☐☐☐
 4)HPs: ☐☐☐☐☐☐☐☐☐☐
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 22)HPs: ☐☐☐☐☐☐☐☐☐☐
 23)HPs: ☐☐☐☐☐☐☐☐☐☐
 24)HPs: ☐☐☐☐☐☐☐☐☐☐

The inward falling door crushes 1d6-3 skeletons.

Once the PCs defeat the skeletons, read:

Once the battle ceases, you finally get a chance to look around this room. Other than the piles of bones, this seems to be a clean and well-maintained room, only notable for four small casks of the sort one would use to transport wine. A passageway leads off towards the north.

The four casks each contain a sour but still drinkable wine. There is nothing else of value in the room. At this point it's quite possible (if he's playing the character right) that one party member will try to force himself to drink as much as he can, so the GM should allow for the possibility of some role-playing here. The room used to hold the most precious foodstuffs of the temple complex.

The GM is encouraged to review the drinking rules as per page 170 in the GMG. Each cask holds the equivalent of 10 drinks' worth of ale, with potency 75%. Clever parties will all drink, so as to prevent the alcoholic from getting too drunk.

14. Rot Grub Diving

The door looks to be made of solid iron, and is featureless except for a small, elaborate cast iron handle.

This door has a standard lock attached to it. Once the unlocked door is opened, the following description should be read:

Before you is a room filled with bookshelves - some of the shelves have fallen over, and most of the books and pages you can see lying open are rotten and have numerous holes in them. Other shelves appear to be intact. An opening is in the northern wall, and you can see light filtering through it.

This room used to hold spellbooks and scrolls, but was cleaned most thoroughly by Zaraffin, using Detect Magic to make sure nothing useful remained when he built the keep above and moved everything to one of his towers. Carefully searching the shelves results in an attack by the ravenous rot grubs, which leap from the top shelves, three onto each party member if possible. The appearance of combat tactics in a worm is simply coincidence. The books not destroyed by the Grubs are mainly composed of financial records, some going back two hundred years.

Rot Grubs (18) (HF 0, EP 1, Int 0, AL N, AC 9, MV 1", HD 1-2 hp, HP 2 (each), SZ T, #AT 1, D 1, SA Burrow to heart, SD Nil, ML 20, TOP n/a, Crit BSL: Def AC -4, FF n/a, HoB 7 p 19)

1)HPs: □□	2)HPs: □□	3)HPs: □□	4)HPs: □□
5)HPs: □□	6)HPs: □□	7)HPs: □□	8)HPs: □□
9)HPs: □□	10)HPs: □□	11)HPs: □□	12)HPs: □□
13)HPs: □□	14)HPs: □□	15)HPs: □□	16)HPs: □□
17)HPs: □□	18)HPs: □□		

15. The Golem

Magical light illuminates this large room. Whatever purpose this room had is long forgotten, and the hieroglyphs on the walls are faded beyond legibility. What is clear is that a gigantic humanoid creature made out of what looks like packed dirt stands in the middle of the room. It looks to be some form of golem. It advances toward you, its face immobile yet still radiating malice with every step. There is a chest to your left, and behind it is an opening in a ruined section of wall, and beyond that you can see wrought iron stairs spiraling up.

This room in fact, used to be a treasure chamber, and the golem was the guardian. Unfortunately, the golem became possessed of a berserk spirit (probably something Zaraffin had summoned). Unable to defeat the creature, Zaraffin carefully emptied the room via Telekinesis spells, and then abandoned it and sealed the staircase.

On the west end of the room is a chest. It is locked and trapped. The lock is of an average quality, and the trap is a fire glyph which deals 6-36 points of damage to all within a 10 feet radius when anyone touches the chest. Inside the chest is 500 copper pieces; Zaraffin did not bother to remove this chest for obvious reasons.

On the east end of the room is another small chest, protected by a permanent Invisibility spell. It is also locked, but not trapped. Inside are a matched set of 4,500 gp rubies, as well as an **Amulet of Nonmagical Movement**. The wearer and anything within 5 feet of this amulet may not be moved by magical means, including Teleport, Fly, and Levitate spells. Curiously, the wear-

er is also immune to Haste and Slow spells, although Hold Person works as normal.

The golem is a Sediment Golem, a variant of a Clay Golem, and is immune to edged weapons, and most spells are as per a typical Clay Golem. As a special design, it is also immune to ranged projectile weapons, absorbing them harmlessly. Sediment Golems never really caught on with golem builders, as they have very unstable psyches and tend to turn on their masters. This one is hopelessly berserk, and mindlessly attacks anything it can reach. It cannot leave the room under any circumstances. The leading four members of a party that can move at least 12' can pass by it before it can reach them if they run immediately, and the other members would be subject to 2 free attacks (total). In tournament play, the group does not score the encounter unless they defeat it.

Sediment Golem (HF 25, EP 6000, Int 0, AL N, AC 1, MV 6", HD 16, HP 110, SZ L, #AT 2, D 3d6/3d6, SA Nil, SD Golem immunities, ranged weapon immunity, ML 20, TOP n/a, Crit BSL: Def AC +14, FF n/a, HoB 3 p 84 (for Golem Immunities))

1)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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BEGIN ROUND 2

THE DUNGEON LEVEL

See Dungeon Map, pg. 47

The caverns below have lead the party into the dungeons of Zaraffin, where he stores many of his Nefarian creatures.

The Purpose: The objective in exploring this level should be the collection of all 4 parts of the KEYS (as explained below) to enter the central room, area 27. One part lies somewhere along each of the four routes branching out from the center room. Each route ends at an impenetrable door, at area 26.

Remember: Using a Fireball, Lightning Bolt or similar spell anywhere in this dungeon will cause a rock collapse of 20' radius for an additional 2-20 points of damage (save vs. Wands for 1/2 damage), requiring one half-hour to dig out for further movement.

THE KEYS: Each of the KEYS is a blue-gray rectangular bar 3 feet long, 8 inches wide, and 3 inches thick with a 2 inch (diameter) circle on one end (GM - see Illustration 5 on IQ3). Each is smoother than glass and is made of strong steel. All four KEYS are necessary for entry into the center room. Whenever two KEYS are held together overlapping a square end with a circular end at a right angle, this juncture glows a soft blue color, then becomes warm, and then disappears leaving the bars permanently joined into an "L" shaped one-piece unit. When the last KEY is joined to the others, the resulting 8" rectangular figure glows with a stronger blue light, not stopping until it is pressed into the matching indentation in one of the four doors at area 26. (Note that this shape somewhat resembles the configuration of the outer walls of the castle and the round towers at each corner. Zaraffin used the KEYS but he knew the area so well that he could easily bypass all of his own traps and so the gathering of the KEYS took him comparatively little time, and he could teleport from area 27 straight up the tower into the Jewel Room. Only Zaraffin could separate the KEY into its component parts again once the parts had been joined.

16. Staircase Landing

The wrought iron staircase spirals up to a landing in the center of a circular chamber, which is dusty and filled with cobwebs. A corridor of worked stone leads into the darkness.

The Chamber is 60 feet in diameter. The corridor is 20 feet wide and heads west. There is nothing of interest in this chamber.

17. Inverness Closet

This appears to be a large closet filled with rows of coats hanging from hooks. The loose belted coats have a cape attached to them and a close-fitting round collar.

PCs searching the 20 coats (which takes 10 minutes) find extensive pocket lint and 7 copper coins (total), and a pamphlet for the Hidden Shrine vacation resort inn.

18. Evil Bulls

The area up ahead seems to be some kind of corral. Two large bulls are slowly roaming around the room. A waist high wooden gate bars your entrance and you can see another gate at the opposite end of the corral. The air is hot and smells of manure.

These are not ordinary cows, but really nasty Nefarian Bullweilers, one of the Nefarian creatures Zaraffin summoned. If the PCs decide to attack with ranged combat or enter the room, the Bullweilers attack (charging through the gate to get after the PCs if needed). Their charge attack does double damage and tears off a random limb on a natural 20 (superseding the standard critical hit table). Anyone of good alignment has -2 to-hit the Bullweilers.

Bullweiler Critical Hit Table (1d12)

1d12	Limb Torn Off	Effect
1-3	Right Arm	(-4 to hit, loses use of weapon or shield as appropriate)
4-6	Left Arm	(-4 to hit, loses use of weapon or shield as appropriate)
7-8	Right Leg	(has 25% movement, loses all Dex bonuses)
9-10	Left Leg	(has 25% movement, loses all Dex bonuses)
11	Groin	(Men - has 50% movement, loses 75% of honor) (Women - no special effect)
12	Head Impaled	(instant death)

Nefarian Bullweiler (2) (HF 8, EP 1400, Int 1, AL NE, AC 3, MV 18", HD 5, HP 45, SZ L, #AT 1, D 3d4, SA Death charge, SD Head is AC 1, protection from good, ML 16, TOP 22, Crit BSL: Def AC +3, FF n/a, HoB 5 p 118)

1)HPs: 

2)HPs: 

19. The Cell

In the center of this room is a decorative pedestal and pillow. A disembodied hand lies upon the fancy pillow.

Another creature Zaraffin has summoned and captured lies in this room. This Nefarian Face-Seeking Claw attacks if the door to the room is not shut immediately after opening. Zaraffin was hoping to learn ancient arcane somatic spells, but all the claw ever did was make rude hand gestures. Face Seeking Claws always attack the face, and PCs wearing helmets that cover the face take -2 points of damage. This particular claw always grabs a victim by the head and lifts him up while raking at him with other fingers for 1d6 damage each round. Victims that do not hold onto the claw when lifted risk breaking their necks (constitution check to avoid neck breaking, but with a cumulative -2 penalty each round). The ceiling is 30 feet high in this room, and the claw will stay with its victim as far out of range as possible while letting its magic dispose of the others. The claw may cast any of Zarba's spells as an 18th level magic user, one different spell each round starting with Zarba's Crushing Hand (level 9) in the first round. In the second round it will cast Zarba's Fist of Rage (level 8), and descend from there. The Zarba hands stop all activity when the Face Seeking Claw is destroyed, but do not vanish until later, hanging motionless in air. Hidden under the pillow is 27 platinum.

Nefarian Face Seeking Claw (1) (HF 42, EP 2000, Int 5, AL CE, AC 3, MV 9" Fly (D), HD 10, HP 69, SZ S, #AT 1 or 1, D 2d6 or grab, SA See Text, SD See Text, ML 19, TOP 34, Crit BSL: Def AC +8, FF n/a, HoB 5 p 120)

1)HPs: 

20. The Monster Squares (Use VISUAL AID #1)

This room is empty and a door stands across from you at the opposite end of the room. On the floor however are painted strange symbols.

The room is 40 feet by 50 feet across. The strange symbols are actually the numbers 1-5 and 7. They are not all aligned in the same direction, but the GM should be able to tell which number is each on the visual aid. (As a hint, the left column contains from top to bottom: 2 7 4 3 2) If a player steps on a numbered square (even during combat), there is a sizzling sound as a monster of the appropriate type (see "Monster Squares" table) appears in that very square.

Monster Squares

Tile Stepped On	Monster
1	Hellhound
2	Giant Lizard
3	Giant Spider
4	Leucrotta
5	Rust Monster
7	Spitting Serpent Snake

Each monster appears only once - if any number is stepped on a second time, nothing appears. Any monsters appearing in this room immediately attack, and pursue the characters beyond this area. None of them ever retreat

or surrender. This whole room is considered one encounter for purposes of tournament scoring. GM Bonus points should be awarded if the PCs figure out that if they step on the same symbols to cross the room, no further monsters attack them, or come up with a novel method of avoiding combat. Note that the giant lizard (because of its huge size) will almost certainly force any PCs off the square it is on. Only two party members can be on the same square as any of the other large creatures - others who wish to attack in melee must step on another square. Monsters stepping on other squares do not trigger them.

Hellhound (HF 18, EP 420, Int 5, AL LE, AC 4, MV 12", HD 4, HP 38, SZ L, #AT 1, D 1d10, SA Breathe fire, SD See HoB, ML 13, TOP 19, Crit BSL: Def AC +5, FF n/a, HoB 5 p 123)

1)HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
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Lizard, Giant (HF 2, EP 270, Int 0, AL N, AC 5, MV 15", HD 3+1, HP 36, SZ H, #AT 1, D 1d8, SA Nil, SD Nil, ML 15, TOP 18, Crit BSL: Def AC +1, FF 6, HoB 4 p 88)

1)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

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Spider, Giant (HF 6, EP 420, Int 5, AL CE, AC 4, MV 3", 12" web, HD 3+3, HP 38, SZ L, #AT 1, D 1d8, SA Poison, SD Nil, ML 14, TOP 19, Crit BSL: Def AC +2, FF n/a, HoB 7 p 97)

1)HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
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Leucrotta (HF 9, EP 975, Int 8, AL CE, AC 4, MV 18", HD 6+1, HP 51, SZ L, #AT 1 or 2, D 3d6 or 1d6x2, SA Bite through metal (save vs. crushing blow), SD Kick in retreat, ML 14, TOP 25, Crit BSL: Def AC +4; FF 6, HoB 4 p 84)

1)HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
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Rust Monster (HF 8, EP 270, Int 1, AL N, AC 2, MV 18", HD 5, HP 44, SZ M, #AT 2, D Nil, SA Rusting., SD Nil, ML 11, TOP 22, Crit BSL: Def AC +3, FF 5, HoB 7 p 21)

1)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Snake, Spitting Serpent (HF 5, EP 650, Int 11, AL N, AC 5, MV 12", HD 4+2, HP 40, SZ M, #AT 1, D 1d4-1, SA Poison, spit, SD Nil, ML 11, TOP 20, Crit BSL: Def AC +2, FF 7, HoB 7 p 85)

1)HPs: □□□□ □□□□ □□□□ □□□□.□□□□ □□□□
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Spitting Serpents may spit their venom at a single target within 30 feet. The poison from the spit or bite has an effect determined by the table below. (For tournament use, assume a 12 was rolled.) The spittle additionally blinds victims who fail a save vs. poison. The blindness wears off after 2-12 hours.

Venom Table

Roll	Modifier to Save	Damage	Per	Effect Time
1-4	+3	Debilitating for 2-8 days	-	1-4 turns
5-6	+2	Death	-	2-5 rounds
7-11	+1	1d4-2 points/round	2-12 rounds	-
12-14	none	1d4-1 points/round	1-6 rounds	-
15-16	-1	Debilitating for 1-4 days	-	2-8 rounds
17-18	-2	Debilitating for 1-12 days	-	1-4 rounds
19	-3	Death	-	1 round
20	-4	Death plus 1-6 points	-	Instantaneous

21. The Closet of Inverness

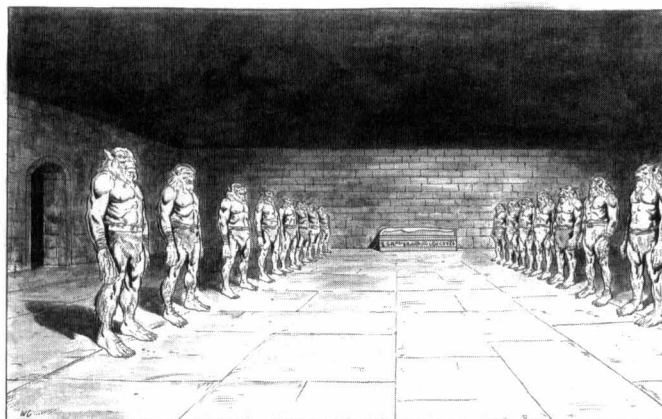
This appears to be a large closet filled with rows of coats hanging from hooks. The loose belted coats have a cape attached to them and a close-fitting round collar.

There's nothing but the coats in here. It takes 10 minutes to search all of them.

22. Trapped Room

This room is trapped with a pit trap located in the center of the room. The trigger is located on the inside door handles. When someone touches either door trying to exit the room, ask the PCs where they are all standing. The PCs in the back of the party will fall into the 10 foot x 10 foot pit (20 feet deep), taking 2-12 damage. Examining the door cannot reveal this trap, for the mechanism is entirely within the wall, but examining the floor can.

23. Bugbear Room (Show Illustration 7 on IQ4)



This large room has a towering high ceiling. There is a passage in the center of the west wall. In the room are 16 bugbears without weapons, standing perfectly still. However, they appear too life-like to be simple statues. In the center of the north wall is a large stone sarcophagus and what looks to be another passageway beyond it.

The room is 90 by 90 feet across with a 20 foot high ceiling. The sarcophagus is 10 feet long and 5 feet wide and tall if examined. The bugbears are in a type of temporal stasis - 4 animate and attack any intruders within the room each time one of the doorways is passed through, after the room is first entered. (For example, if a party member steps out of the room and then in again, 8 bugbears are animated.) The doorway, and not the floor, is the trigger. Flying and Levitation spells still animate the monsters. Characters using Dimension Door and Teleport spells do not activate the bugbears. The Bugbears are led by a chieftain, who animates with the second "batch" of 4. If an inanimate bugbear is attacked, it suffers no damage that round, animating and attacking in the following round. The suddenly animated bugbears surprise a party 7 out of 10 times. (Though only the first batch of four would surprise, of course.)

A total combined Strength of 50 points (or more) is needed to move the heavy stone lid of the sarcophagus. Opening it reveals thousands and thousands of copper pieces with some silver mixed in (6,000 cp and 2,000 sp). Mixed in with the coins at the very bottom are 4 gems (values 10, 50, 60, and 1,500 gp) and a flat piece of metal (KEY #1). It takes two minutes to discover KEY #1, ten minutes to discover all 4 gems, and one half-hour to sort 1000 silver the silver from the copper, and one hour to sort the rest.

Bugbears (15) (HF 2, EP 175, Int 7, AL CE, AC 5 (chain mail), MV 9", HD 3+1, HP 36, SZ L, #AT 1, D 2d4+2, SA +2 damage, surprise, SD: Nil, ML 12, TOP 18, Crit BSL: Def AC +1, FF 6, HoB 1 p 96)

1)HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
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2)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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3)HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
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4)HPs:

5)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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6) HPs:

7)HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
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8)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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9)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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10) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
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11) HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
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12) HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
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13)HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐
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14)HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
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15)HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
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Greater Bugbear Chieftain (HF 9, EP 2000, Int 9, AL CE, AC 5, MV 12", HD 8, HP 60, SZ L, #AT 3/2, D 2d4+7, SA Surprise, Strength 19, SD Nil, ML 15, TOP 30, Crit BSL: Def AC +9, FF 7, HoB 1 p 96)

1)HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

24. Kitty & Ball of String

The corridor opens up into a small room filled with a large black cat, larger than anyone in your party. The cat looks up from the giant ball of yarn it was playing with and leaps towards you.

The Hellcat has begun to grow bored with his toy and has decided the party members would be more fun to play with. The Hellcat will attack good PCs first, and will not attack those of lawful evil alignment. Only magical weapons can damage the Hellcat. Magical weapons do not apply their bonus to damage. The Hellcat has a 20% spell resistance and are immune to mind affecting spells such as Sleep. If anyone checks the ball of yarn, they discover a dead halfling in the center of it. The halfling has a **Ring of Animal Friendship** on and his pockets are filled with some kind of dried herb (useless).

Nefarian Hellcat (HF 16, EP 1400, Int 8, AL LE, AC 6, MV 12", HD 7+2, HP 57, SZ L, #AT 3, D 2-5/2-5/2-12, SA Nil, SD See text, ML 15, TOP 26, Crit BSL: Def AC +5, FF n/a, HoB 5 p 121)

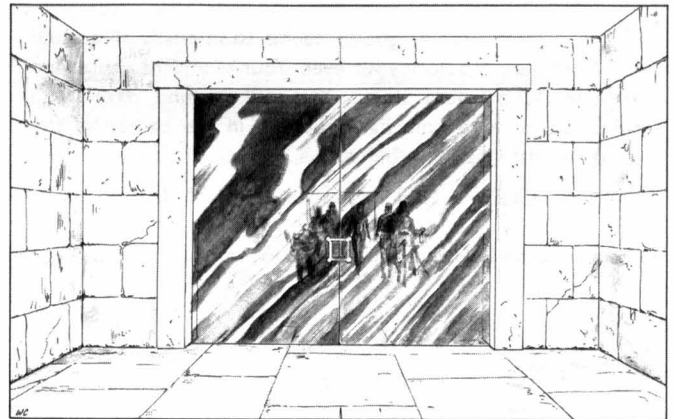
1)HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
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25. Litter Storage

You almost choke on a dust cloud as you open the door. Once it clears, you can see the room is filled to the ceiling with gray dusty pebbles. A horrendous odor fills the air. There seem to be vague, solid lumpy shapes formed in the near-mountain of pebbles.

This is the litter room of the Nefarian Hellcat. Any player examining the solid shapes, or searching through the pile uncovers some Hellcat droppings coated with the pebbles. The horrible, demonic stench unleashed if they do this dizzies all the PCs within the room and causes them all to be at -1 to hit and +5% chance of spell failure for the duration of this tournament round.

26. The Metal Doors (Show ILLUSTRATION 5 on IQ3)



The wide corridor the party has been following ends in a gleaming wall of blue-gray metal, smooth enough to reflect your forms as you approach. In the center of the wall, about waist height, is a semi-square channel cut into the surface of the metal, 8" on a side, 1" wide, and about 1" deep. There is a circular shape at each corner of the square.

The central room and the walls are protected by an anti-magic field so intense that absolutely nothing will harm the doors, and nothing will allow the party to enter the central room except the proper operation of the KEYS.

The KEYS may either be joined into one KEY and then placed into the indentation, or placed one at a time into the sides of the square. Regardless of the order, the overlapping portions of the KEYS meld into each other, forming (when complete) a 8" x 8" castle-like shape that exactly matches the indentation. When the entire KEY is in the indentation, the whole door will glow briefly with an eerie blue light, a seam appears in the middle of the door, and two sections slide to either side to reveal area 27.

27. The Central Room

When the indentation is filled with the strangely shaped key, a line appears in the center of the blank wall and the door divides into two halves, which quickly but smoothly spring apart. Beyond the door is a room with a low ceiling. The walls, floor, and ceiling are all made of the same smooth, blue-gray metal that the KEY and doors are fashioned of. The room is bare except for 8 thickly padded reclining chairs.

This room (40 by 40 feet, 10 foot ceiling) may be entered through any of the four doors, any one of which requires that the four-part KEY be used. No magic can be used to gain entry into this room without the KEY. When all surviving members of the party have entered the room, announce that "the doors slam shut behind you" a precaution that Zaraffin took in case he should ever be pursued into the room (nothing is able to open them again). Begin a slow and silent count to 10, noting any player actions during this period. When you reach 10, announce that the PCs find themselves "slammed to the floor" (or into the chairs, if they are sitting in them). If they hit the floor, they suffer 2d6 points of damage. Otherwise, if they are all in the chairs or levitating, no damage will be taken. Read the following to the PCs after the count ends:

You feel a giant lurch as gravity seems to intensify all around you. Colors swirl before your eyes. Your stomachs churn, and suddenly the pressure stops. You look around, dazed, and notice that a large hole has appeared in the center of the ceiling - it was not there before.

Entering into this hole ends the round, look at area 43 for the beginning of round 3.

28. Illusory Ball

When you open the door, you see a huge stone ball rolling very quickly towards you!

The ball is a programmed illusion, and it rolls at a rate of 12" traveling down the southern corridor with a great rumbling roar. If PCs are "struck" by the ball, it passes through them with no effect, but others in the party think that they saw the victim being crushed by the ball. The "victims" must touch the "survivors" to dispel this illusion. The "victims", of course, take no actual damage but believe they are taking 10d4 (standard illusion rules apply). PCs staying in the room see the illusionary balls falling out of a hole

in the ceiling (1 additional one each round). They continue to drop and roll to area 30 as long as the door to area 28 is open. More than one "ball" may accumulate in the "pit". The illusions may be dispelled by entering area 28 or by casting a Dispel Magic spell at a ball. The balls were cast by a 12th level magic-user.

29. Broom Closet

This large closet is filled with buckets, brooms, some soap, and brushes.

This is a just a closet filled with cleaning supplies. They are worth approximately 4 gp total, but carrying them around would negate surprise for anyone who wished to do so because of their awkwardness, and force them to drop the items before entering combat.

30. Rubble Room

This large square room has collapsed in 2 places, leaving rubble and rotten timbers in two piles higher than your heads beneath the holes. There is an open pit in the center of the room. A 10 foot wide passageway continues from the opposite wall.

The room is 50 feet square and has a 20 foot high ceiling. The pit in the center of the room is only 10 feet deep - it is here the illusory balls from area 28 roll into this pit and then vanish. Behind the western pile of rubble (indicated by an M on the map) is the lair of a Manticore. It springs to the top of the western rubble pile when anyone gets within 30 feet of that pile, and throws its tail spikes until engaged in melee or out of spikes.

Manticore (HF 10, EP 975, Int 6, AL LE, AC 4, MV 12", 18" Fly (E), HD 6+3, HP 53, SZ H, #AT 3, D 1d4-1(x2)/1d8, SA Tail spikes, SD Nil, ML 14, TOP 26, Crit BSL: Def AC +5, FF 8, HoB 4 p 115)

1)HPs:

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00000	00000	00000	00000	00000	000

Poking around the monster's lair behind the rubble, you find several skeletons (at least some of them are human), all covered with filth and some dried droppings. There are also various rusted suits of armor, rusted weapons, rotting pouches, and so forth. One of the skeletons is wearing a suit of chain mail, remarkable for the fact that it is not rusty. An unusually large pile of more recent droppings and assorted filth sit in the very northwest corner, and the stench from them is truly awful this close up.

In a pouch on a skeleton are two glass vials filled with liquid, and an ivory scroll case lies beneath another skeleton. The chain mail is **Chain Mail +1**, the vials contain **Potions of Flying** and **Water Breathing** (1 dose each), the scroll case contains a **Magic-User Rope Trick Scroll**. A sip of a potion gives a clue to its purpose without draining the dose (for example, for water breathing: "Your throat burns, and the air seems to feel thin."). Note that if a potion is consumed while another is still in effect, the potion miscibility table in the GameMasters Guide should be consulted. Even when sipping them.

KEY #2 is hidden under the large pile of droppings and filth in the northwest corner. The PCs must specifically examine the filth - they suffer no ill effects, other than having a foul odor hang about them, unless they and the key are washed off thoroughly.

31. Imp Room

When the party arrives at the door read the following:

The door before you is made of solid silver. You can hear someone laughing on the other side.

The door to the room is locked with a superb quality lock (-60% to skill check). An open doors check with a -2 penalty can also open it. When the door is unlocked, the Nefarian Imp trapped inside turns invisible and flies up to the ceiling. It then demands in a loud booming voice that the characters fall to their knees or be destroyed. The voice agrees to allow the characters to leave if they agree to leaving a tribute (magic items or a large sum of money would placate him). The Imp was trapped in the room by the silver door, and if the PCs leave it open the Imp follows and pesters them from a safe distance, always invisible and near the ceiling. If the characters directly threaten the voice, the Imp turns into a Giant Spider claiming to be the Spider Gawd Selvetarm. He then attacks the party in spider form - once this form is defeated, he reverts to his natural form with his full hit points and attacks again. All the special features apply to the imp in spider form, except for the poison tail attack.

Imps are immune to cold, fire, and electricity and can only be damaged by silver or magic weapons. Imps have a 25% spell resistance. They can regenerate 1 hit point per round. When the Imp is forced into its true form, it attacks with its tail. Anyone struck and failing a save vs. poison is killed instantly. If the characters do anything except closing and locking the door or completely defeating the Imp in combat, do not score this room as a tournament encounter.

Spider, Giant (HF 6, EP 420, Int 5, AL CE, AC 4, MV 3", 12" web, HD 3+3, HP 38, SZ L, #AT 1, D 1d8, SA Poison, SD Nil, ML 14, TOP 19, Crit BSL: Def AC +2, FF n/a, HoB 7 p 97)

1)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
□□□□ □□

Nefarian Imp (HF 13, EP 1400, Int 8, AL LE, AC 2, MV 6", 18" Fly (A), HD 2+2, HP 32, SZ T, #AT 1, D 1d4, SA See text, SD See text, ML 9, TOP 16, Crit BSL: Def AC -1, FF n/a, HoB 5 p 125)

1)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
□□

32. Hellhound Room

A barking like none you've ever heard before is coming from the other side of this door. Someone or something is clawing and scratching the door from the other side, trying to get at you.

The door is trapped with a Shocking Grasp spell, and anyone opening it is shocked for 1-8 damage. When the door is opened, two Nefarian Hellhounds attack the party. Nefarian Hellhounds may attack each round with their breath weapons and a bite attack. They are immune to fire. One of them is wearing a **Collar of Iron Skin**, and its magical effects apply during combat. There is nothing else in this room at all.

Nefarian Hellhound (2) (HF 18, EP 420, Int 5, AL LE, AC 4, -1 (Collar), MV 12", HD 4, HP 52, 72 (Collar) SZ L#, #AT 1, D 1d10, SA Breathe fire, SD See HoB, ML 13, TOP 19, Crit BSL: Def AC +5, FF n/a, HoB 5 p 123)

1)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
□□□□ □□□□ □□□□ □□□□ □□

2)HPs: 

33. Spider Nest

You can see through the room ahead of you, as the door in front of you and on the other side have been smashed. Graceful spider webs line the corridor 10 feet in front of the room, and cover much of the room's inside. The floor of the chamber is covered with what looks like fine ash.

Located in each ceiling corner of the room is a Nefarian Hellspider. They appear to be normal spiders, though two feet long, and with two rough-edged sparking mandibles. When a Hellspider attacks anyone wearing metal armor, there is a 25% chance that a spark shoots forth from the strike, causing the highly flammable webbing within 10 feet of the strike to ignite. Those caught within the flames take 2-12 points of damage. Hellspiders are immune to fire and do not take damage from this. If Hellspiders are exposed to any type of fire they double in size immediately, doubling current hit points and gaining a +2 to hit and damage for two rounds (10% chance that the exposure triples hit points and gives a +3 bonus to both). The bonuses are not cumulative, but if they wear off they can be exposed again for the same effect.

There is nothing of value in the rubble. The Hellspiders couldn't agree on which of them should remove the rubble from the lair, so it just sat there.

Nefarian HellSpider (4) (HF 4, EP 130, Int 1, AL N, AC 6, MV 9", HD 2, HP 28, SZ S, #AT 1, D 1d6, SA See text, SD Immune to fire, ML 10, TOP 14, Crit BSL: Def AC +0, FF n/a, HoB 5 p 124)

1)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

2)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

3)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

4)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□

34. The Tunnel Room

Solid passageways lead out of the south and east sides of this large room. Five irregularly shaped tunnels also open into the room in the northeast, north, northwest, southwest, and southeast walls; each is roughly cut out of the rock and about 8' tall. Between two tunnels, in the northwest corner of the room, is a large chest of iron, secured with a lock.

The room is 30 by 50 feet with a 20 foot high ceiling. After entering the room, the party has 1 round in which they may investigate the chest or leave the room. The chest is not locked, and contains 7,000 gp and 4,000 sp. A flat piece of metal with one circular end, KEY #3 is buried amidst the coins, and is not found until 2 minutes are spent searching the chest. If the party

ignores the chest and proceeds through the room, nothing occurs. If time is spent in the room to search or anything else, read the following to the PCs:

You hear a rumbling sound from the southwest - it sounds like huge quantities of earth falling into the room, perhaps it is a cave-in.

Any character who turns to look at the source of the noise or asks the GM what it is has looked at least one of the two Umber Hulks. PCs meeting their gaze must save vs. spells or become confused for 3-12 rounds. Describe what they see as two "tall, yellowish-brown creatures with beetle-like mandibles" If a character becomes confused, determine the resulting action each character will take by rolling 1d10 and consulting the following chart:

Random Character Reactions

Die Roll	Action
1	Wander away for 1 turn
2-6	Stand confused for 1 round, unable to attack
7-8	Attack nearest creature for 1 round
9-10	Attack the umber hulk for 1 round

Note that until a 1 is rolled or the 3-12 round duration expires, confused characters must roll a new action each round (using the table above) until the GM informs them that they are no longer confused.

Note that the Umber Hulks surprise 8 out of 10 times. Any character confronting an umber hulk will either fight with -4 to hit from not looking at the creature or must make a saving throw before each round of attacks. The umber hulks do not retreat and fight to the death in this room. It does not pursue a party out of the room, and if characters flee the encounter, it returns to one of its 5 tunnels (determined at random on a d10) and burrows into the room in a new spot (GM's option) if the party returns.

Umbur Hulk (2) (HF 32, EP 4000, Int 9, AL CE, AC 2, MV 6", 1-6" Burrow, HD 8+8, HP 68, SZ L, #AT 3, D 3d4/3d4/1d10, SA Surprise 8 in 10, confusion, SD Nil, ML 13, TOP 34, Crit BSL: Def AC +7, FF 13, HoB 8 p 40)

1)HPs: 

2)HPs: 

35. Ebony Death Legion Room

Once the enter the Hallway from area 35 to 38, read the following:

This long hallway seems to exude malevolence, and an evil chill runs up your spine as you enter it.

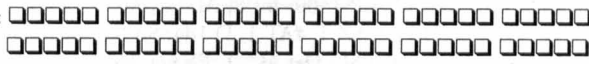
A large iron locked door is in the corner of this hallway. Once it is unlocked (by a thief) or someone succeeds with an Open Doors check, read the following to the PCs:

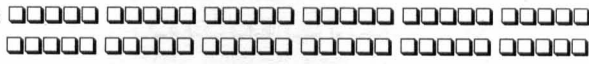
The door is difficult to open, but does eventually yield. Within

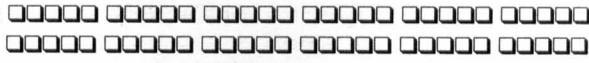
the room beyond are several beings. They appear to be skeletons, but still have their skin, which is black and stretched across their bones. Two menacing horns protrude from above their eye sockets. Red slime oozes out of their body and drips off onto the floor as they advance towards the party. There is a wooden chest behind them in the corner.

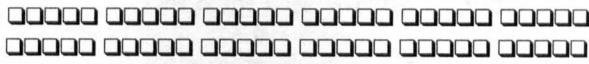
These beings are Ebony Death demon minions from the Nefarian Planes. If the PCs close and lock the door, they will not leave the room (they don't like iron). They are part of the army Zaraffin planned to use on the assault on Barcen. They have been waiting here for quite awhile and itching for a fight and enjoy destruction. During the first round of combat the Ebony Death will use their Darkness ability to prevent the characters from seeing in the hallway. One of them does not attack immediately and tries to get past the characters into the hallway - once it has done so, it turns and attacks. They are very intelligent and try to lure the characters into the room for optimal attacks. While the Ebony Death demons appear to be skeletons, they are actually far more deadly. The reddish slime of the demon causes weapons to slide off its body. Puncturing or hacking weapons do only half damage to them. Cold-wrought iron (unlikely any player would have it, unless specifically mentioned) inflicts +2 points of damage per strike. They have a 50% resistance to magic. Ebony Death have the following powers usable as 12th level casters at will: Darkness 5' Radius, Fear (by touch), Levitate, Fly, Dispel Magic, Polymorph Self, Heat Metal (14th level cleric), and Gate (chance to gate in an additional Ebony Death 25%). They also have a gaze attack equivalent to a Ray of Enfeeblement cast by a 12th level caster with a 20-foot range. They also have all the abilities of a 9th level thief (including back stab). The Ebony Death are wielding spears and are +3 to hit and +7 damage due to their 19 strength. There is a chest in the corner containing supplies for their assault which include a potion of **Oil of Invulnerability** (4 medium size applications) and a set of +5 **Black Leather Armor**. The armor is cursed, for if anyone puts it on, they slowly become chaotic evil (2-5 months) even if the armor is removed. If the armor is worn for more than a month, the wearer will become an Ebony Death. Remove Curse abolishes these effects and permits the armor to be removed, but if worn again the curse comes back and cannot be removed with a simple Remove Curse. For tournament play, these monsters do not use their gating ability.

Ebony Death (4) (HF 40, EP 4000, Int 12, AL CE, AC -3, MV 15", HD 7+14, HP 60, SZ M, #AT 1 or 3, D 1-6 +7 (spear +7 from Strength) or 2-5/2-5/2-8, SA +3 to hit from strength, see text, SD See text, ML 16, TOP 30, Crit BSL: Def AC +9, FF n/a, HoB 5 p 87)

1)HPs: 

2)HPs: 

3)HPs: 

4)HPs: 

36. Fire Room

The room before you is engulfed in flames. Standing in the center, partially consumed by the flames is a humanoid with heavy horns and a scaly hide. The being brings a handful of dirt and rocks to his frog-like mouth, but drops them as he notices you. It licks its lips hungrily with a slimy tongue as a grin crosses with face.

For tournament play, this monster does not use its gating ability.

Type II Demon (HF 33, EP 2000, Int 5, AL CE, AC -2, MV 6", 12" Swim, HD 9, HP 65, SZ L, #AT 3, D 1d4-1(x2)/4d4, SA +3 to hit, see text, SD See text, ML 14, TOP 32, Crit BSL: Def AC +7, FF n/a, HoB 5 p 94)

1)HPs: 

As you open the door, you are met with a chilling air and see the room beyond is covered in ice. In front of you stands four skeletal fiends. They raise the large crude meat hooks they hold in their bony claws, and prepare to strike.

The Bone Devils are more devil troops of Zaraffin's Nefarian army. They fight viciously against the party, and tear the door down if it is closed again. Anyone hit by a hook has a 50% chance of becoming snared upon it. Those snared on a hook lose 1-4 strength per round (unless they successfully make a save vs. poison) and are hit by the other claw hand for 2-8 damage. If the hook is removed (it takes 1 full turn, and must make a strength check against the devil) their strength returns in 1-6 rounds. One Bone Devil (the leader) has a segmented ivory scorpion tail (bashes for 2-8 and a successful hit drains 1-4 strength for 1-6 rounds).

The Bone Devils are very intelligent and fight as an organized battle unit. Bone Devils have a 40% magic immunity and can use the following powers once per round as a 9th level caster: Fear 5' Radius, Improved Phantasmal Force, Fly, Invisibility, Detect Invisibility, and Gate (40% chance of summoning another Bone Devil). Once per day they can cast a Wall of Ice, and may use it to cut off the party if they try to withdraw. For tournament play, these monsters do not use their gating ability.

Bone Devils (4) (HF 44, EP 5000, Int 11, AL LE, AC -1, MV 15", HD 9, HP 65, SZ L, #AT 1 or 2, D 3d4 or 2d4/2d4, SA See text, SD See text, ML 15, TOP 32, Crit BSL: Def AC +7, FF n/a, HoB 5 p 111)

1)HPs: 

2)HPs: 

3)HPs: 

4) HPs: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
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☐ ☐ ☐ ☐

38. Training Room

You have entered some kind of training room, as various weapons line the walls. You seem to have disturbed a fencing match in progress. The fighters are strikingly handsome but have red skin, thin mustaches, and two small horns protruding from their heads. The devilish men turn, make gestures at each other with their sabers, then turn towards the party and yell "En Garde!"

These two Stygian Face Slappers have grown tired of dueling each other, and are looking for new worthy opponents. Since there are none available, they will fight the PCs. Slappers are created from the souls of lawful evil fighters, and spend most of their time in the Planes of Hell. These Slappers do not kill the characters quickly (unless they start to lose), but instead do called shots to sensitive areas and attempt to carve their initials into the PCs (Combatant's Guide p 104). Slappers taunt the PCs every time they hit them (GM's discretion on honor lost based on player's witty comeback). Slappers that happen to fumble and drop a weapon become angered. Angered Slappers have an increase in damage (+4) but have lower accuracy to hit (-2). Slappers can only be hit by magical weapons, and taunt the characters with that fact. There is also a cumulative 5% chance each round that the Slappers become angered due to the fact the battle is taking to long.

On the walls of the training room are the following: 4 Medium Shields, 6 Battle Axes, 2 Khopeshes, 4 + 1 **Short Swords**, 4 Scimitars, and a +2 **Quarterstaff**.

Stygian Face Slapper (2) (HF 26, EP 1400, Int 11, AL LE, AC 2 (Padded Armor + Bonuses), MV 12", 15" Fly (D), HD 9, HP 65, SZ M, #AT 2, D 1d8 (by saber, speed factor -2), SA Rage, SD Immune to mundane weapons, ML 17, TOP 32, Crit BSL: Def AC +7, FF 4, HoB 7 p 119)

1)HPs: 

Padded Armor AC: 8	9

2)HPs: 

Padded Armor AC: 8	9
	

38b. The Crystal Pedestal

Across from you is an unmarked iron door in the center of the opposite wall. In the center of this room is a 3 foot tall crystal pedestal with an 8 inch diameter crystal ball on top of it. There are engravings on the pedestal, and there seems to be movement within the murky confines of the ball.

If the players examine the ball and pedestal, they can see that there are three or four vague shapes moving around inside the crystal ball. The engravings on the pedestal are of four unfamiliar words.

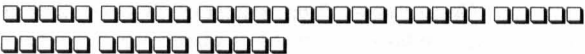
The south door does not open until at least 4 figures have been released from the ball by the method described hereafter. The ball and the pedestal are absolutely immobile, impervious to physical force or spells. The pedestal and ball detect as magical. The words have no exact meaning, other than as triggers for releasing creatures - comprehend languages and other related spells will not provide any clues to the secrets of the ball.

Each time a character says one of the words engraved on the pedestal, one of the creatures in the ball is released. If more than one word is spoken, or if a word is repeated, multiple creatures may be released simultaneously. Any creatures released immediately attacks the character saying the words. The words and the creatures they release (respectively) are found on the following chart:

Creature Release Words

Word	Creature
IXAM	Carnivorous Ape
ALRASTIL	Ice Toad
PENTUKO	Minotaur
MYRG	Owlbear

Ape, Carnivorous (HF 4, EP 275, Int 7, AL N, AC 6, MV 12", HD 5, HP 45, SZ L, #AT 3, D 1d4/1d4/1d8, SA rending if both hands hit for D 1d8 additional, SD Nil, ML 11, TOP 22, Crit BSL: Def AC +3, FF 5, HoB 1 p 25)

1)HPs: 

Ice Toad (HF 7, EP 270, Int 8, AL N, AC 6, MV 9", 9" Hop, HD 5, HP 40, SZ L, #AT 1, D 3d4, SA Radiate Cold, SD Nil, ML 10, TOP 20, Crit BSL: Def AC +3, FF 5, HoB 8 p 13)

1)HPs: 

Minotaur (HF 8, EP 1400, Int 5, AL CE, AC 6, MV 12", HD 6+3, HP 53, SZ L, #AT 2, D 2d8/2d8, SA Grapple, charge, SD +2 surprise, ML 13, TOP 26, Crit BSL: Def AC +5, FF 9, HoB 5 p 22)

1)HPs: 

Owlbear (HF 5, EP 900, Int 5, AL N, AC 5, MV 12", HD 5+2, HP 47, SZ L, #AT 3, D 1d6/1d6/2d6, SA Hug, SD Nil, ML 12, TOP 23, Crit BSL: Def AC +3, FF 7, HoB 6 p 51)

1)HPs: 

Any creatures released fight to the death without retreating. If at least one of each type is released, the south door opens. If exactly one of each type of creature is released from the ball, the ball shrinks and becomes a magical crystal ball (no additional powers) and may be removed from the pedestal.

38c. Treasure Closet

Moldy furs and robes hang on racks in this closet.

Searching the furs and robes yields 7 gp and 16 sp in various pockets, taking 10 minutes. Searching for secret doors finds a hidden panel in the back of the closet containing 7 gems: a garnet (1000 gp), a star sapphire (1000 gp), a black pearl (500 gp), an aquamarine (500 gp), a fire opal (1000 gp), and a clear-blue white diamond (5000 gp). This niche also contains a **Manual of Quickness of Action** and a **Manual of Bodily Health**.

39. Zaraffin

This room has suffered quite a bit of damage as rocks and broken timbers lie everywhere. Possibly a cave-in occurred in this room caused by the earthquake earlier. In the center a humanoid's legs can be seen partially buried in a large pile of rocks that completely covers the opposite side of the room. The legs are obviously broken, as they are bending in opposite directions. Small pebbles and trickles of dirt occasionally fall from the ceiling.

Digging the body out is dangerous as the room is unstable. Every 10 minutes there is a 15% chance that the ceiling collapses (reduced to 4% if supports are made) burying anyone in the room and 40 feet down the corridor under 40+ feet of rock and dirt and dealing 3,745 points of damage. If the ceiling does not fall, tell the PCs that the pebbles and small stones fall down with increasing speed. The buried body belongs to Zaraffin and would take 30 minutes for 5 characters to dig out. (Approximately 20 minutes for 7 characters to dig out.) On his body lies the remains of a broken wand and a pouch containing 4 diamonds (300 gp, 700 gp, 1000 gp, and 1400 gp), and his traveling **Spellbook** (which his name is written on the inside cover). Anyone searching his body may discover small horns and ridges on his back and may deduce that he was a Demon Spawn himself (not that it matters, though it explains how he was able to keep the others under control so easily). The Spellbook contains the following:

Zaraffin's Spellbook

1st level - Hold Portal, Protection from Evil, Identify, Haarpan's Floating Cart

2nd level - Kachirut's Kinetic Strike, Ray of Enfeeblement

3rd level - Dispel Magic, Paralyzation, Wraithform

4th level - Close Portal, Minor Globe Invulnerability

5th level - Contact Other Plane

40. The Bead Curtain

On the west side of this room is 3 foot wide curtain of beads. Somehow, you cannot see through the beads into the area beyond.

The curtain blocks sight and sound from this side, and may only be destroyed magically (by Dispel Magic or two Knock spells). A character may

3rd: 4 Ogres, each with 50 gp.

Ogres (4) (HF 2, EP 270, Int 8, AL CE, AC 5, MV 9", HD 4+1, HP 45, SZ L, #AT 1, D 1d10, SA Nil, SD Nil, ML 11, TOP 22, Crit BSL: Def AC +5, FF 4, HoB 6 p 24)

1)HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐
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2)HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐
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3)HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

4)HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐
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4th: 3 Gargoyles, each with 60 gp.

Gargoyle (3) (HF 4, EP 420, Int 5, AL CE, AC 5, MV 9" 15" Fly (C), HD 4+4, HP 48, SZ M, #AT 4, D 1d4-1(x2)/1d6/1d4, SA Nil, SD +1 or better to hit, ML 11, TOP 24, Crit BSL: Def AC +3, FF 9, HoB 3 p 47)

1)HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐
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2)HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐
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3)HPs: ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐
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40a. The Other Side of the Curtain

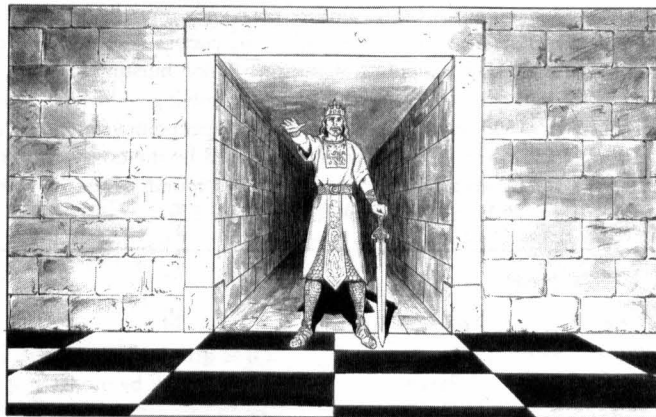
See area 40 for details.

41. The Five Cubicles

The corridor ends in a wall lined with five cubicles. Each has a human-shaped indentation in it, surrounded by scrollwork and other ancient carvings.

No traps can be detected here, although a successful find traps indicates the presence of something mechanical in nature. When a character steps into a cubicle (back against the stone), metal bands spring out from the sides of the indentation and encircle the character. The stone cubicle pivots, and the character is carried along a narrow passageway. Each cubicle arrives in the appropriate square in area 42 (GM - See Visual Aid #2). For example, a character that activates the southernmost cubicle ends in starting space E. At this point the metal bands disappear into the stone, and the square the character is standing on glows with a bright white light. The five cubicles work simultaneously, or they may be operated individually. Each cubicle only travels one way until the statue across the "board" is touched, then the cubicles may be operated in the same manner to return the characters to area 41.

42. The Chess Room (Use VISUAL AID #2 - also show Illustration 2 on IQ2)



The cubicle forces you out onto a square that glows with a cold white light. The other 64 squares in this room are gray, blue, green, and yellow. In the center of the far wall is a passageway. In front of the opening, straddling two squares, stands an intricately detailed statue of a handsome man, 7 feet tall, wearing a richly jeweled crown. His left hand is resting on the hilt of a longsword, and his right arm is outstretched, palm outward, toward the center of the east wall, as if in greeting or in warning.

Note that if specific colors are ignored and the floor pattern is just considered to be colored and gray, a normal checkerboard pattern is formed. The different colors listed in the handout are a "red herring" and exist only to throw PCs off the track. The trick here is that each character must move across the board in the manner of the chess piece that starts the game in that character's initial square. A must move like a rook, B and E must move like knights, C must move like a king, and D must move like a bishop. Each time a character moves correctly, the square he or she moves to glow white. However, each time a character deviates from the pattern, the character's movement ceases, the square glows red, the character sustains 5 points of damage (no saving throw), and the square then glows white again. Whenever a character takes damage from a square, that square becomes the legitimate starting square for the character's next move (hence the white glow). When a character touches the statue with a bare hand (must be on one of the 2 square in front of it), that character is safe and never again suffers movement restrictions or hit point losses in this room. Any character flying, climbing on the walls, teleporting, and who otherwise do not contact the ground do not suffer any hit point losses but also do not obtain the immunity described above and are still considered as the piece (rook, knight, etc.) of their original designation. Thus, later in the game they may still suffer damage if they travel on the floor in an incorrect pattern. It is important that the GM record which square the character starts on for future reference, as needed.

The GM should ask each person to which square they are heading and what route they take to get there. Then announce how far each player got and whether all the squares under them glowed white, or they are stopped at a red square. Remember, the very first square a player touches that is incorrect, he must stop there and take his damage.

Examples of Movement: Character A (rook) may move one or more spaces horizontally or vertically, but will sustain damage each time he or she moves diagonally. If that character moves diagonally, that new square will become legal for that character (this is indicated by the white glow that follows the red "damage" glow). Characters B and E (knight) must move two squares forward or sideways and then one at a right angle to their former path (an "L"

has an unpleasant scent to it. The ground is broken and uneven, with loose rock all around. You can see no ceiling, but the entire area is dimly lit from above. You seem to be able to go freely in any direction.

Jurassic Creature: Pteranodon (3) (HF 3, EP 175, Int 1, AL N, AC 7, MV 3", 15" Fly (B), HD 3+3, HP 38, SZ L, #AT 1, D 2d4, SA Skewer, SD Nil, ML 9, TOP 19, Crit BSL: Def AC +2, FF 8, HoB 4 p 56)

1)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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2)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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3)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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47. THE EARTH LEVEL

The staircase leads upward to a large, well-lit area full of trees and dense undergrowth. The ground is rich loam, soft and dark brown. There is a narrow pathway through the otherwise impenetrable undergrowth. The air is hot and humid, and the ceiling is far above you and difficult to look at because of the light. Several of the trees grow up to that height.

Although the trees are climbable, climbing them or trying to hack through the undergrowth leads to the discovery that there are tightly packed earthen walls about 10 feet back from the edge of the path and it is impossible to see anything of use by climbing the trees or otherwise (i.e., no "aerial views" for easy mapmaking). The forest is so dense that there is no way to go through it without either using the path or using spells (such as Speak With Plants, Pass Without Trace, Plant Door, etc.). Every path the party can take eventually leads to the 20' clearing (area 49, below).

For each of the four "dead ends" on the map, there is a 75% chance that it holds a Su-Monster hanging upside-down over the path (out of sight) waiting for prey. If the party lingers for more than a minute at any dead end, the Su-monster attacks. If one Su-monster is attacked, the other two arrive in 2 and 4 rounds (respectively) to assist in fighting the party. (They know of holes in the earthen wall hidden high up behind some trees.) If the first Su-monster is killed before any of the others arrive, the second Su-monster waits for the third so that they may attack the party together. Note that these Su-monsters lack the psionic powers of some others of their kind.

Read this text if attacked by the Su-Monsters:

As you stand contemplating the apparent dead-end, a grey blur drops out of the trees above with a screech. You just catch sight of protruding bones and a black, scowling simian face before it rips into your party.

Su-Monster (3) (HF 14, EP 650, Int 8, AL CE, AC 6, MV 9", 9" climb, HD 5+5, HP 46, SZ M, #AT 5, D 1d4(x4)/2d4, SA Surprise 6 in 10, haste rage, SD Nil, ML 10, TOP 23, Crit BSL: Def AC +4, FF 10, HoB 7 p 119)

1)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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2)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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3)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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48a. Monkey Attack

A chittering noise starts up from the bushes to your left as you approach a 3-way intersection. Then it is answered by a chittering noise to your left, and in front of you...

Three Poison Monkeys are hanging upside-down within the underbrush (just out of sight), waiting for prey. They leap from high perches and attack when the entire party is in the clearing. When a Poison Monkey rolls a successful hit, it lands upon a PC and rapidly stings him with its tail inflicting 1-3 points of damage (up to 3 times a round). Victims struck must save vs. poison for each sting or die in 1 round. Neutralize Poison cast on the monkey eliminates his effect for 24 hours. Poison Monkeys are immune to all poisons. If the monkey should miss with its first sting attack, it may only continue the round with two scratching attacks from its tiny hands. It jumps (up to 10 feet) to land on a new opponent each round. If a monkey successfully hits a player with its leap attack, all attacks that round against that monkey have a 50% of hitting the victim instead. The victim may not attack that monkey - they may attack another monkey or may attempt to grab them with a -6 to hit penalty and throw them off their backs. In one of the trees they came from, hanging on a branch are 2 golden rings (worth 100 gp each) and an elaborate jeweled bracelet worth 5,000 gp.

Poison Money (3) (HF 7, EP 420, Int 5, AL CE, AC 6, MV 6", 9" Climb, HD 3+1, HP 35, SZ S, #AT 5, D 1d4-2(x2)/1d4-1(x3), SA Poison, SD Immune to poison, ML 15, TOP 17, Crit BSL: Def AC +1, FF 6, HoB 5 p 41)

1)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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2)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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3)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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48b. The Tree of Death

The path you've been following becomes more rocky up ahead. Off down a side path to your left about 15 feet away you can see a small white bunny. Its nose twitches in the air as it hops around in front of a tree stump.

If the bunny is shot at from a distance it evades and hops behind the stump in an attempt to lure characters closer. The Stump Horror attacks anyone once they are within range (12 feet or less). Roots break out of the ground and attempt to entangle a player (a successful hit means the player is entangled). Those entangled are dragged into the maw (where he is chewed up and automatically takes 1-4 damage each turn). Breaking free from a tentacle requires at least a 14 strength. Each point over 13 gives the victim a 5% chance of breaking free. Tentacles have 20 hit points each. The bunny has 2 hit points.

Unless the PCs examine the rocky path ahead they do not notice the Heel Borers that lie in wait there, just south of the Stump Horror. When the first player walks over the spot, the Heel Borers shoot up through the boot (assuming they're wearing boots) striking against the foot AC of the victim. Normal boots count as AC 6, reinforced boots AC 5, and armor boots the same AC as the armor type worn. On a modified roll of 20 or more, the victim's foot becomes badly impaled. Pulling the Heel Borer off takes a round, and causes 2-12 points of damage, if badly impaled, or 1-4 points otherwise.

They must make a bend bars/lift gates roll to pull them free. All victims move at half their movement rate until healed. Each round that a Heel borer is attached into a foot of victim, the Heel Borer burrows upwards towards vital organs doing 1-6 damage each round. Victims must make a save vs. death every round after the 3rd or die as the Borer has killed them. For tournament purposes, score the Horror and Borers as 1 encounter.

Stump Horror (1) (HF 16, EP 975, Int 5, AL N, AC 3 (tentacle), 5 (body), 7 (eyestalk), MV 1", HD 9, HP 65 (body), SZ L, #AT 3, D 1d4(x3), SA Entanglement, surprise 9 in 10, SD Camouflage, ML 14, TOP n/a, Crit BSL: Def AC +7, FF n/a, HoB 7 p 117)

Bunny:

1)HPs: □□

Root Tentacles:

1)HPs: □□□□ □□□□ □□□□ □□□□

2)HPs: □□□□ □□□□ □□□□ □□□□

3)HPs: □□□□ □□□□ □□□□ □□□□

Body:

1)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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Heel Borer (10) (HF 2, EP 120, Int 1, AL N, AC 2, MV 3", HD 2, HP 26, SZ T, #AT 1, D 1d8, SA See text, SD Nil, ML 12, TOP 13, Crit BSL: Def AC +4, FF n/a, HoB 3 p 124)

1)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □

2)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □

3)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □

4)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □

5)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □

6)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □

7)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □

8)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □

8)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □

10)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □

48c. Shadowy Area

The area up ahead grows darker as the light around you disappears. It almost seems as if the light around you is being absorbed by the very terrain. Light no brighter than a small candle still passes through the canopy of the trees casting faint shadows all around the party. The shadows seem to be moving.

The party is surrounded by four Nefarian Shadow Demons and unless someone creates light, they attack (because they're having a bad day and want to take it out on the party). Due to their wings, they can leap 30 ft in their first attack, giving the each creature an additional two attacks with their clawed feet. (If not leaping into the battle or towards an opponent, they only get one attack). Shadow Demons are immune to fire, cold, lightning, and sarcasm. Once per day they can each cast Darkness 10' Radius and Fear (30-foot radius). Once per week they can attempt to Magic Jar a victim. If the victim saves, the Shadow Demon is stunned for 1-3 rounds (because its sur-

prised that its spell didn't work, and its spending those rounds trying to figure out what went wrong). They may be turned as "special" on the Undead Turning table.

Nefarian Shadow Demons (4) (HF 24, EP 1075, Int 11, AL CE, AC 9/5/1, MV 12", HD 7+3, HP 58, SZ M, #AT 3, D 1d8/1d6/1d6, SA See text, SD See text, ML See text, TOP n/a, Crit BSL: Def AC +6, FF n/a, HoB 5 p 126)

1)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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2)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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3)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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4)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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49. The Medusa's Garden (Show Illustration 4 on IQ3)



The path leads to a large open clearing with three other paths leading out of it. You see someone in the clearing, focusing away from you on a garden of tomatoes at their feet. The figure is slender and about 5 feet tall, wearing a brown, hooded robe of coarse cloth, like that of a monk. You hear a soft, warm singing in an unknown tongue with lilting vowels. The music is very beautiful, but does not sound bewitching.

If a party member enters the clearing or calls to the figure, it slowly straightens up and turns around, pulling back the hood of the robe to reveal a medusa! All of the characters in the clearing and those with a direct line of sight have to save vs. petrification or be turned to stone. (Be sure to have the party's caller detail the party's positions and plan of action, either verbally or written.) If party members attack the medusa "without looking", their attack is at -4 on "to hit" rolls (unless they have blind fighting). If the PCs do not state that they're not looking at the Medusa, then each round they must continue to roll a save vs. petrification. The Medusa tries to petrify party members until they avert their eyes, at which time she runs up to attack with her snakes (the PCs receive a +4 AC penalty as long as they are not looking at her). The Medusa pursues them throughout the level but does not leave this level of the Tower. The Medusa will not attack the male character with the highest comeliness unless forced to. If that male character is the last one alive, the Medusa puts the robe back on and attempt to seduce him (in hopes to use him for her next mating cycle). There is some treasure in the rose bed that the medusa was tending.

The Strangle Plant attacks characters searching the garden the Medusa was tending. The Strangle Tomato Plant starts with 12 fruits and if it takes damage it loses a fruit (1 Intelligence per 5 damage). If the plant should lose more than 3 Intelligence in a single round, it must make an Intelligence check or become Confused (as spell) for 1-4 rounds. The first character to examine the plant (or garden area) is caught by the fronds of the plant. This particular plant has 14 fronds that collectively have a Strength of 16. For every point of Strength the Victim has above 16, there is a 10% chance of breaking free. For every point of strength the plant has over the victim's, the victim takes one point of damage per round. Creatures entwined attack at -2 to hit. Other characters attacking the plant risk hitting those caught by it (50% chance). Entwined characters can not break free until the plant is killed. Anyone attacking (pulling the vines off, trying to free themselves, etc.) does 1d2 plus their strength bonus in damage to the plant. Treat these as separate encounters for purposes of tournament scoring.

Lesser Medusa (HF 14, EP 2000, Int 11, AL LE, AC 5, MV 9", HD 6, HP 50, SZ M, #AT 1, D 1d4, SA Poison, petrifaction, SD Nil, ML 13, TOP 25, Crit BSL: Def AC +4, FF 4, HoB 4 p 127)

1)HPs: 

Strangle Tomato Plant (HF 16, EP 1080, Int Variable (starts at 12), AL CE, AC 6, MV Nil, HD 6, HP 60, SZ M, #AT 3-12 (see text), D See text, SA Strangulation, SD See text, ML Variable, TOP n/a, Crit BSL: Def AC +16, FF n/a, HoB 7 p 116)

1)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

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A coffer is found in the undergrowth. It contains 8 zircons (50 gp each), a tiger eye (10 gp), a topaz (500 gp), an emerald (700 gp), and a large star ruby (5,000 gp). In a false bottom on the coffer there is a flawless ruby (10,000 gp), a glass vial containing a **Potion of Sweet Water**, 2 **Potions of Extra-Healing**, and a magazine entitled "Hunk Fighters" issue #42.

50. Staircase to the Fire Level

A wrought iron staircase leads upward through a hole in the ceiling above.

After the stairs reach the ceiling, it winds 20 feet more to emerge on the Fire Level at 36 below.

51. THE FIRE LEVEL (Use VISUAL AID #3)

The staircase leads upward to a stone landing with two pathways projecting from it, north and south. The pathways and the landing are about a foot above the surface of what seems to be a sea of fire. The flames lick upwards to heights of several feet above the surface of the sea, and breathing is a little difficult due to the smoke and sulphurous fumes.

You have a clear view of this level, though the image shifts and wavers in the extreme heat. Across the 160' diameter circular chamber you see a wrought iron spiral staircase leading up into the haze, but your vision of it is somewhat obstructed by the fire giant standing before it.

When the visual aid is given to the PCs, it should be used as a tactical map with which to plan the movement and melee with the giant. When movement is plotted on the map, it should be easy to see who does and who does not enter the reverse gravity zone (area 54 below).

The sea actually is on fire, and any inflammable item touching or going under the surface ignites. Any item falling in must make a saving throw vs. magical fire or be consumed. Any character touching the surface or falling in takes 2-12 points of damage for each round of contact (no saving throw). The "sea" is only 5 feet deep. The characters cannot safely move faster than normal walking speed on the narrow ledges. If they attempt to run, they must make a Dex check at -2 every five feet or plunge into the fire because of the loose gravel on the path.

The Fire Giant (at area 53) first tries to bombard the party members with boulders, as soon as they step onto the narrow side paths (or begin flying or make similar actions). He can aim and throw a boulder every round. If a boulder strikes it does 2-20 points of damage to the victim, and the impact drives the victim backwards in a straight line for 10 feet. If this knocks a character into the sea of fire, he or she must take that damage as well. Even a miss (other than a fumble) has a 25% chance of knocking the player it was aimed at and all within 5 feet into the fire. Note that a monk has a chance to dodge the boulders (save vs. petrification). The giant is aware of the reverse gravity zone at area 54, and will not throw if his line-of-sight to the target intersects it. He can throw the boulders (he has 12) to anywhere in the room. At closer than 10 feet, he melees with a sword (see area 53, below).

52. The Flame Creatures

Read the following to the PCs as soon as any character advances onto one of the narrow side paths.

Suddenly several fiery bat-like creatures erupt out of the flaming sea and hurtle towards the party!

The creatures are Firebats, immune to fire and fire-based spells. These semi-intelligent pack hunters divide so that every member of the party is under attack by an approximately equal number of Firebats. A successful attack indicates the Firebat has attached itself to the victim and continues to drain blood at the rate of 1 hit point per round and burn the victim for 2-8 points per round. After three rounds of inflicting damage (or if the victim dies), the Firebat disengages itself and flies off, returning to its lair, sated. When Firebats die their bodies are consumed in a small burst of flame as they are returned to the Elemental Plane of Fire. The lair of these Firebats is beneath the sea of fire, under area 52 on the map. The Firebats thrive under the fiery sea, and can easily glide through the flames at their flying speed. They defend their lair to the death to protect their treasure: 15 gems, 9 of base value 100 gp and 6 of base value 500 gp. This treasure would be difficult for the PCs to collect, and so hot as to burn holes in their packs unless cooled.

Bat, Fire (11) (HF 1, EP 65, Int 2, AL NE, AC 8, MV 6", 20" Fly (B), HD 2, HP 26, SZ S, #AT 1, D 2d4, SA Nil, SD Immune to fire, ML 6, TOP 13, Crit BSL: Def AC +0, FF 6, HoB 1 p 51)

1)HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐

2)HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

3)HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

4)HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □

5)HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐

6)HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □

7)HPs:     

8)HPs:     

9)HPs:     

10)HPs:     

11)HPs:     

53. The Fire Giant

The Fire Giant does not move from where he stands until engaged in melee. He throws boulders until attackers approach within 10 feet, and will fight using his massive sword. The Fire Giant is immune to non-magical fire and heat, as well as Red Dragon breath. Magical fire does -1 hp per die of damage. The Fire Giant favors to use his two-handed sword (sized for him) and does double the normal damage and also +10 bonus damage from Strength.

Behind the giant is a large stone sarcophagus with no lid. Inside are 7,000 cp, and scattered among (and buried within) the copper pieces are a **Ring of Feather Falling** and a non-magical platinum crown bejeweled with diamonds, rubies, emeralds, opals, and fire opals (value 8,000 gp). It takes a five minutes of searching to find the crown, and a half-hour of searching to find the ring. A detect magic reveals a dwomer on the sarcophagus, but it is the ring that is producing it and not the easily found crown. On the visual aid a staircase is indicated and the verbal description seems to affirm this. However, it is not on the GM's map because it isn't really a staircase. At a distance of 20 feet (if not actively engaged in melee) characters can see that it is merely an elaborate stone and iron column. The actual way up is to use the reverse gravity zone (area 54 below).

Fire Giant (HF 45, EP 8000, Int 8, AL LE, AC -1 (banded mail), MV 12", HD 15+2-5, HP 125, SZ H, #AT 1, D 1d8+10 (if disarmed) or by two-handed sword (2d10+10 against medium sized, +10 from

strength), SA Hurl rock (2d10), SD Resistant to fire, ML 16, TOP 62, Crit BSL: Def AC +18, FF 7-10, HoB 3 p 54)

1)HPs: 

Banded Mail Armor AC:

4 □□□□ □□□□	5 □□□□ □□□□	6 □□□□ □
7 □□□□	8 □□	9 □

54. The Reverse Gravity Zone

As the visual aid should be used by PCs to indicate movement (and any action on the fire giant), it should be simple for the GM to determine which (if any) of the PCs enter the reverse gravity zone and fall upward. Note that the reverse gravity zone is only 10 feet across, extending 5 feet into each of the four central squares. If four characters charged abreast down the 20 foot wide path towards the giant, for example, the inside two would be affected by the reversed gravity while the outside two would not. The GM's discretion is required here, but the general guideline should be that a character must be entirely within the field to fall upwards. Any person or persons caught in the field "falls" upwards through a 10 foot diameter hole. If the falling character does not struggle, he or she falls through the hole into the next level. By making a Dex check, he can catch hold of the edge of the hole and hang on, but by doing this 1-6 points of damage is sustained from the fall. The option of whether to hang on or fall through should be offered to each PC individually as the situation arises, so that all PCs make their own decisions in this regard. Note that a Feather Fall spell would result in a slow, leisurely ascent, and a Fly or Levitate spell counteracts the effects of the field.

55. THE WATER LEVEL

You fall into warm, deep, salty, sea green water. Struggling to stay on the surface you can see a small island ahead (about 25 feet away) with sand and two palm trees. To the left and behind you, coral several feet high grows on the bottom of the sea, enough that you could stand on it. Thick, wavy reeds obscure sight of the coral reef a few feet in.

This entire level is under a huge reverse gravity effect, so that characters stepping into area 54 fall upwards through the chimney and hit the water in this area. Anyone not catching the top of the chute who elects to fall straight through suffers 3d6 points of damage when hitting the water, unless some magic such as Fly, Feather Fall, or Levitate is being used. A character who does catch the top of the tunnel and then falls will suffer 1-6 points of damage in addition to the 1-6 points suffered grabbing the side of the hole. Every character that falls into deep water may attempt to use their swimming skills but must make a check every 10 minutes of continuous swimming. Those that fail risk drowning (GMG page 167 and PHB 156). Please note that swimming is completely impossible wearing non-magical metal armor. Characters without any kind of swimming skills may do nothing but float for a number of rounds equal to their constitution. After that time, they must make a constitution check (cumulative -1 applied each round) or start drowning. Characters wishing to swim other characters to safety may do so, but GMs should apply movement penalties based on size and encumbrance modifiers. The water is 25 feet deep.



Special Note on Underwater Combat: Any character attempting to engage in melee while underwater automatically loses initiative, unless long weapons (e.g. pole arms) are employed. This effect may be negated, resulting in normal melee, if a Ring of Free Action (or similar spell or device) is used. Additionally, certain spells may be useless or altered in effect while under water.

56. The Great Fish

A Ichthyosaurus lives here in the water and after five minutes in the water attacks any swimming individual or group if not over the shaded coral area. The 20' long prehistoric fish cannot swim comfortably over the coral reef, and will not enter it. The Ixixachitl know this, and will attack a weakened party if it flees to the safety of the coral. The Ichthyosaurus is no friend of the Ixixachitl, and will attack one should an Ixixachitl be forced into the clear area.

Ichthyosaurus (HF 6, EP 975, Int 1, AL N, AC 7, MV 21" Swim, HD 8, HP 60, SZ H, #AT 1, D 3d6, SA Nil, SD Nil, ML 3, TOP 30, Crit BSL: Def AC +6, FF 5, HoB 4 p 54)

1)HPs: 

57. The Island

This island is covered with sand to a depth of about 3 feet, with soil and stones below. It has two 25 foot tall palm trees, some shrubs and a big boulder. Several crudely woven baskets are neatly stacked at the foot of the tree.

On the opposite side of the boulder, sound asleep, is a Nefarian Impling. If the party makes excessive noise, they wake the Impling. The Impling is pretty much a hermit and not fond of visitors, demanding they leave his island. If asked about the baskets, he denies they are his and attack the party for implying that they are. The Impling knows about the hatchway and will tell the characters about it if asked (anything to get them to leave). The Impling has the ability to regenerate 1 hit point per round. Even if burned or chopped into little bits the Impling grows back. The only way to permanently kill an Impling is to bury it with a holy symbol or blessed object. Twice per day the Impling can cast Darkness 5' Radius. It has a 10% resistance to magic and a 50% immunity to fire. Anyone struck by its tail must save vs. poison or lose 10-100% of their current hit points.

digging in the sand under the baskets discover a small chest filled with coins (200 gp). If the PCs continue to dig under the chest, about a foot further they will find a bottle buried in the sand with a piece of paper inside. The paper is a **Scroll of Disintegrate**.

Nefarian Impling (HF 3, EP 270, Int 12, AL LE, AC 4, MV 6", 12" fly(D), HD 1+1, HP 28, SZ S, #AT 1, D 1d6 (short sword) or 1d4+Poison, SA Poison tail, SD Nil, ML 9, TOP 14, Crit BSL: Def AC -1, FF n/a, HoB 5 p 126)

1)HPs: 

58. The Reef - The Ixixachitl Lair

The party can see no further than 5 feet through the thick reeds while on the reef. They must wander about the reeds until they discover either the hatch or the lair. They can move their standard rate each round, and may not run without automatically falling (see below for damage). The Ixixachitl find the PCs after 10 rounds of movement, and by then they have assembled an ambush that gives them surprise 6 out of 10 times. The water is about

waist high while stepping on the treacherous coral. For every twenty feet each person moves, they must make a Dex check or fall into a gap in the coral for 1-4 damage. If the PC rolls a 20, he suffers a critical fall and takes 2-8 points of damage and twists his ankle.

You see a clearing ahead in the reeds where several large ray-like forms dart into and out of the reeds along the opposite edge and swim lazily over the coral, enthralled with their own games. Something sparkles at the bottom of this pool. Suddenly, they turn their blunt snouts toward you and begin swimming at high speed in your direction.

Nestled in the coral and visible only within 20 feet is the lair of 16 Ixixachitl, who attack automatically if anyone comes within 20 feet of them. They split up to attack, with an equal number attacking each party member if possible. Ixixachitl are highly intelligent, and their attacks should be logical and cunning. The leader of the pack is equal to a 2nd level cleric, and possesses 2 Cause Light Wounds spells. It swims forward to attack normally, and adds the spell damage to its bite. This evil cleric is also wearing a **Ring of Protection +3** on one of his finger-like appendages (although this is not noticeable in combat), and thus is AC 3. Within their coral reef lair, the Ixixachitl have 3,000 gp and several gems: one lapis lazuli (10 gp), 2 pieces of smoky quartz (50 gp each), a bloodstone (75 gp), 3 amethysts (100 gp each), a large topaz (550 gp), 2 peridots (400 and 500 gp), and one lustrous black sapphire (5,000 gp).

Ixixachitl (15) (HF 0, EP 65, Int 10, AL CE, AC 6, MV 12" Swim, HD 1+1, HP 28, SZ M, #AT 1, D 3d4, SA Nil, SD Nil, ML 12, TOP 14, Crit BSL: Def AC -1, FF 5, HoB 4 p 37)

1)HPs: 

2)HPs: 

3)HPs: 

4)HPs: 

5)HPs: 

6)HPs: 

7)HPs: 

8)HPs: 

9)HPs: 

10)HPs: 

11)HPs: 

12)HPs: 

13)HPs: 

14)HPs: 

15)HPs: 

Ixixachitl Cleric (HF 4, EP 120, Int 12, AL CE, AC 3, MV 12" Swim, HD 1+1, HP 28, SZ M, #AT 1, D 3d4, SA Cause Light Wounds(2), SD Nil, ML 9, TOP 14, Crit BSL: Def AC +2, FF 5, HoB 4 p 37)

1)HPs: 

59. The Reef - The Hatchway

In a clearing among the reeds, you see a large metallic hatch with a wheel-like device projecting from its center. The metal is not rusted or corroded.

The wheel must be spun three times counterclockwise (requiring 1 round), at which time the hatch unlocks. It can be opened by anyone, as there is water inside this 5 foot diameter hatchway and the pressure is equal on both sides.

Note that by this time (if not before), the party is attacked by the Ixitxachitl (area 58). If a character makes it into the hatchway, the Ixitxachitl will not pursue. After swimming down (actually up) the hatchway for 10 feet, a swimmer experiences an uncomfortable sensation in his or her stomach (as gravity reverts to normal), and the swimmer's head breaks water after five more feet. There is five more feet of passageway with metal rings set into the wall. After climbing up, characters are in the JEWEL ROOM (area 60).

60. THE JEWEL ROOM (Use VISUAL AID #4)

You see a huge circular chamber with a domed ceiling that must be 50 feet high at the apex. The construction is so smooth you cannot tell where one block begins and another ends. Black scorch marks on the floor and walls radiating out from the center divide the room into 8 sections. A cool breeze can be felt coming from somewhere in the chamber. But dominating the center of the room, about 4 inches off the floor, floats a multifaceted, opaque white diamond about the size of a melon. Suddenly a far part of the room is lit with an intense, dazzling white light. As the spots before your eyes fade (it takes but a moment or two), the room seems exactly the same. Something gives you the idea that this gem might be the **Soul Gem**.

The **Soul Gem** hangs in the air, immobile at the center of the room. As the first character looks out of the hatch, the Gem emits a dazzling white ray that completely fills one of the eight sections of the room for one second (determine the section by rolling 1d8). It is not sector 1 (where the hatch is) on the initial blast. Thereafter, the blasts occur once each round at the end of the round into a randomly determined sector. Since the PCs should not be aware (at first) that the blasts are random, it is suggested that a number of rolls be made secretly before the party enters the area, and the sectors affected can be determined from that list. The positions of characters each round in the Jewel Room must be indicated by using the visual aid. A character may straddle the line between sections - they count as being in both. It is permissible to have more than one character per sector, but only one character in each sector may be close enough to seize or strike the gem.

When the gem's ray blasts the sector a character is in, any persons within the affected sector must make a saving throw vs. petrification (including only wisdom adjustments). If the saving throw is successful, the character's skin, clothes, possessions and so forth, are all bleached a ghostly white color. Magic items are effected by the rays and are treated as if a Dispel Magic had been cast upon them. These items make a save vs. spells (using the owner's saving throws). Failure means the item's magic is gone. Items that succeed are non-operational for 1d4 rounds even if they make the save. If a character fails the saving throw vs. petrification, read the following to the remaining PCs:

When the white light strikes the victim, he screams horribly a long, drawn-out wailing scream. As your vision clears, an image of your friend, pale and ghostly, is pulled out of their body and toward the **Soul Gem**, getting smaller as it approaches. As the image shrinks in size, the volume of the screams diminishes. When it reaches the gem, there is a burst of radiance, and the image is gone. The body lies motionless on the floor, and is dead white, as are all the possessions.

The victim's soul is sucked out of his or her body by the ray of the gem. The image the PCs see is the ectoplasmic form of the soul of that being drawn into the gem, and the body is lifeless as it slumps to the floor.

The gem floats motionlessly and may not be moved by the use of a Dimension Door, Teleport, or any physical effort. Dispel Magic has no effect. Only a Disintegrate spell, **Rod of Cancellation**, or **Sphere of Annihilation** affect its position. The might of the Nefarian planes holds it in place, so it is unlikely to be moved.

In addition to the ray the gem shoots randomly every round, after the gem is grasped by a character, it immediately fires a ray in a random direction (which does not count as its ray for the round), **but will not fire any more rays into the sector it is being grasped from** (go to the next one on your list if that number comes up). This is the trick to the gem. Everyone in the party can stand in a different sector and hold it, or in the same sector behind the person who grasps it and be safe. The person grasping it can safely walk from sector to sector, but the people following them are exposed to the possibility of annihilation for one round.

The first person in sector 6 can make an Intelligence Check to notice that what appears to be simply another 2 foot wide scorch mark on the wall actually widens into a passageway. Once inside the crevice, it takes 2 rounds to make it out of the gem's range if movement is 12'. These are 2 rounds in which the gem can still fire on sector 6 and soul suck anyone trying to flee. (Unless, of course, someone intelligently stays in sector 6 and holds the gem).

A person with the Gem Cutting or Appraisal: Gemstone skill who touches the gem can roll with a 20% bonus to tell the party that it has a natural flaw in a general area and a single blow will shatter it at the correct angle. The gem can only be destroyed by rolling a natural 20 (also natural 18 or 19 if the Gem Cutting/Appraisal was successful) when hit by a +1 or better magic melee weapon; no other blows have any discernable effect. If any party member's hand is on the gem, there is a chance the blow may hit one of their hands instead of the gem, 10% per person. (So if someone from each sector grabs it, there is only a 20% chance of hitting the gem) If it hits a person's hand, it cannot shatter the gem, and consult below.

Gem Effects

- | | |
|-----|--|
| d6 | Effect on hand (Unless magical gloves are possessed) |
| 1-2 | Loss of one finger (1d2 damage) |
| 3-4 | Loss of two fingers (1d3 damage) |
| 5 | Loss of two finger and thumb (1d4 damage) |
| 6 | Hand severed at wrist (1d6 damage this round and next, person is no longer gripping gem) |

Example: Roderick in sector 2 and Gina in sector 6 have their hands on the gem. Roderick swings with his +1 shortsword, rolling a 16, so does not shatter the gem even if it hits. His GM then rolls a d10, and rolls a 2 - Gina's hand was hit instead! Roderick only rolls a 1 when figuring out what effects it had, and Gina only loses one finger.

If the gem is successfully destroyed, read the following, and insert a vision of any soul sucked PCs into the text:

With a brilliant flash and a crack loud enough to deafen you, the gem shatters into a million sparkling fragments that drift to the floor slowly. A low buzzing noise comes from the pile that in seconds builds to a howling babble as ghostly humanoid shapes begin to drift out of the pile towards the ceiling, at an ever-accelerating pace. Some of them turn to look at you as they speed past, and you are startled to realize they are saying "Thank you" in thousands of languages simultaneously. After a minute, the souls of its victim's (for that's what you presume they are) have slowed down to a trickle, and finally the last, a smiling dwarf, passes you by on his way up. Just as you thought it was over, though, a Cyclopean, demonic soul-shape slowly rises out of the gem's remains with an ear-splitting roar of hatred at his imprisonment. He rises to a 10 foot height and fixes you with a gaze so full of malevolence and hatred that you shudder. Just as he begins to move towards you, his soul-shape begins to be pulled down in the same way the others were pulled up. Within a moment, he's gone.

When they escape through the crack (whether having destroyed the gem or not), they find it leads to the outside of the tower, 200 feet above the floor of the keep.

BEGIN ROUND 4

THE WILDERNESS

60a. Escape from the Keep

It is evening as you emerge high on the crown of the tower. As you get your bearings, you start to feel a gentle rhythm develop in the stone you are crouched upon. You see this echoed in a swaying of the trees you can see outside the keep, and then as it increases, even in the stones themselves. Suddenly, one of the side towers in front of you collapses in a calamitous roar as you hang on for dear life, sending dust and grit billowing up towards. The shaking increases, and you offer a silent prayer, when just as suddenly as it began, it has stopped.

Another earthquake has been caused by the Quadrielemental Demon. The Demon, freed from its imprisonment in the Soul Gem, was able to manifest itself near Slipdish, and is causing massive destruction right now (though the party doesn't know this). The central tower is secure, and the shaking on it does not make the top more treacherous.

The party must somehow get down from the top of this tower. Flying or levitation is an obvious choice, and climbing is possible because it is not a sheer slope. Inserting a piton and climbing down with a long length of rope seems the most likely solution, however. Regardless, make standard checks based on the method they use to get down. For tournament play, it is recommended to have the party start outside the keep,

61. A Moment's Peace

The moon shines overhead on what has become a windy and cloudy night - a storm is obviously brewing. There is a path visible ahead, presumably the one that leads between the Keep and Slipdish. As you look behind you one final time, you can now see the ruins of Zaraffin's Keep - an outer wall completely disintegrated, three of the side towers now mixed piles of rubble, only the central Tower standing unblemished. A cloud of dust and rubble hangs over the whole scene, giving it a murky, unreal quality. To your west you can see a hunting lodge at the edge of a forest, with a light shining through the window.

A torrential downpour quickly envelops the area, reducing visibility to nil. The GM should discourage PCs from heading back to the ruins of the Keep, as most of the dungeons and caverns are filled in with rubble by now. Remind them of the reward money awaiting them, and the fact that the second earthquake seemed to be centered somewhere to their west.

The GM should encourage the party to head towards the shack. The party's only other options are to bunk down in the woods, or try to push onwards. In the former case, be sure to penalize them for resting in less than ideal conditions unless the party happened to bring along tents or other shelter. In the latter, only the most heroically trained characters can avoid getting lost at night in an unfamiliar forest during a heavy rainstorm, so let them wander for a few hours, only to find they've circled around to the hunting lodge again.

62. The Lodge (Show Illustration 3 on IQ2)



As you approach the cabin you think you see two figures standing together near it. However, when lightning strikes, you see no one and nothing.

The figures were two shadows that were roaming just outside the cabin. They disappear into the cabin unnoticed (as they are... shadows). There are no tracks and no other signs that the figures were real. When the PCs examine the outside of the shack, read the following:

The hunting shack appears to be a simple affair, although large enough to hold the party in something resembling comfort. You cannot see much detail through the shuttered window. The rain is pouring down in giant sheets, making you wince in pain as well as feeling cold, and very, very wet.

Investigation of the shack's door reveals it to be barred on the inside, and not trapped. Knocking, even pounding, on the door generates no response. The door can be bashed down as per the usual rules (PHB, p 17).

Walking around the shack allows PCs to observe the outhouse in back (area 62a), as well as a back door to the shack, which is unlocked and unbarred (although it is possible to bar this door from the inside if PCs later wish).

The interior of the cabin seems to be a cozy enough place. There is a footstool, a stack of dried wood, and a fireplace. A collection of pine planks lying across the roof supports form an attic. Pelts are piled up in two separate piles near the fireplace. There is a crude hay mattress at the other end, and a small table. This cabin has been recently lived in.

All kinds of 'treasure' listed below can be found after a simple search: A pair of bone dice, a well used deck of poorly made cards, a skin of ale, a small lantern, three ratty beaver pelts, four jackalope pelts, a footstool, a banjo, one string missing, some dried fruit, and a tarnished silver knife

Take careful note of who searches for treasure here (especially which player touches the jackalope pelts or examines the piles). Characters with an exceptional sense of smell (i.e., Acute Sense of Smell) or comparable ability note the jackalope pelts have a slightly sweet odor to them. This 'treasure' could be sold for about 30 gp total.

There are six shadows hiding above, part of a roving band, that happened recently upon this cabin and have been using it as a home base. They are hiding in the “attic” area. There is a 90% chance that nothing short of a Continual Light spell (or another equivalent of bright daylight) reveals their presence, and only if someone has hoisted themselves up to the attic to look. If they simply look up there with torchlight, all they see are bare planks and normal shadows.

If unnoticed, the shadows attack in the middle of the night after most of the party has gone to sleep. They slink down as quietly as possible, and each attacks a different party member with their chilling touch. They try to avoid the gaze of any sentries, though this may not be possible. They surprise 8 out of 10 times, and remember to penalize prone or sleeping party members, and ask if they were sleeping in their armor.

If any of the PCs go insane in the moonlight, he will do so after the shadows awaken him when the moon is full and visible (not obscured by clouds). He may also do so beforehand if left on the first or second watch.

Shadow, Common (6) (HF 5, EP 420, Int 5, AL CE, AC 7, MV 12", HD 3+3, HP 38, SZ M, #AT 1, D 1d4+1, SA Strength drain (1 point), SD +1 or better to hit, immune to cold, ML 15 (dusk), TOP n/a, Crit BSL: Def AC +2, FF n/a, HoB 7 p 47). Note that shadows fear light and avoid it when possible.

1)HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
☐☐☐☐ ☐☐

2)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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3)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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4)HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐
☐☐☐☐☐ ☐☐☐☐

5)HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐
☐☐☐☐ ☐☐☐

6)HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐
☐☐☐☐☐ ☐☐☐

62a. The Latrine

A simple outhouse quietly sits here. Even if the small size and crescent moon cut out of the door left room for debate, the smell is unmistakable.

The outhouse door is neither locked nor trapped. Residing in the filth below 'the hole' is a Latrine Ambusher. It isn't in an aggressive mood, having recently eaten the owner of the hunting shack. The Ambusher attacks only if the opportunity becomes available (i.e. someone uses the latrine or sticks their head/hand down there). Otherwise, the PCs only discover the Ambusher if they dismantle the outhouse and commence to digging down to the muck below.

Latrine Ambusher (HF 2, EP 120, Int 6, AL N, AC 7, MV 6", 12" Swim, HD 2, HP 36, SZ M, #AT 3, D 1d4/1d4/1d6, SA Surprise 5 in 10, if hits with 1 claw victim makes BB/LG roll at x2 to avoid being pulled in, if hit with 2 claws, victim is pulled in: 40% chance of disease, 25% chance of broken bones, SD Nil, ML 5, TOP 18, Crit BSL: Def AC +0, FF 5, HoB 4 p 75)

1)HPs: ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐
☐☐☐☐☐ ☐

Investigation of the muck reveals the decaying remains of the hunter, a silver ring worth 2 gp, and a Rod of Smiting.

63. Trouble

Dawn arrives cloudy and overcast, but the torrent has finally let up. As near as you can tell, you are next to a beaten path leading from the ruins of the Keep back to Slipdish. Off quite a distance to the west you can see faint smoke in the air over where you believe Slipdish to be, although you certainly can't tell from here.

As you start along the path, you notice a short, balding, old man, dressed in greasy rags, standing by the side and glaring at you.

Unfortunately for the party, the old man is a Cantankerous Babbler, Boo Gah by name. He has been sent by the Chaos Gawds to help guide the party to defeat the Quadrielemental Demon, who was responsible for the earthquakes and the rainstorm (as well as the firestorm currently taking place in the town). The Quadrielemental Demon was imprisoned by the Gem, but did not lose its connection to the Prime Material Plane that had been forged when it was summoned, and was able to “re-form himself” near the town of Slipdish. However, he doesn’t tell the party any of this directly.

The party would probably encounter the demon regardless on their way back to town, but the Chaos Gawds believe nothing is inevitable, so they've

boisterously tried to influence matters in their typically unproductive way. Their reasons for wanting the Quadrielemental Demon off the Prime Material Plane are their own, and Boo Gah will not answer these questions. (For GM reference, the reason is that the Chaos Gawds had a hand in creating him, and do not wish to allow the Gawds of the Elemental Planes to discover him, as they would likely not be pleased.)

However, Boo Gah does tell the PCs that “The gods tell me to tell you this: The demon in the gem - he did not go away, and he does not like you very much. Go back to Slipdish and see... unless you are as frail and sick as you look” and similar insults, mixed with minimal and cryptic information.

It is possible the PCs still have modes of travel available besides walking, or unexpected movement abilities. Characters able to fly, and who do so to get a better look at the town, can just make out that it looks like part of the town is aflame, although better details than this are difficult to make out (it's more than 20 miles away). Don't forget that the party may have to 'go' one more time before picking up and heading out, giving them a chance to encounter the Latrine Ambusher (area 62a).

If someone slays the Babblers, the slayer incurs the Babblers' curse (-4 to all die rolls) as per HOB 1. The Chaos Gawds will send another Babbler (Boo Gah The Second) in 1d4 rounds, continuing the process until the Babbler is allowed to remain.

Because Boo Gah (and his potential successors, who hereafter are all referred to as Boo Gah) are extraplanar creatures, most monsters ignore Boo Gah, who cowers behind the party during any combat.

The babblers' harassment causes the party to lose 3 Honor per day. The fire and smoke from Slipdish also get appreciably worse as the day progresses (and continues into the next day, if it comes to that).

See **Appendix 2** for more information on how to fit Boo Gah into the party.

Cantankerous Babbler (HF 1, EP 65, Int 7, AL CN, AC 9, MV 12", HD 1-1, HP 15, SZ M, #AT 1, D 1-2, SA Babbling (negates bardic effects, 10% chance of spell failure), SD Nil, ML 14, TOP 7, Crit BSL: Def AC -4, FF 4, HoB 1 p 39)

1)HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

64. Weasel Attack!

After following the path for an hour or so as it twists through the forest, you are fairly sure the path isn't heading in the direction you want to go, but hopefully it will double back soon, as is typical of dark forest trails.

A blur strikes out from behind the enclosing trees as you find yourself being pounced upon by a dozen angry black weasels!

Acid Weasels have foul tempers and attack anything or anyone entering their forests. The weasels attack the party from all sides, biting the first round and then attacking with their acid spit every other round.

Acid Weasels (12) (HF 2, EP 120, Int 4, AL NE, AC 7, MV 12", 6"
Climb, HD 2, HP 30, SZ S, #AT 1 or 1, D 1d4 or 2d6, SA Acid Spit
(every other round), SD Immune to acid, ML 10, TOP 15, Crit BSL:
Def AC +0, FF 5, HoB 8 p 77)

1)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

2)HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

3)HPs: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

4)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

5)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

6)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

7)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

8)HPs: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

9)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

10)HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

11)HPs: □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

12)HPs: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

65. A Fork in the Road

The trail breaks off into two distinct directions here. The lesser used path heads deeper into the forest, in what is clearly the wrong direction, east. The other winds roughly south.

The obviously better path is the way to go, and leads forward to the next encounter. Boo Gah urges them onto that path, and mocks them relentlessly if they take the other one. The other, little used path does, however, lead to a small hill that provides them with a view good enough to tell that the fire and smoke coming from the town have increased, and that caravans of some sort can be seen leaving the town. Boo Gah does not offer any further advice on what's going on: "Oy, questions like that are exactly why the lowest roll shouldn't go into Intelligence. You might wanna keep that in mind next time you roll up a character. You think you can remember that 15 minutes from now?, etc."

66. Timmy!

The path trudges on, seemingly endlessly through the deep forest. You begin to understand why the Duke had you transported directly to the Keep. As you round a bend near a small hillock, you see standing in the middle of the path an 8 foot tall, hairy, humanoid, its eyes glowing an electric blue. The creature looks distinctly angry, its lips set in a determined pout and arms crossed over its chest. He has a net dangling by his side.

Parties inclined to attack first and ask questions later are in for a needless and painful battle, as the Hunched Shocker is more than willing to fight, although it won't make the first move.

On the other hand, if the party attempts to parley, it learns that Timmy the Hunched Shocker is a particularly pathetic representative of a fairly pathetic species. It seems a year ago, another party of adventurers passed by. (The Obsessed Avengers by name, although the GM is free to make it another party in the tournament, especially one that is already a nemesis to the adventurers.) They spoke with Timmy, and learned how lonely he was, and appeared to be sympathetic. They tricked him into paying for a 'mail order bride', which Timmy has been waiting for these last fourteen months. He even made her a special net (as per the HoB) for the occasion of her arrival, and he carries it constantly. He naturally thought the current party was here to finally deliver, and is reasonably disappointed that this is not the case (he isn't bright, but can clearly tell that there's no female Hunched Shocker with the party). He is somewhat rude and demanding with his questions because of this, but won't attack unless they do first.

Any party who politely and carefully responds to his annoyance is invited up to his fake lair, a miserable cave near the top of the mountain. His real lair is a slightly less miserable cave further up. He doesn't have much in the way of treasure, having been recently cleaned out, although hidden in his real lair are 23 uncut but quality gems, worth a total of 1,500 gp. He's particularly difficult to talk out of these gems, since he's saving them for his future wife, whenever she shows up. Timmy cannot be convinced that he's been scammed, and trusts implicitly that she's coming. If the PCs offer to track her down when they get to the city, he'll be delighted, and start telling them a long, repetitive narrative of all the nice features he imagines this 'she' will have.

If combat begins, he throws his net and then engage in melee combat with anyone not entangled first. If the PCs beg for mercy, he quickly forgets their transgressions ("Oh, you were just playing? That's fine then") and then engage the party in conversation as above. He has the ability to hide in the forest with a 70% chance of success. Do **not** score this as an encounter if the PCs kill Timmy.

Wood Hunched Shocker (HF 9, EP 672, Int 6, AL N, AC 4, MV 9", HD 6, HP 48, SZ L, #AT 1, D 1d8+8, SA Shock (maximum damage is 50 points, then he falls asleep), net, SD Electrical immunity, ML 12, TOP 24, Crit BSL: Def AC +4, FF 5, HoB 4 p 21)

1)HPs: 

67. The Bridge That Wasn't a Bridge

The trail continues winding on through dense forest, alternately heading north or south but generally always heading west. The path begins winding next to a wide gorge on your right, and soon becomes more clearly defined with nicely cut trees and packed dirt. Ahead, you see a stark white footbridge that appears to be made of marble.

This encounter is sometimes referred to the "Deadliest Encounter in HackMaster", for the high rate of Honor Purges and Total-Party-Kills it has fostered in tournaments.

The gorge is about 250 feet deep and 120 feet across, covered with loose brush and rocks. It can be climbed down and then up in the usual manner by a thief or someone else with climbing skills, but the Manticores still attack if the PCs do so when they are halfway across.

Inspection of the bridge reveals it to be structurally sound, and apparently made out of white marble, cold to the touch. There are no guardrails. Naturally, PCs must go single file over the bridge. It's about 5 feet wide and 120 feet long. Veteran PCs (and those are the only types that should make it this far) should expect a trap, or an ambush, or something. Since a good GM never disappoints, there's no choice but to have an encounter.

Two Manticores lie in wait nearby. As soon as they see the second person approach the halfway point of the bridge, they begin their attack. The first Manticore will come flying in from the northeast, launching his tail spikes for four rounds (i.e., "emptying the clip") before closing in melee with the lead character on the bridge.

Two rounds after the first volley, the second Manticore comes flying in from the southwest, firing off its spikes before closing with whoever is in the rear of the party. The original plan was to begin attacking at the same time, but Manticores really aren't the brightest of creatures, and even a simple plan is hard for them to pull off correctly.

A Manticore attempts to flee if it takes over 50% of its full hit points in damage. Once it has broken off combat and flown away for at least 1 round, the other one also attempts to escape. Crafty PCs allow this, as this is virtu-

ally the only way to discover their lair, which is cleverly hidden on the side of gorge, about 300 yards past the bridge, lower into the gorge (and only accessible by PCs that can fly or climb).

Note the rules for flying while damaged, on page 163 of the GMG. At 50% of its hit points, a Manticore is not be able to maintain flight, but can still leap off the bridge and glide down to the lair. At 25% of its hit points, a flying Manticore plummets to the bottom of the gorge, denying blood-thirsty adventurers the chance of following a fleeing Manticore to its lair. If for some reason a Manticore is wounded too quickly, and too severely, to escape by flight, then it stays and fights (if its morale holds). Its partner may still attempt to flee in this case if need be.

If trapped in their lair, they fight to the death. The lair is simply an earthen hold dug into the side of the gorge about 100 feet from the bottom. There they discover, neatly sorted into two even piles, is the following treasure yield: 500 cp, 800 sp, 1200 gp, 300 hard silver pieces and 4 exceptional Garnets each worth 200 gp. Each pile has one boot of a pair of **Boots of Water Walking**.

Half buried on the floor of the gorge, some 100 feet below the Manticores' lair, is the **Amulet of Life Protection**. Since they had no way to divide the amulet fairly, the Manticores simply threw it away. Only characters with keen eyesight, could 'randomly' see this (25% chance) without the aid of **Detect Magic** or the like. If a player says he is looking specifically for refuse thrown from the lair, he'll have a 90% chance of spotting the amulet if he has keen eyesight or a comparable ability, 50% otherwise.

The bridge is indeed not a bridge, but a Doppelganger-kin, the DoppelMeister - Bridge Variant. This infamous DoppelMeister attacks once the lead player is about half way across. At that time the DoppelMeister forms a pseudo-pod and bashes anyone in front for 2-24 damage. Anyone not wearing protective footwear takes 1-12 points of damage per round from digestive juices after this. All footwear must make a save vs. acid or be destroyed each round. If the DoppelMeister is reduced to 25% or less of its hit points, it loses its grip with the edges of the crevice and falls into the gorge forever (along with any PCs that are still walking on it). PCs that fall the 250 feet take a whopping 20d6 damage (maximum possibly per page 132 of the GMG) when they hit the bottom.

Manticores (2) (HF 10, EP 975, Int 6, AL LE, AC 4, MV 12", 18" Fly (E), HD 6 +3, HP 50, SZ H, #AT 3, D 1d4-1(x2)/1d8, SA Tail spikes (1-6 spikes for 1d6 each), SD Nil, ML 14, TOP 25, Crit BSL: Def AC +5, FF 8, HoB 4 p 115)

1)HPs: 

2)HPs: 

DoppelMeister (HF 13, EP 3000, Int 11, AL N, AC 6, MV 3", HD 10, HP 70, SZ H, #AT 1, D 2d12, SA Surprise 5 in 10, SD See text, ML 16, TOP 35, Crit BSL: Def AC +8, FF 7, HoB 2 p 66)

1)HPs: 

Though the path crosses the gorge here, in a campaign PCs may wish to continue following the gorge to the southwest. After 5 more miles it ends, still in the forest, and PCs may follow it back up the other side. If PCs travel off in another direction they'll become lost and end back up here. For tournament purposes, the party must find their way across the gorge at this location.

The Manticores and DoppelMeister are scored as 1 encounter for tournament play.

68. Cave

The path finally slopes down, away from the gorge but not out of the forested highlands yet. The path runs perilously close to a cave opening, and a foul odor emanates from the cave.

Any character with relevant skills (Tracking or something similar) and making successful skill rolls can determine that one or more grizzly bears live in the cave, which is roughly 20 feet by 50 feet (the narrow end facing out).

The grizzly is particularly crafty, having avoided the Manticores for years, and is currently out hunting. He returns roughly 10 game minutes after the party arrives here for the first time. If they are present at that time, he roars fiercely but does not attack unless the PCs attack him first.

Thus, if the party simply passes by, and does not spend an inordinate amount of time here, they can easily avoid this encounter. To score this encounter, the party must leave the bear alone, or at least, not kill it.

Bear, Grizzly (HF 5, EP 420, Int 3, AL N, AC 6, MV 12", HD 5 +5, HP 51 SZ L, #AT 3, D 1d6/1d6/1d8, SA: Hug SD Nil, ML 10, TOP 25, Crit BSL: Def AC +4, FF 10, HoB 1 p 56)

1)HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
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69. Wood Worm

Heading down, the terrain becomes ever more wooded. The trees soar higher and press closer, but at least the path seems to lead roughly in the direction you want to go now. A blinding flash strikes out from the undergrowth!

The blur is a Hedgerow Lunker, eager to score a meal after a rough couple of days. It gains surprise 80% of the time.

Randomly pick a party member (not a pixie fairy, which is too small for the Lunker's interest, and wouldn't be surprised) to be attacked. If the Lunker's attack is successful, it attempts to entangle the victim (who gets a save vs. bend bars at +20%) and focuses entirely on this one victim until slain.

Lunker, Hedgerow (HF 7, EP 650, Int 3, AL N, AC 4, MV 9", HD 6+6, HP 56, SZ M, #AT 2, D 1d10/Entangle (BB/LG +20% to avoid entanglement), SA See text, SD Nil, ML 12, TOP 28, Crit BSL: Def AC +5, FF 11, HoB 4 p 99)

1)HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
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70. Bunny Field

The path emerges into a small grassy clearing, occupied by a clutch of bunnies with tiny horns on their heads. It continues on the other side. It seems a pity to disturb such cute little creatures.

Make sure the PCs understand they will take a severe Honor hit (at least 5, maybe 10) if they are the ones to suggest avoiding the bunnies, and they all take Honor hits if they follow through on it. No hero wants to be known as "he who runs from bunnies".

The 'bunnies' are Jackalopes, which are normally fairly placid creatures, but recent events, combined with it being mating season, have made them agitated. If approached by a druid or character with comparable animal relations skills, they can easily be convinced to harmlessly allow the party to pass with a successful skill check. Similarly, if the party just slowly and calmly walks right on by without making eye contact (and stands still if one of the bunnies shows a friendly "interest" in their legs), this will be a nonviolent encounter.

At least, that's how things can go if no character is carrying the pelts from the hunting lodge (or even handled them without washing afterwards in strong alcohol). As soon as this character walks through the clearing, all the Jackalopes leap upon him in a character-chomping berserker rabbit frenzy (as pictured in HOB 4, p 39).

Jackalope (18) (HF 0, EP 15, Int 1, AL N, AC 6, MV 18", HD 1, HP 24, SZ S, #AT 1, D 1d4, SA Nil, SD Nil, ML 3, TOP 12, Crit BSL: Def AC -2, FF 3, HoB 4 p 39)

1)HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

2)HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

3)HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

4)HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

5)HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

6)HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

7)HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

8)HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

9)HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

10)HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

11)HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

12)HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

13)HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

14)HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

15)HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

16)HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

17)HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

18)HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

71. The Jabberwocky

The woods here seem strangely twisted. An aura of menace descends around you, and seems to bleach all the color out of the landscape. Ahead lies a fissure in the ground, doubtlessly created by the recent earthquakes. Looking down into the opening, you can see odd claw marks in the soil.

This is the lair of Karax the Jabberwock who was trapped by a spell some centuries ago. The earthquake freed him, and he's still a little lethargic from his long captivity. PCs with relevant skills (Tracking or others) may identify the claw marks on a successful skill roll with a 20% penalty due to the rarity of the creature, and PCs with other relevant skills (History, Local or others) may recall that a jabberwocky vanished in this area in the distant past.

Before the party has a chance to seriously investigate the hole, Boo Gah actually has something useful to say: "Guys....seriously, no need to be numb dice here...let's just hurry through this part of the woods as fast as possible..." although if the PCs dig for more information, he goes back to "If you don't know I'm not going to tell you" mode. This probably is exactly what's

necessary to get the party to investigate the hole in the ground, but at least they've been warned as much as possible.

If this adventure is being used as part of the campaign and the party does not encounter him, the Jabberwocky becomes quite a menace to the area, possibly providing a further adventure to the party.

If the PCs spend 10 minutes of game time here in careful investigation or extended discussion, or climb down into the hole, this provokes an attack by Karax. He's still groggy, and fights at -2 to hit and damage the first two rounds, and his Fear effect does not function properly (failed saving throws cause the victim to flee, rather than be paralyzed). The party might want to take this chance to make a getaway, and the GM should allow credible efforts (e.g., Darkness spells, or Fog Cloud, or similar) to work at this time. After that, he's fully awake and fights relentlessly and without remorse. He's rather hungry, and if he slays a player, he attempts to drag the body back down the hole for immediate consumption. If the party uses this last opportunity to escape, great, but if they attack him while he tries to withdraw with his prize, he drops the corpse and fights until either he or the entire party is slain.

Searching the crevice the Jabberwock came from yields only one item: a Defender Broad Sword +4.

Jabberwock, Vile (HF 21, EP 6200, Int 6, AL CE, AC 2, MV 15", HD 10+1, HP 86, SZ L, #AT 4, D 2d6/2d6/1d8/3d6 + venom SA Venom (death in 2 rounds), if it surprises, it attacks with all four claws, fear, SD Only surprised 1 in 10, ML 20, TOP 43, Crit BSL: Def AC + 8, FF 6, HoB 4 p 37)

1)HPs: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
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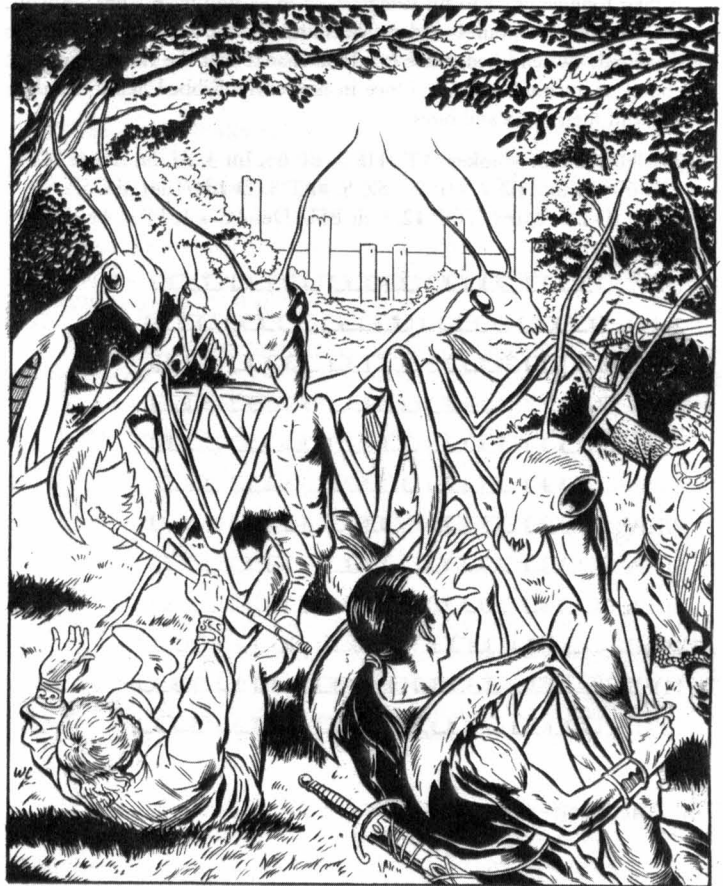
72. The Bugs

The forest finally thins out a bit, and as you continue to follow the path, which has become more distinct, and has had a few other trails intersect it in the last hour. You start to pass rolling meadows broken only by copses of trees. Of more interest than the landscape are the half dozen giant mantises that are currently shredding what looks to be the remains of a horse up ahead. Even more interesting are the other half dozen mantises running towards the party even now!

The party is immediately attacked by 6 Deadly Praying Mantises, each mantis randomly chooses one target and mindlessly attacks him until killed. After three rounds, the other six finish with their prey and move in, again on randomly rolled targets.

Mantis, Deadly Praying (12) (HF 1, EP 120, Int 0, AL N, AC 5, MV 9", 15" Hop, HD 3, HP 28, SZ M, #AT 3, D 2-5/2-5/2-7, SA Nil, SD Nil, ML 15, TOP n/a, Crit BSL: Def AC + 1, FF n/a, HoB 4 p 116)

1)HPs: ☐☐☐☐☐☐☐☐☐☐☐☐
 2)HPs: ☐☐☐☐☐☐☐☐☐☐☐☐
 3)HPs: ☐☐☐☐☐☐☐☐☐☐☐☐
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 5)HPs: ☐☐☐☐☐☐☐☐☐☐☐☐
 6)HPs: ☐☐☐☐☐☐☐☐☐☐☐☐
 7)HPs: ☐☐☐☐☐☐☐☐☐☐☐☐
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9)HPs: ☐☐☐☐☐☐☐☐☐☐☐
 10)HPs: ☐☐☐☐☐☐☐☐☐☐☐
 11)HPs: ☐☐☐☐☐☐☐☐☐☐☐
 12)HPs: ☐☐☐☐☐☐☐☐☐☐☐

The horse is a runaway, but the normal saddlebags each hold 100 gp, four decorated wineskins filled with common wine (six drinks each, 85% potency), and 16 assorted articles of clothing (shirts and pants), sized for a human of at least fair means. The **Saddlebags of Hefty Capacity** are type 1, empty, and are only noticed as magical if a player uses Detect Magic or similar means. It can also be discovered if someone begins to store items inside the pouch. The previous owner (who fled when attacked) was returning from market with the now-empty magical saddlebags.

73. Monkey Land

All along the path, monkeys can be seen cheerfully swinging from the copses of thinned-out trees. This looks somewhat suspicious in a deciduous and pine forest. Suddenly one screams as a huge tongue some 20 or more feet darts at it. The monkey is pulled into the trees and the other monkeys scatter wildly.

The PCs may react for one round, but then are attacked by long tongues shooting out from the trees. After the first round of combat the party notices that the tongues are actually coming from strange monkey lizards. The Ribbed Skink Monkeys attack the shortest member of the party first, striking

with their tongues at +2 to hit (tongues are AC 1 and have 1 hp). Anyone weighing under 200 pounds and struck is lifted by the neck into the trees to be devoured. When lifted, there is a 10% chance that the victim chokes to the point of unconsciousness. Once in melee, the Ribbed Skink Monkeys attack with their claws and bites.

Six-Ribbed Skink Monkey (12) (HF 2, EP 65, Int 3, AL N, AC 4, MV 3", 6" Climb, HD 2, HP 24, SZ S, #AT 3, D 1d4/1d4/1d4, SA See text, SD Nil, ML 9, TOP 12, Crit BSL: Def AC + 1, FF 4, HoB 5 p 42)

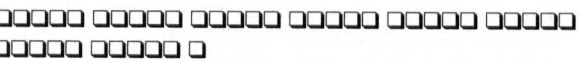
- 1)HPs: 
 2)HPs: 
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 5)HPs: 
 6)HPs: 
 7)HPs: 
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 9)HPs: 
 10)HPs: 
 11)HPs: 
 12)HPs: 

74. Cat Pack

The trees have finally thinned out and rolling plains surround you. You can clearly see an unusually large amount of smoke coming from the village of Slipdish maybe eight or nine miles ahead. Gentle winds rustle the tall grasses that now line the path.

Located in the tall grasses on the Savannah is a pack of four jaguars. If both forepaws hit, then the back paws also automatically rake the attacked character for 2-5 additional points of damage each (4-10 total).

Great Jaguar Cats (4) (HF 5, EP 420, Int 3, AL N, AC 6, MV 15", HD 4+1, HP 41, SZ L, #AT 3, D 1d4-1(x2)/1d8, SA Rear claws 1d4+1(x2), SD Surprised 1 in 10, ML 10, TOP 20, Crit BSL: Def AC + 2, FF 6, HoB 1 p 109)

- 1)HPs: 
 2)HPs: 
 3)HPs: 
 4)HPs: 

75. Refugee Camp

As you near Slipdish, you crest a gentle hill and come upon an area where a crowd has gathered into a temporary settlement. Some people lie around with burns or crushed limbs, moaning on wooden pallets. As you draw near you can tell that there are many obviously hastily filled carts and wagons. To the west just a few hours travel away, you can see the town in flames - it definitely looks to be in worse shape than the last time you saw it. A spokesman from the refugees approaches.

The spokesman is the wizard Mellinge, bereft of his spell components and half of his hand. He tells you that yesterday, an arch elemental demon Ixiixiachach appeared in the town, roaring "The time of disasters is nigh! This town will burn tonight, unless he who imprisoned me in the gem is brought here, for I am Ixiixiachach." After a puny resistance of townsfolk was formed and quickly dispatched, he stamped his earthen foot, causing the earthquake that finally collapsed the keep, and which the PCs felt while on the roof of the Tower. When no heroes or Zaraffin appeared after the earthquake, he set about systematically rampaging through the town, destroying everything in sight. He further expended his power by summoning a torrential rainstorm (the ones the PCs were caught in), causing massive flooding south of the town (no effect in the adventure, but this may affect the campaign), then afterwards set about burning the town to the ground with his firestorms. He was having considerable difficulty burning it, as he had just drenched everything, but apparently brains are not his strong point. All the while he was shouting that "Bring him forth! It is the cowardice of your leaders that causes your suffering!" After that, Duke Slipdish and Mellinge went to confront him with all the guards and warriors the Duke could muster. They tried for approximately one second to reason with the demon and tell him they didn't know where Zaraffin was before hit with the first Fireball barrage. Mellinge barely escaped, and the whereabouts of the Duke are currently unknown. The people of the town fled in droves after that, and with many of the refugees having no place else to go, they've set up a refugee camp hoping that Ixiixiachach would soon leave. One of the alchemists in town has a six-pack of **Mega-Elixir of Sanity**, that he will sell quite cheaply to the party (only 500 gp each vial), as he is leaving town as fast as possible. He does not advertise this fact, but if the party begins making any inquiries into potions they are directed to him. He does not wonder why the party needs the Elixir. He also has 3 Potions of Healing available for sale for 50 gp each.

Mellinge says he is currently unable to pay the promised gold to the party for ridding the town of earthquakes, as it is locked away in the Duke's treasury. Plus, he argues, the party should feel compelled to defeat the demon, as he was the true cause of the earthquakes. If driven to a hard bargain, he agrees to double the promised amount if they dispatch the Demon from town (non-tournament play only). In addition to the above info, if asked, he can give a physical description of the demon (describing it as a weird elemental-type creature, see **Appendix 1, Quadrielemental Demons**), and describe his firsthand knowledge of its Fireball-spitting abilities, as well as the earthquakes and rainstorms. Soon after the party arrives, if any Deadly Mantises (area 72) or Manticores (area 67) are still alive, they will attack the refugee camp. Everyone else will pretty much run as fast as they can or cower in terror.

The party is welcome to stay here and rest up before confronting the demon, although Boo Gah continues to harass them for the loss of 3 Honor a day, and the many dirty looks of the refugees who are eager to get on with their business and back to their lives causes another loss of 2 Honor points per day of rest.

Without warning, <insert PC name here> screams in surprise!

1)HPs: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
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37

The 27 hp and 28 hp Kenku try to imitate any verbal spell cast at the Kenku (40% chance of success). The 31, 32, and 32 hp Kenku are fully shapechanged as humans, and they fire off Magic Missiles at fighter types, concentrating fire if possible (their magic resistance makes them relatively unconcerned with mages). Polly himself attempts to cast Shocking Grasp on anyone who engages in melee with him, then casts Invisibility, reverts to Kenku form and flies away. He only uses his **Wand of Magic Missiles** if he can't escape.

Note that most of the above treasure is stolen from a wealthy judge's house. As the house has burned to the ground, it probably won't be missed, but an investigation after this adventure can determine the house was torched from the inside (i.e., not from Ixiixiachach's antics). It is up to the GM's discretion how easily this can be discovered, and only a foolish party would attempt to sell the more recognizable items above in this particular town.

78.The Grand Finale

As the flames from the Fireball clear, a booming voice calls out: **“YOU! You were servants of the one that held me imprisoned! RARRGH!”**

What you see 80 yards down the road can only be the demon Ixiixiachach that you've heard so much about.

Ixiixiachach thinks the party had something to do with imprisoning him and were servants of Zaraffin, and that he freed himself. He cannot be convinced otherwise.

Boo Gah is obliterated in the opening Fireball, his purpose served. The surviving Kenku offer no assistance in the fight, seeking only to flee. Two rounds after the first Fireball, the Filch Imp is in position to backstab any mage in the party. Note: the Filch Imp is only part of the encounter/adventure if it was needed to relieve the party of ‘unacceptable’ magic items (as discussed in **Appendix 3**). A party from a balanced campaign thus will not have to deal with this additional menace. If slain, the imp has with it any items stolen earlier.

Ixiixiachach is eager for battle, and tries to enter melee, using his Fireball ability whenever it comes 'on line' (every four rounds). He won't risk damage to himself with his own Fireballs, so he won't use it if all the PCs are within 10 feet of him. See **Appendix 1** for more details on his attacks.

Quadrielemental Demon (HF 27, EP 12000, Int 8, AL CE, AC 0 to 3, MV 6", HD 16, HP 118, SZ L, #AT 4, D 3d6/2d6/2d6/1d6 + special, SA See Appendix, SD See Appendix, +1 or better to hit, ML 16, TOP n/a, Crit BSL: Def AC +14, FF n/a)

1)HPs: 

After the demon is killed, the party finds the Duke injured and unconscious but still alive a few blocks away, surrounded by his house guards, all of whom but one are very much dead. In a few days and after some magical healing, the Duke is well enough to present the characters with their money, and proclaim them the saviors of the town.



Appendix I: Quadrielemental Demon

Quadrielemental Demon

AKA: Quadruple Threat
Hackfactor: 27
EP Value: 12,000
Climate/Terrain: Any
Frequency: Very Rare
Organization: Solitary
Activity Cycle: Any
Diet: None
Intelligence: Average (8-10)
Alignment: Chaotic Evil
No. Appearing: 1
Size: L (12 feet)
Movement: 6"
Psionic Ability: Nil
Attack/Defense Modes: Nil/Nil
Morale: Foolhardy (16)
Armor Class: 0 to 3 (see below)
No. Of Attacks: 4
Damage/Attack: 3-18/2-12/2-12/1-6
Special Attacks: See below
Special Defenses: +1 or better weapon to hit, immune to internal organ damage critical hits
Magic Resistance: Standard
Hit Dice: 16
ToP: Yes
FF: N/A

Description: Mages and sages that study the Elemental Planes have recently discovered the existence of a nexus, a zone where all four elements meet. The creatures living there are still elementals of a sort, with parts of their bodies composed purely of a particular element. The most powerful, most insane of such creatures are Quadrielemental demons. How they come to the 'normal' world is unclear and may vary, but their purpose seems entirely to slaughter as much as possible. Chaotic gods have shown interest in creating new Quadrielementals and releasing them.

Such demons appear as vaguely humanoid forms, roughly divided into four parts, each corresponding to one of the four elements. The head is not attached to the body, and hovers about 6 inches above it, usually rotating slowly, but more quickly when angry. The head is spherical, divided into four quarter-spheres, with one glowing eye in each part, and a mouth of sorts that runs along the equator. Such creatures have no internal organs, so they are not vulnerable to internal organ damage critical hits.

Combat/Tactics: Since they are not pure elementals, such demons lack some of the elementals' resistances and vulnerabilities, and can be hit by +1 or better weapons. Their armor class depends on what part is struck - the earthen leg is AC 0, the watery leg is AC 3, the airy arm is AC 1, and the flaming arm is AC 2. The head is treated as AC 2. This is for purposes of "called shots" only, general attacks are made against AC 1.

Each limb is capable of striking in melee, doing different damage:

The earthen limb does 3-18, and anyone struck by it must save versus breath weapon or be stunned and unable to take action the next combat round.

The fire limb does 2-12 points of damage, and anyone struck must save versus breath weapon or take an additional 2-12 points of fire damage.

The water limb does 1-8, and anyone struck must save versus breath weapon or take an additional 1-8 drowning damage as water appears in the victim's lungs. Additionally, if the saving roll is

failed, the victim will be at -2 to hit and damage the next two rounds as he coughs up water.

The air attack does a measly 1-6, but anyone struck must save versus breath weapon or have their melee weapon torn away and thrown 2-40 feet in a random direction.

Every four rounds, he throws a Fireball out up to 90 yards, doing 8d4 damage (as an 8th level magic user, but treat as 16th for purposes of saving throws/resistance, as this is an elemental attack). This Fireball shoots out of the demon's mouth, and is, naturally, a favorite attack.

Every four hours, he may cause an Earthquake as per the 7th level cleric spell (this effect takes 10 minutes to produce, and won't be used during combat).

Every four days, he can use Control Weather to cause a rainstorm with maximum effect (as per the 6th level magic user spell).

Every four weeks, he may summon an invisible stalker to do its bidding (Ixixiachach has already used this ability - see area 76).

Note: The specific elemental abilities can vary from one quadruple threat to the next. For example, another quadruple threat might be able to summon an invisible stalker every four rounds, and only Fireball every four hours.

Such demons are very chaotic in combat, and do not use more than one melee attack on the same character in a round unless no other target is available.

Habitat/Society: Completely unknown, but presumed to be unpleasant.

Ecology: Such creatures realize they don't belong on the Prime Material Plane, and thus know their days are numbered (there's a 1% cumulative chance per month that the quadruple threat spontaneously returns to the nexus). Since their stay is temporary, they figure on doing as much damage as possible as quickly as they can, and they're ideally suited for such activity. When slain, they merely return to the elemental nexus.

Yield:

Medicinal: Nil.

Spell Components: The components of this creature can be used as per elementals AND anti-elementals. However, any such use has a 25% chance of total failure, causing a roll on spell mishap table 7E in the GMG.

Hide/Trophy Items: The head makes for a fun toy in beach and graduation environments for level training. If used in the latter case, everyone at the ceremony gets to re-roll any 2 die rolls associated with the training (either hit point rolls, or to learn a skill, or increase a skill, or any other die roll). After a day at the beach, or after one graduation, the head deflates and becomes forever useless past that point.

Treasure: Nil.

Other: Nil.

Appendix 2: Dealing with Boo Gah

Like all of his kind, Boo Gah is irascible and unpleasant. However, if treated with respect, his babbling will not cause the 10% chance of spell failure (he was sent to be helpful, after all). The PCs may want to ask him some questions. His answer to any question is most likely "If you don't know, I'm not going to tell you!", and he has no problem repeating that as often as necessary.

He will tell the party that it's important that they head to the town ("Yeah, the one on fire") as soon as possible, and that his mission will be accomplished as soon as they make it there (questions about who sent him or whatever get the "If you don't know..." response.)

He won't offer guidance on which path to take, or offer anything truly useful, although he will provide advice in the following instances, and be sure to interrupt the game with a "Boo Gah has something to say now", to get the party's attention:

If a player misses with a ranged weapon:

Say, maybe you could try aiming?

Hmm, shouldn't you account for the presence of gravity? It's common in this part of the world.

How about that...he dodged your shot. Try expecting that next time, ok?

If a player misses with a melee attack:

Perhaps you should use the pointy end?

Wow, that was an amazing swish. Have you considered becoming a spellcaster?

Seeing you miss like that reminds me that characters with lousy stat rolls really shouldn't become adventurers.

If a player's spells are resisted/saved against:

Uh, shouldn't you concentrate or something when you cast spells?

Heh, you're not even trying to hurt them, are you?

You know, it's not too late to take up latrine-digging, you're probably better suited for that.

If a player is critically injured/slain:

You guys should really watch each other's backs.

Just as well, he was pretty useless as an adventurer.

Aren't you supposed to AVOID damage?

You get the idea; Boo Gah is a royal pain and the party should be highly motivated to be rid of him as soon as possible.

Appendix 3: Filch Imp

Filch Imp

AKA: Thieving Git
Hackfactor: 7
EP Value: 500
Climate/Terrain: Any
Frequency: Very Rare
Organization: Solitary
Activity Cycle: Any
Diet: None
Intelligence: High (13-14)
Alignment: Chaotic Neutral
No. Appearing: 1
Size: S (3 feet)
Movement: 14", 18" fly (A)
Psionic Ability: Nil
Attack/Defense Modes: Nil/Nil
Morale: Average (11)
Armor Class: 4
No. Of Attacks: 3

Damage/Attack: 1-4/1-4/1-3

Special Attacks: See below

Special Defenses: +1 or better weapon to hit, Thief abilities

Magic Resistance: Standard

Hit Dice: 3

ToP: Yes

FF: N/A

Description: One of the most annoying monsters in all of Garweeze Wurld is the dreaded thieving git, which primarily exists to deprive adventurers of undeserved loot. Characters that engage in inter-campaign travel are especially likely to be victimized by such creatures.

Filch Imps appear as short, "gargoyle-esque" creatures, complete with leathery wings and sharp little teeth and claws. While they seldom speak, their voices are surprisingly gruff, sounding roughly like a large dog.

Combat/Tactics: As their primary purpose is to steal items that are far too powerful for characters to deservedly own, they have a host of abilities to support this activity. Foremost, they have an array of thief abilities, able to pick pockets, move silently, and hide in shadows with 95% success, as well as become Invisible three times per day. They can Detect Magic and Identify at will. They have a marsupial pouch on their stomach, which functions as a Bag of Holding (type 1). Typically they carry in this pouch whatever they might need for a particular 'mission', at the very least a selection of heavy rags and twine (for wrapping up sharp objects to put in the pouch).

They are arch enemies of pixie fairies, and will often take everything a pixie fairy is wearing or carrying.

The general tactics of a thieving git are to approach when the party/adventurer is helpless or otherwise indisposed, use its abilities to identify the most powerful items, and attempt to take them in the fastest and most convenient way possible. They'll often (60%) stay in the general vicinity of a victimized party or character for 1-10 days, just in case there is a powerful item that was missed the first time around. After this point, it departs, and it and its prizes are never seen again.

These creatures typically avoid melee combat, although they're not above such mischief if they think they can get away with it. If killed, all the items explode out from inside them at once, making for a rather gruesome display.

Habitat/Society: None to speak of, such creatures have never been encountered more than one at a time (and most victims never even know that they encountered one).

Ecology: None.

Yield:

Medicinal: Nil.

Spell Components: The blood of these creatures can be used for a double duration Improved Invisibility spell.

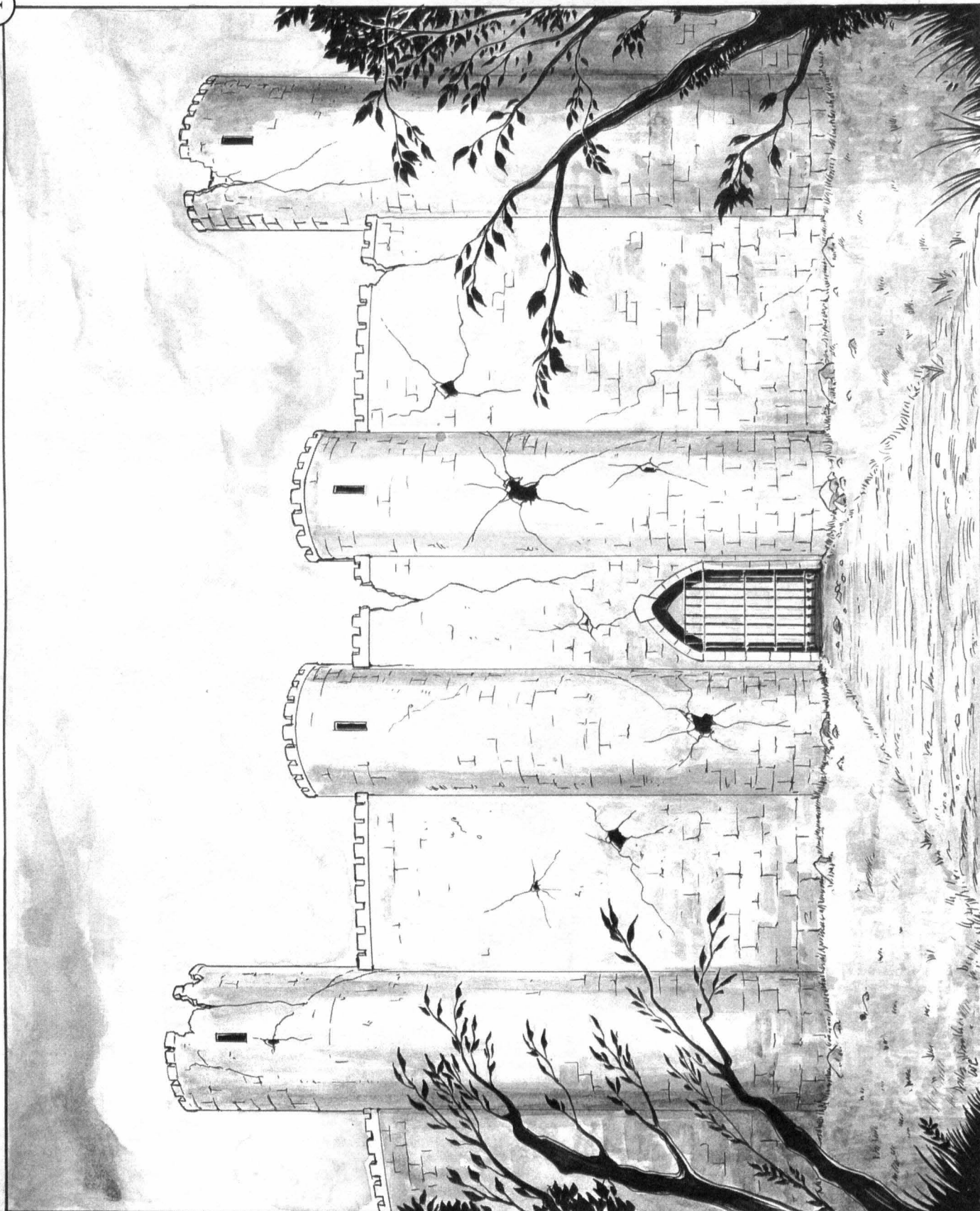
Hide/Trophy Items: The pouch can be removed, and used as a Bag of Holding (type 1) for 6-8 weeks, until it decays. If items are in the pouch at this time, they'll burst forth.

Treasure: Nothing beyond specific items stolen.

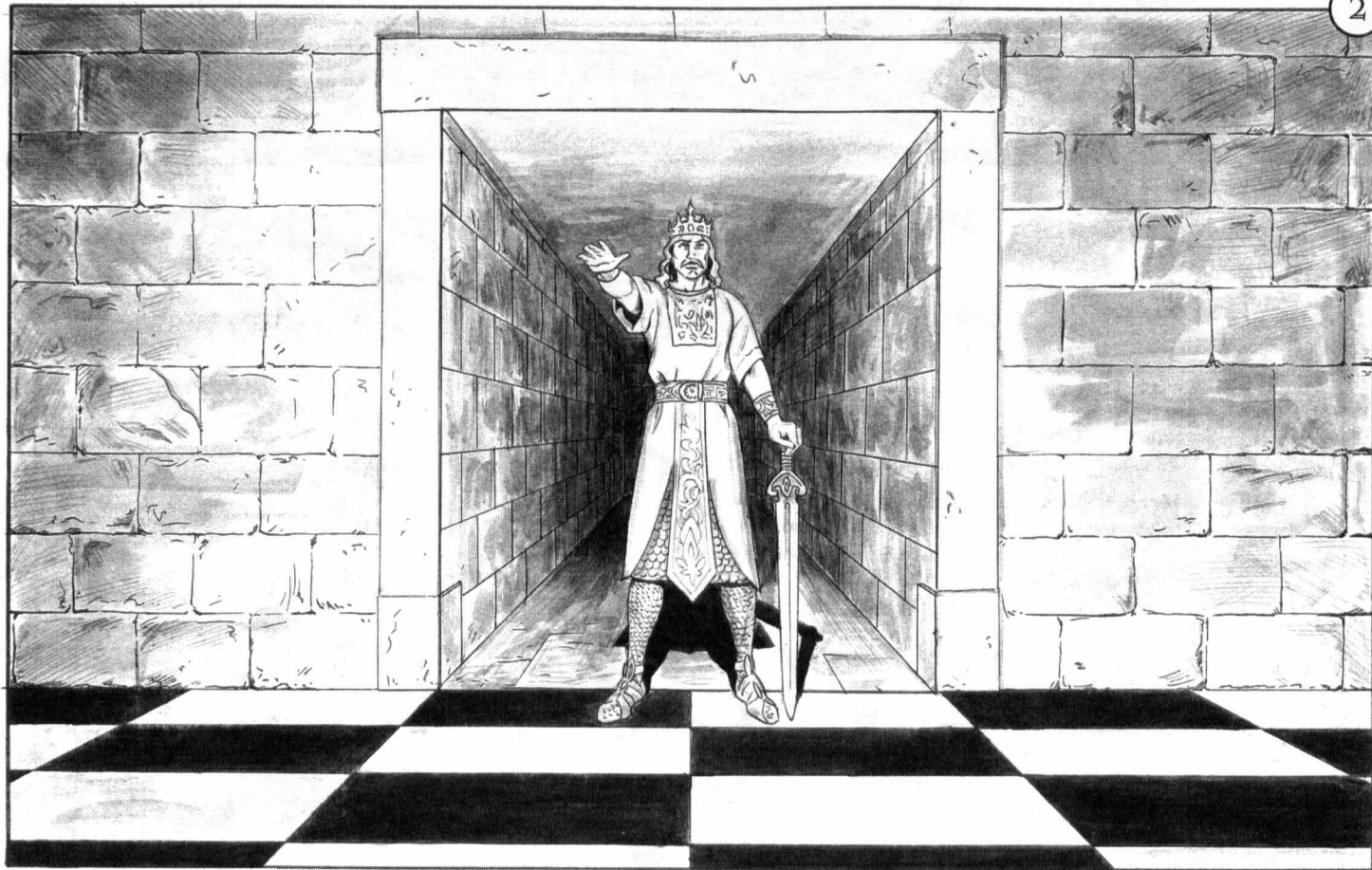
Other: Nil.

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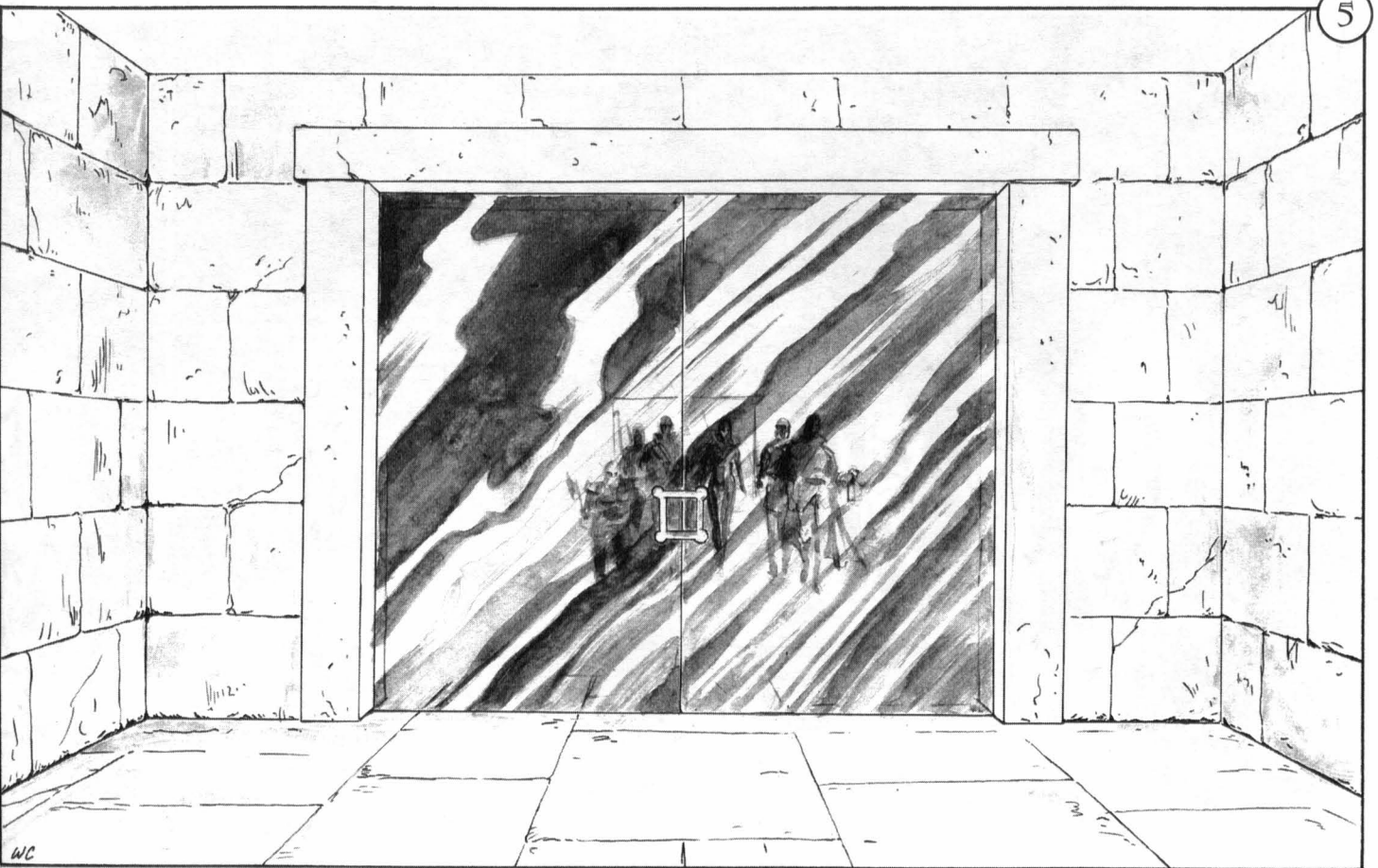


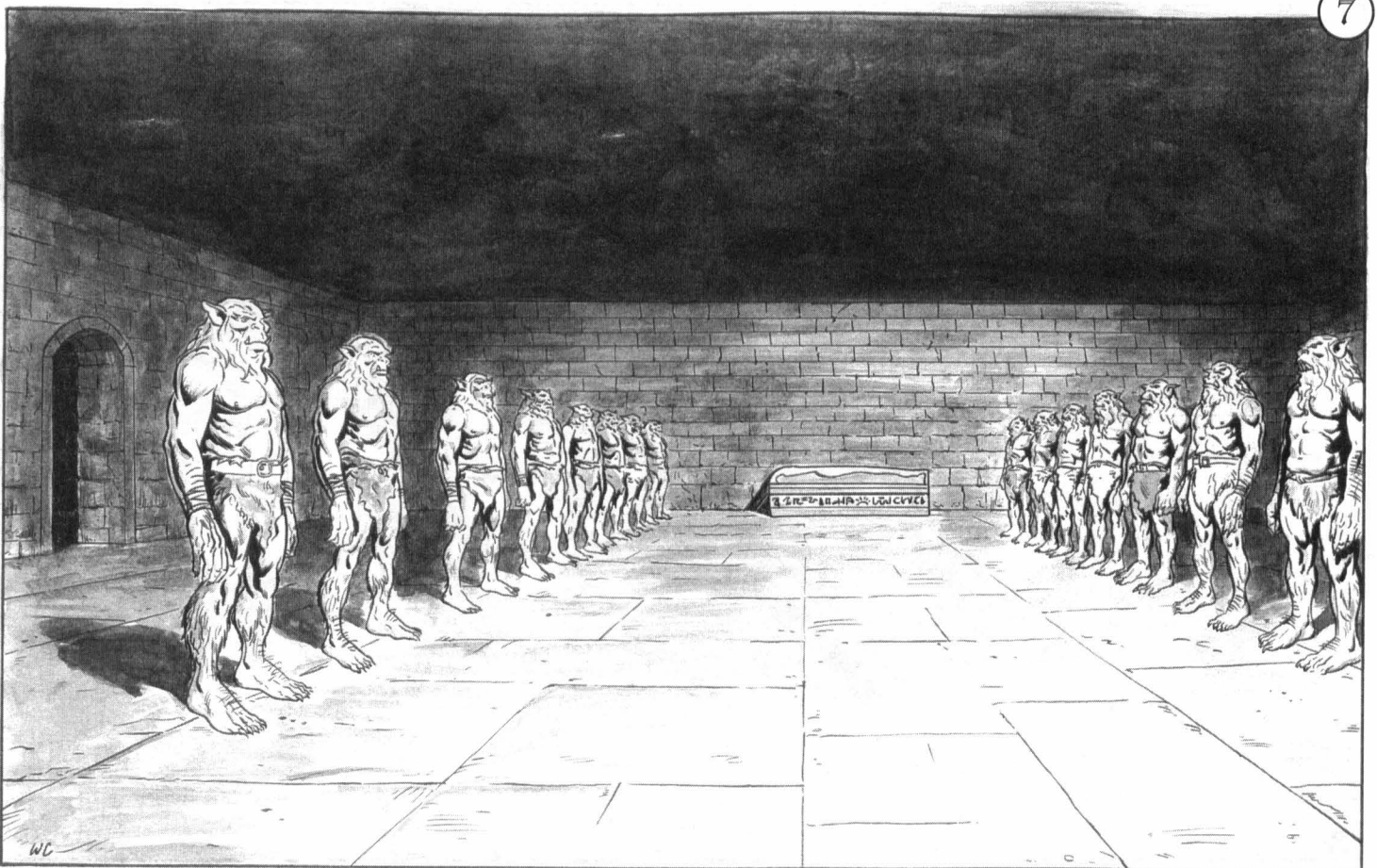
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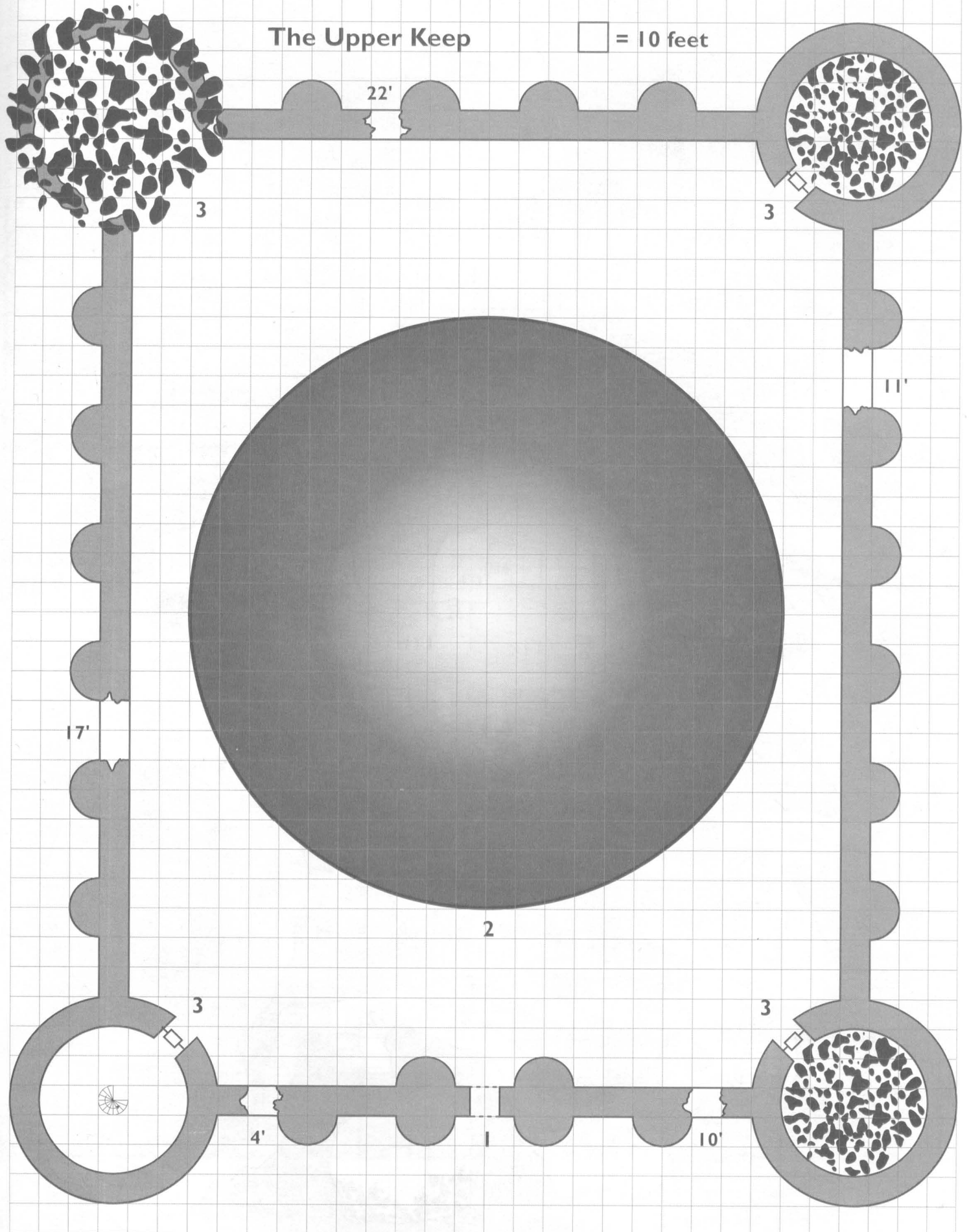






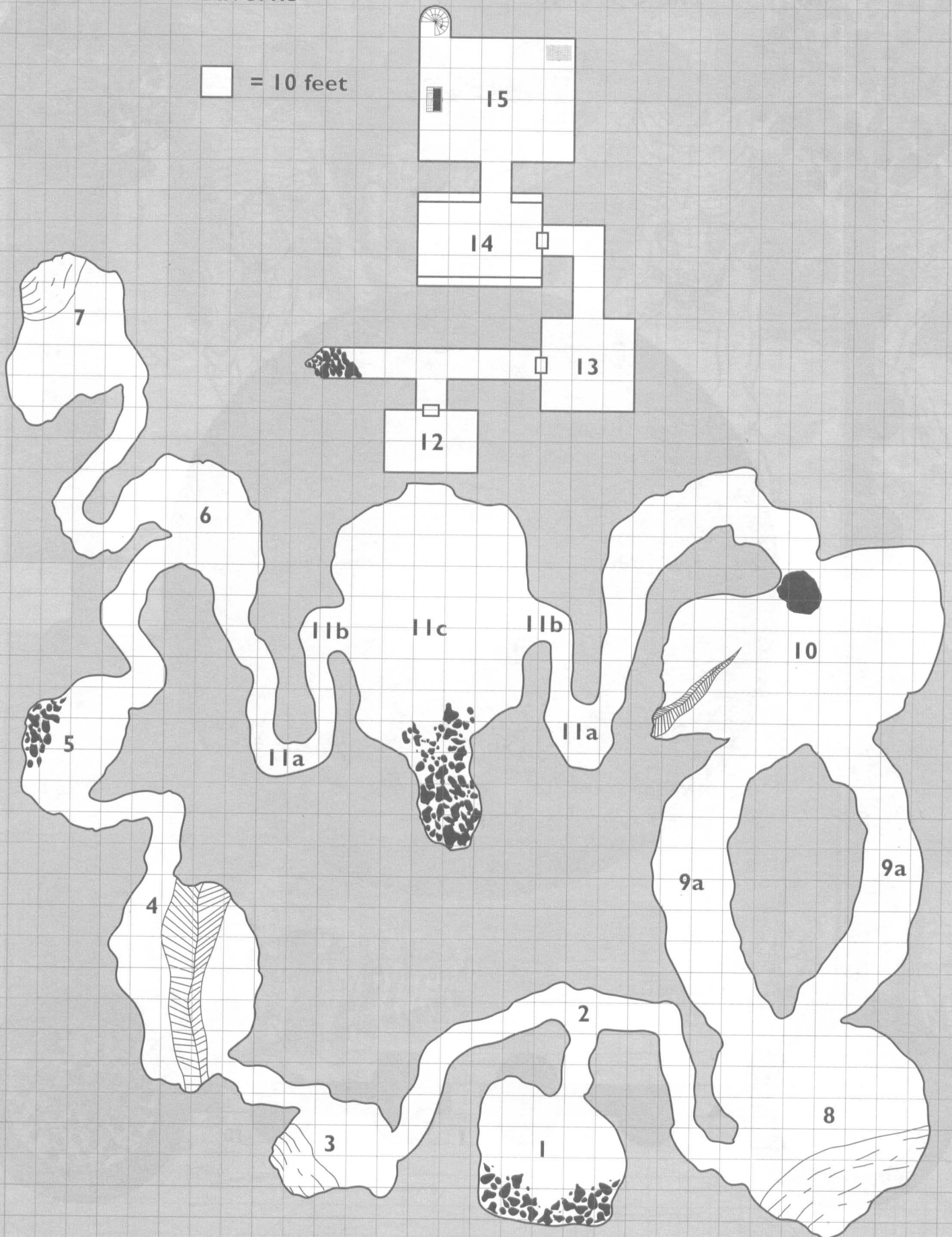
The Upper Keep

□ = 10 feet



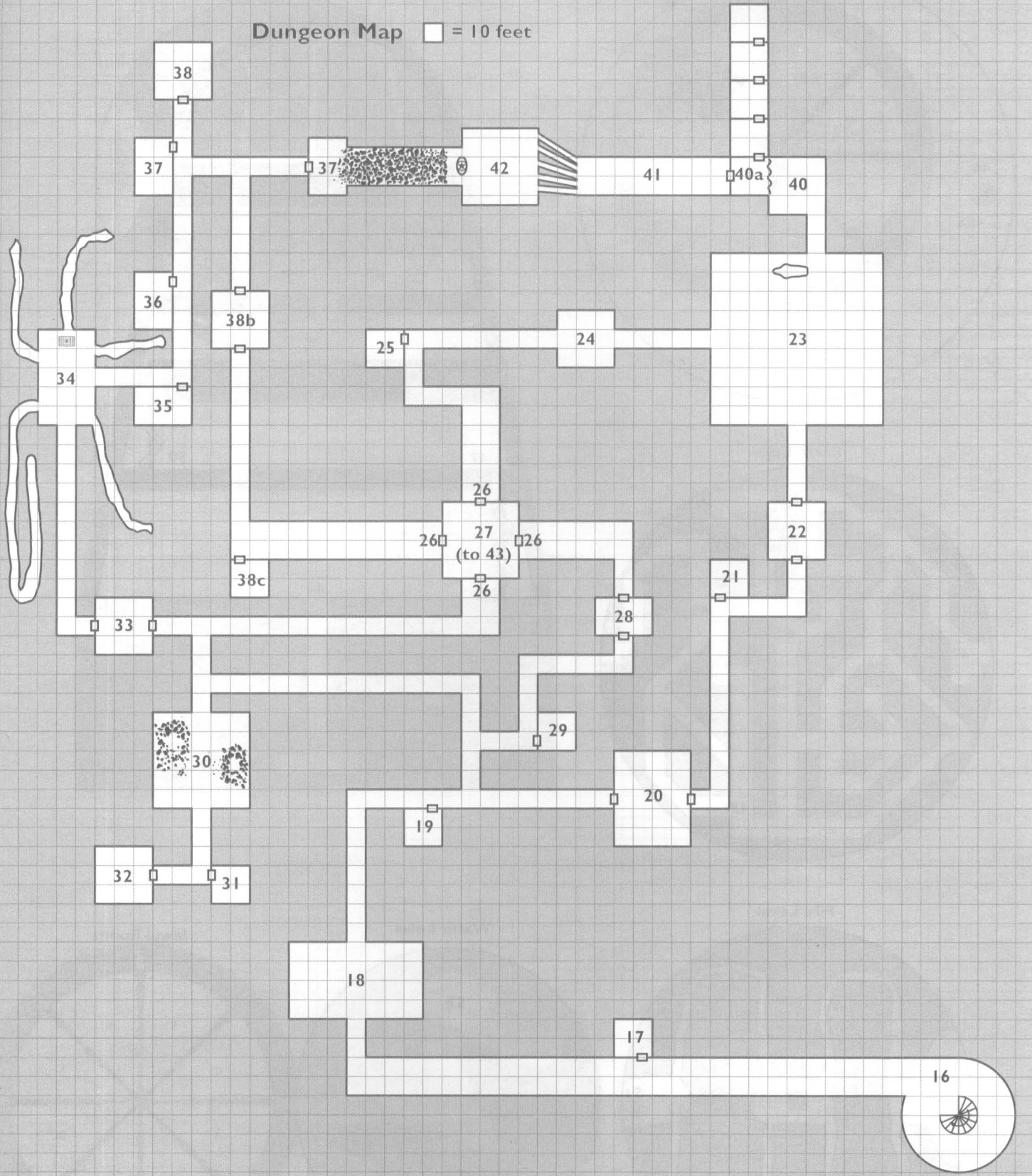
Caverns

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Dungeon Map

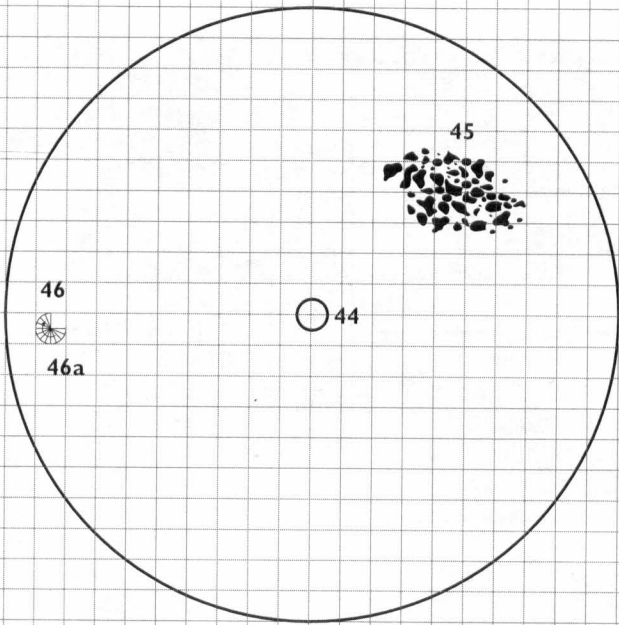
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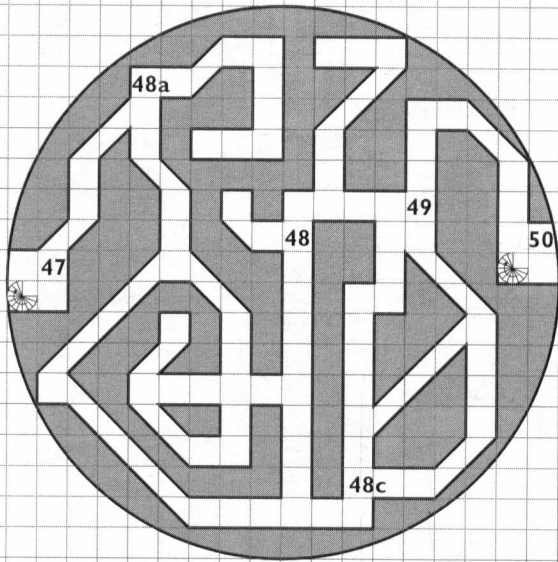
Demon Tower Interior

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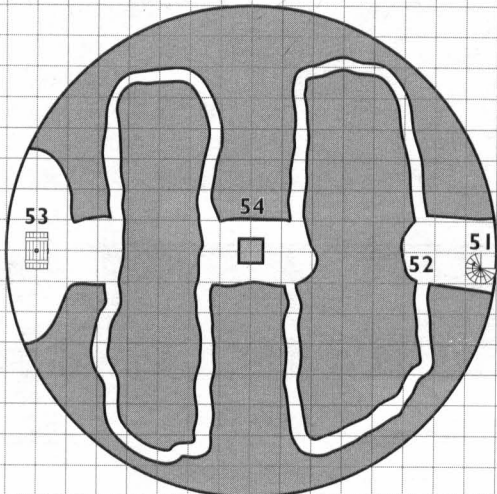
Air Level



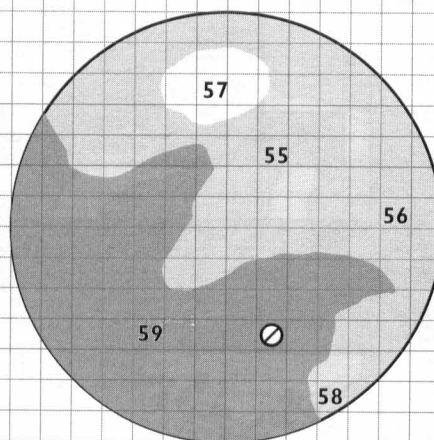
Earth Level



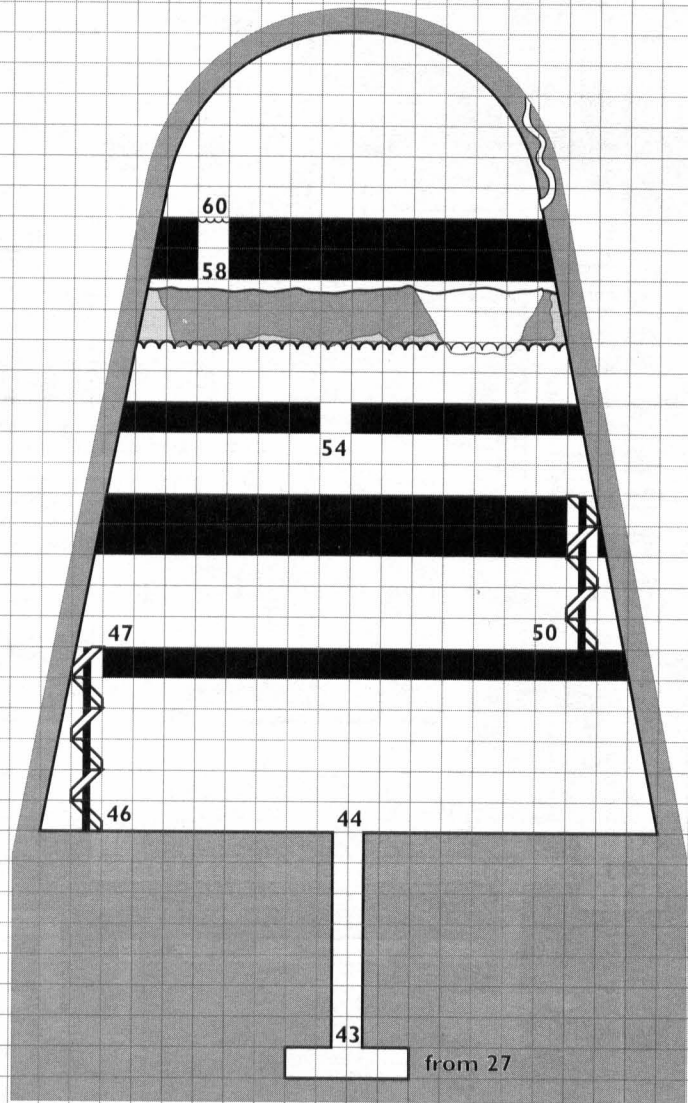
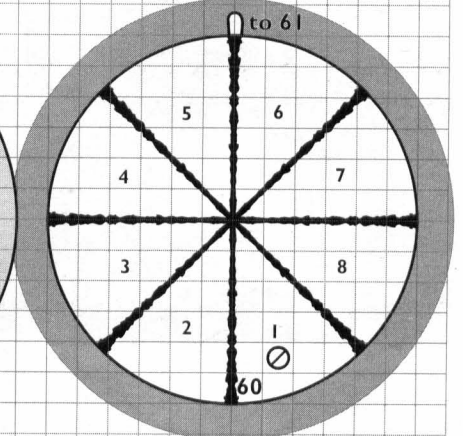
Fire Level



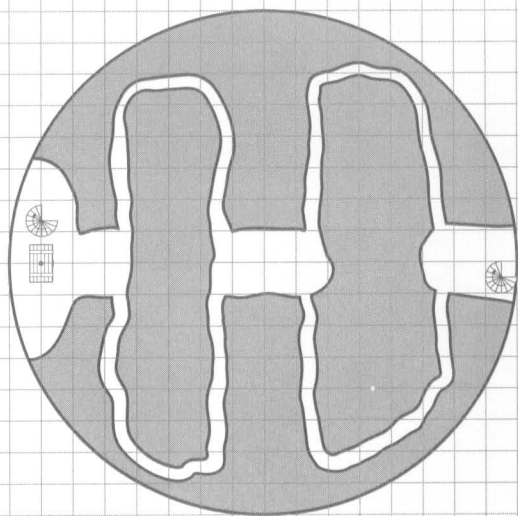
Water Level



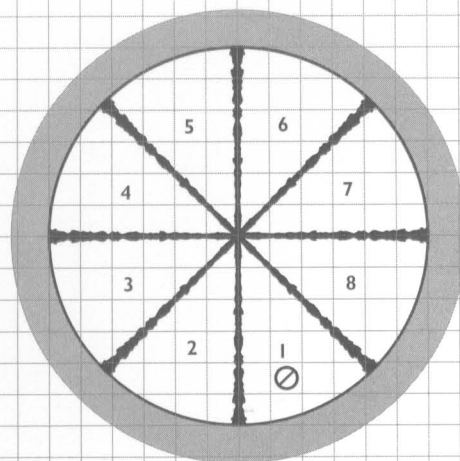
Jewel Room



Visual Aid #3



Visual Aid #4





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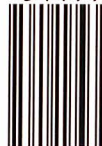
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