

HIGHFELL

A classic fantasy megadungeon by Greg Gillespie



Labyrinth Lord
Compatible Product

HIGHFELL

THE DRIFTING DUNGEON

Greg Gillespie



A Classic Fantasy Megadungeon for Labyrinth Lord™

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INTRODUCTION

HighFell: The Drifting Dungeon is an exploration-style megadungeon for Labyrinth Lord™ and other classic fantasy role-playing games. Players start with first level characters and continue through mid and high-level play.

HighFell begins in the town of Thatchum located in a cold region known as The Principality of Brine, situated in the northwestern aspect of the Northern Reaches. Over the course of the adventure, players will learn that an evil dragon cult has occupied the ancient floating dungeon with the intent to destroy Thatchum and the Free City of Threshold.

HighFell is intended to support an extended campaign lasting months and years. Unlike some megadungeons (constructed vertically with descending levels and sub-levels corresponding to character ability), HighFell presents a vast, and dynamic, floating sandbox environment with opportunities for dungeon exploration and discovery.

As the player characters (PCs) travel across the surface they will encounter eldritch ruins, wizard spires, and, eventually, descend into the lower halls of the ancient magic school. As they do monsters, increase in power and treasures increase in value. Subject to the choices made by the PCs, this megadungeon presents opportunities for more than one end-game scenario.

This book is divided into the following parts, each with their own subsections. The first provides an introduction to HighFell. The second is a gazetteer that outlines the regional geography of The Principality of Brine paying particular attention to the town of Thatchum. The third offers information for Referees on how to run the sandbox. The fourth details the wizard spires and towers that dot the surface of the drifting dungeon. The fifth describes the lower levels and the strange power that keeps the dungeon afloat. The final section provides all the supplementary material such as new magic items, monsters, random tables, illustrations, and maps.

Although the scope of the dungeon might seem daunting, HighFell is written to facilitate immediate play. You can begin merely by creating characters and venturing into Thatchum. If you want to set the broader context of the adventure, then read through the gazetteer information first.

HIGHFELL: A HISTORY

Long ago, when the elves first migrated to the great forests of the Northern Reaches, they were drawn to a nexus of magical power located on a tall mountain called the Dwimmerhorn. Exploration of the Dwimmerhorn revealed three henge gates constructed by the Archaicans, an ancient magical race long extinct. Through study the elves harnessed the nexus (or so they thought), and built mage towers and spires in order to study the phenomena.

In time, they also invited other wizards to join them and together they created a magic school high atop the cold and remote Dwimmerhorn Mountain. For generations HighFell wizards recruited promising young adepts and brought them to the school as apprentices – it was a great honour for one's son or daughter to receive an invitation to HighFell.

After centuries, the mages mysteriously left HighFell and those few who stayed took fewer and fewer apprentices. HighFell, once the epicenter of magical study, was abandoned. Towers collapsed, ruins became overgrown, and the site was lost. Monsters, once kept at bay by the power of the mages, occupied the caves, holes, and hovels.

Adventurers, hearing the rumours of powerful magical items and arcane lore, began exploring the ruins in search of ancient antiquities and magical treasures. With them sprouted new villages and towns like Thatchum to profit from their expeditions. The settlements grew slowly while deriving their living from the bountiful natural resources of salt and wood in the region, which in time, became known as The Principality of Brine.

On the sixth minute, of the sixth hour, of the sixth day of the new year, the people of Endtown and Thatchum saw an eerie green light emanate from the ruins high atop the Dwimmerhorn. The intensity of the light grew until an explosion rocked the great peak. HighFell pulled away from the mountain and since that time drifts slowly – and occasionally phases in and out of place – over the Great Salt Flat of the Northern Reaches.

What happened to HighFell? Why does it drift slowly and eerily across the landscape? Are you brave (or foolish) enough to explore the ruins of HighFell: The Drifting Dungeon?

The introductory background above is kept purposefully brief and should not be immediately available to player characters. Only through dungeon exploration, discovery, and role-play can players advance their understanding of the larger context. Not all of the information is available in the dungeon, nor is all the information available in Thatchum. The history and background of the dungeon is delivered in a deliberate and purposeful manner. Only the most conscientious of players will be able to weave together the various threads of the broader backstory. If the players want more information they need to explore and role-play.

GAZETTEER

This section introduces the district known as The Principality of Brine. The area draws its name, Brine, from its proximity to The Great Salt Reach that dominates its geography and industry. The area is considered cold and remote. Its towns and villages are relatively small and separated.

Similar to The Duchy of Aerik (the location of Barrowmaze), the Principality of Brine is a frontier location where ruffians, criminals, and adventurers seek to flee the central authority of the city of Threshold while mixing with simple townfolk, frontiersmen, barbarians, lumberjacks, rangers, and salt harvesters. Local government is relatively new and tenuous. Brine is a frontier.

The climate of the region is cold and summers are very brief (6 weeks). Frigid arctic winds and snow normally close caravan routes for a period in the winter and the region is quite isolated from Threshold during that period of time. Cold weather gear and equipment is required most of the year.

The hex map provides a geographical overview of the surrounding area. Each map hex represents 5 miles. This map uses the rough guideline that a human can march a maximum of 18-20 miles a day (in 8 hours) given the nature of the wilderness terrain. The trails are considered "rough" for travel purposes. If marching, the caravan route from Thatchum to Woodvale takes a full day or the equivalent of about 8 hours or 20 miles. Caravans and wagons move about 15 miles a day and unencumbered horses about 30 miles per day (subject to conditions). Due to the terrain of the Salt Reach, mounted travel is reduced by 1/3 or more, subject to the Referee.

The Marching Time Table (Page 9) approximates the distances between the villages and towns of Brine. The roads in the region are little more than potholed dirt (or mud) trails.

In addition, for every hex travelled by caravan the Referee should roll 1d6 with a result of 1 indicating that a wagon has broken a wheel (or sustained road damage of some sort) and must be repaired or abandoned along the caravan trail.

History, Social, and Economic Structure

The authorities in Threshold established the region called The Principality of Brine decades ago. However, despite its designation on a map, Brine remained a lawless frontier buttressed against the salt flat. Just recently, **Derrick Von Saulter**, a minor noble, was elevated to the title of Baronet of Brine and given authority to bring the region under the rule of law. A small garrison was established in Thatchum to protect the town from monstrous humanoid tribes (largely bullywugs, goblins, and gnolls) and to ensure the flow of its natural resources (salt, timber, furs) to Threshold.

Prior to his designation as the Baronet of Brine the wizard's guild in Thatchum, called The Mystics of Matoowb, have facilitated local administration and government in concert with the Temple of the Blue Star (Arcantryl). The transition of power is just underway.

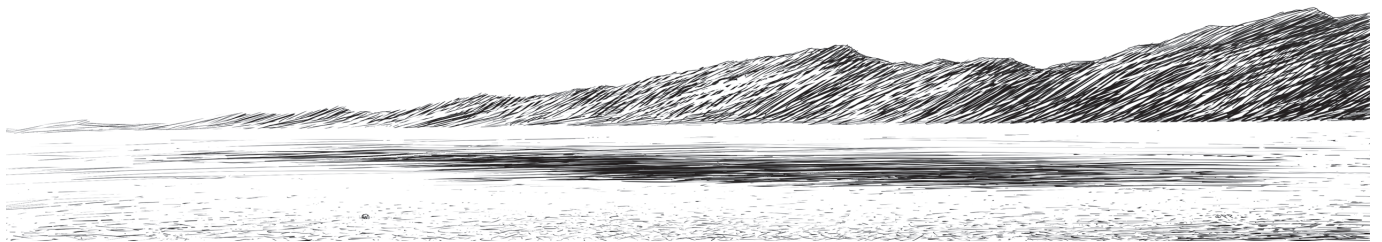
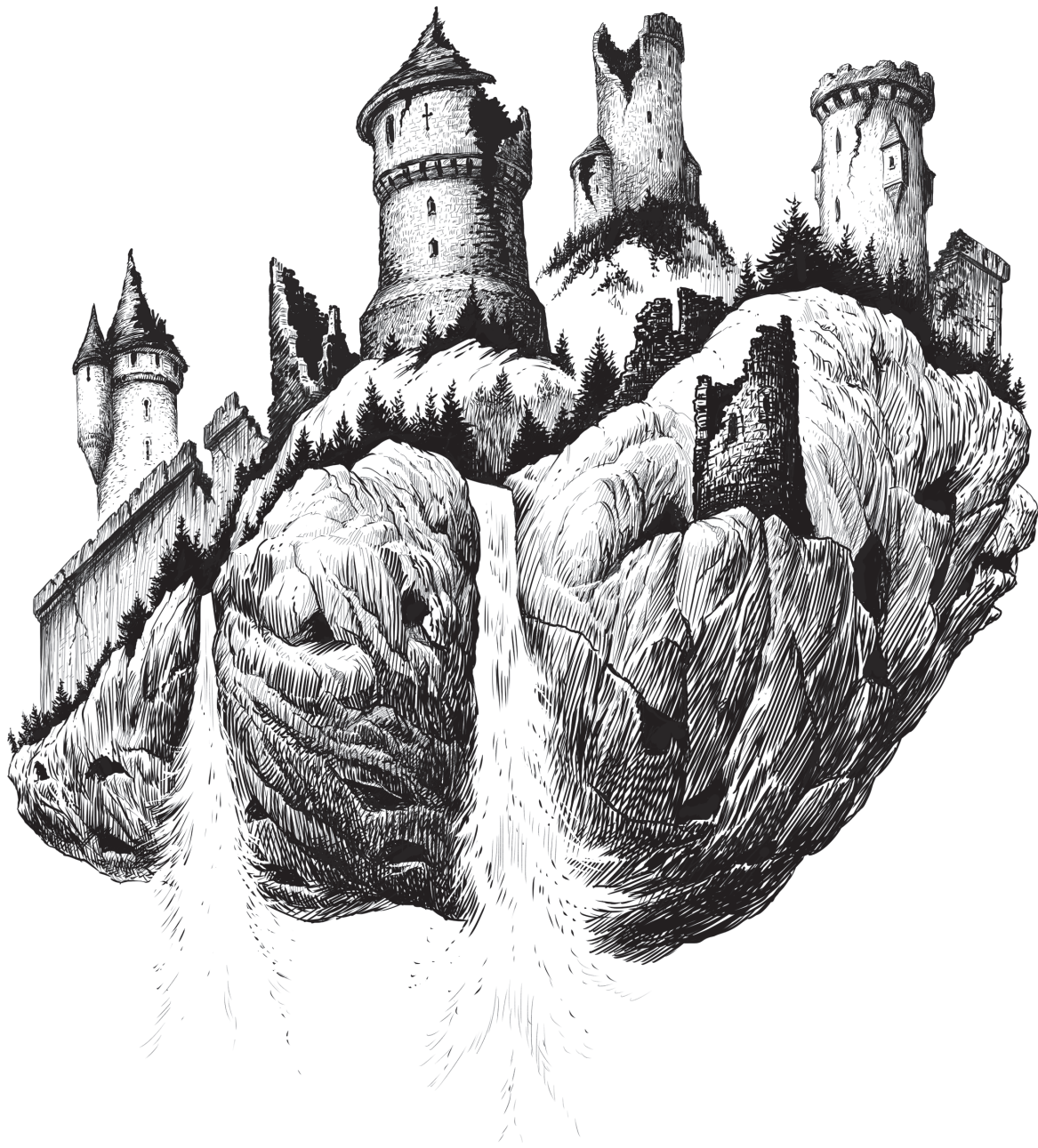
Geography

The Great Salt Reach

The Great Salt Reach, or Great Salt Flat, dominates the geography of The Principality of Brine. The Reach is approximately 45 miles in length and approximately 45 miles in width. A number of long finger-like mountain ranges, running from the northeast to the southwest, cross-sect The Reach. An array of wild animals and dangerous monsters lurk in these mountains. In some cases, the peaks are home to aeries and rookeries for a number of flying beasts.

The Timberland of Gheal

The Timberland of Gheal is a dense northern pine forest located immediately south of Thatchum. The woodland is approximately 20 miles in length and 30 miles across. The tall stately snow-capped pines are logged and dragged with teams of horses just outside of town where the wood is prepared and transported to the Free City of Threshold. A goblin tribe, called The White Claw, is based deep in the forest and periodically ambushes caravans.



The Fargone Forest

The Fargone Forest, like the Timberland of Gheal, is a northern pinewood. The forest directly borders three of the five settlements in The Principality of Brine including Thatchum, Woodvale, and Lindysfar. The eastern edge of the Fargone Forest is home to the The Black Teeth, a tribe of northern shaggy gnolls who are adept at tracking, hunting, and the longbow. They periodically attack caravans and enslave prisoners travelling between the villages. They also attack loggers who chop the forest closest to the settlements noted above.

The Trollcrag Mountains

The Trollcrag Mountain range begins near Thatchum and ends 30 miles away to a small cluster of mountains at the southern end of The Great Salt Reach. The mountain cluster contains a tribe of white-skinned trolls tainted by centuries of exposure to the salty brine. The middle of the range (#48 on the Regional Hex Map) contains a single peak and plateau that serves as a rookery for a flight of huge ravens (see New Monsters) who could be tamed and used as flying mounts by player characters to gain access and egress to HighFell.

The Spine of Kron

Locals tell the story of a great titan named Kron who, long ago, laid down to sleep and created the mountain range called The Spine of Kron. The range is about 30 miles long with The Henge of Lost Souls located on its eastern edge and The Great Salt Reach on the other. A mottle-skinned and black-eyed tribe of mountain troglodytes (see New Monsters) lives in the mountain caves closest to the salt flats and occasionally raids the settlement of Endtown.

The Bone Peaks

The Bone Peaks derive their name from the salty crust that grows up and covers the sides of the mountains. The range is about 35 miles long with the village of Woodvale at its eastern edge and ends in the center of The Great Salt Reach. The middle of

the range (located at #9 on the hex-map) contains a small flock of hippogriffs. These strange beasts could be used as flying mounts to gain access to HighFell.

The Bluffs of Brine

The Bluffs of Brine are another long mountain range that extends into The Great Salt Reach. A tribe of white-skinned bullywugs, or froglings, makes its home in the salt caves located at the far southwestern terminus of the mountain range. They rarely interact with other races and eke out their meager existence on the salt flats.

The Salt Hills

The Salt Hills are a small range of mountains extending about 15 miles southwest of the Skyfall Mountains. The Salt Hills are tall peaks that serve as the nesting ground for prideflock of griffons. Although fierce creatures, they could be used as mounts if charmed or taken young and trained.

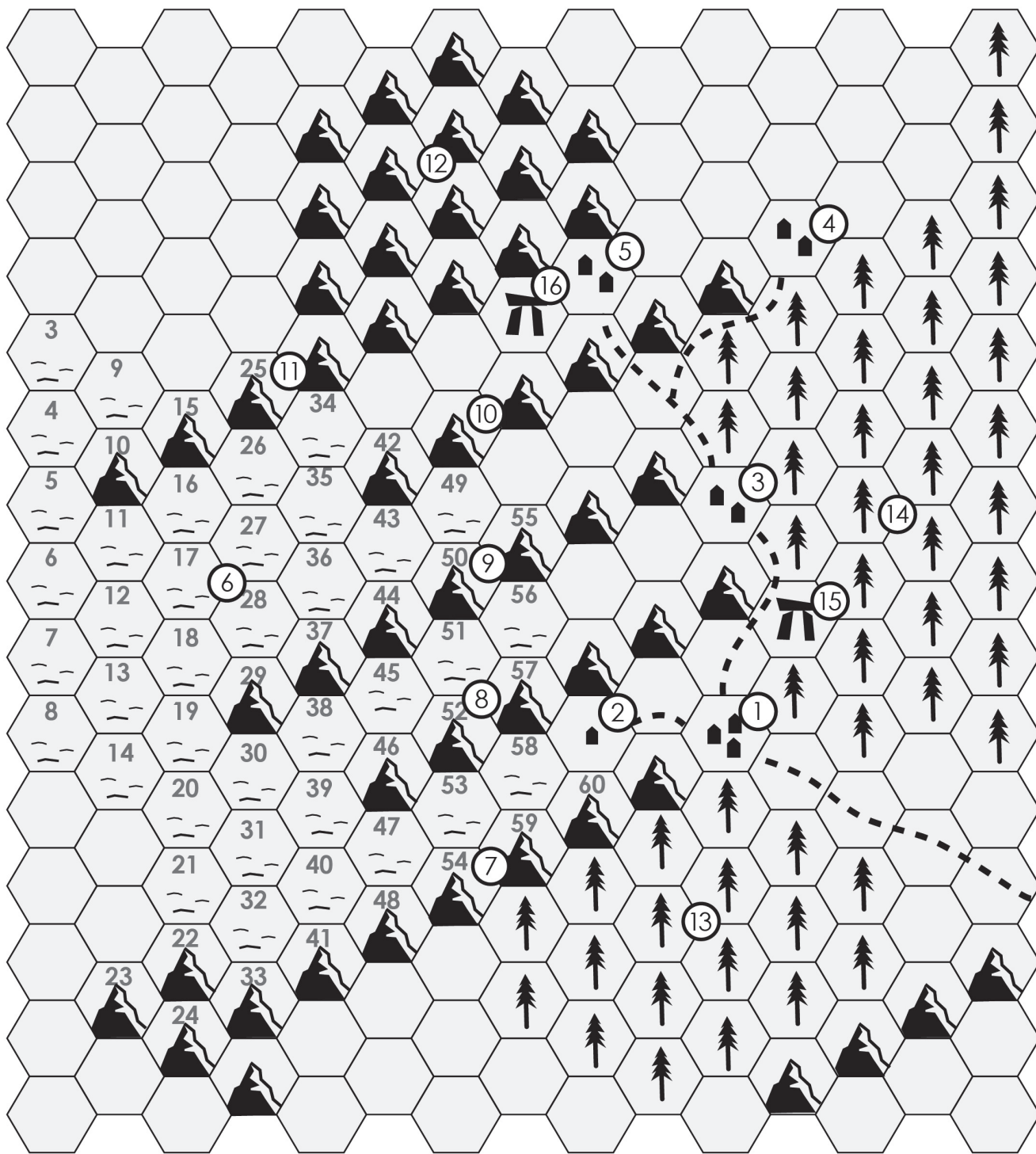
The Skyfall Mountains

These mountains are a cluster of extremely tall white-capped peaks approximately 24 miles across and 20 miles in length. The mountains are known for their untapped mineral riches (such as gold) found in the streams and rivers as its base and also for the yetis and ice toads commonly encountered on trails and paths. Two huge rocs (20 HD), and likely their offspring, nest somewhere in the mountains and prey on horses and cattle grazing on the outskirts of Inverbarren and Lindysfar. The range gets its name from periodic meteor showers that bombard the mountains and surrounding area.

The Henge of Lost Souls

The Henge of Lost Souls is a series of standing stones in three concentric circles with a central dais made of stone. The stones mark the compass directions and have well-worn glyphs inscribed by the Ancient Archaicans. These also provide a means to teleport from one henge to another, for those who possess the knowledge to activate them.





THE PRINCIPALITY OF BRINE

Scale: one hex equals five miles

Key



Locations

- | | | |
|-------------------------|----------------------------|-------------------------------|
| 1. Thatchum | 7. The Trollcrag Mountains | 13. The Timberlands of Gheal |
| 2. Endtown | 8. The Spine of Kron | 14. The Fargone Forest |
| 3. Woodvale | 9. The Bone Peaks | 15. The Henge of Lost Souls |
| 4. Lindsfar | 10. The Bluffs of Brine | 16. The Henge-Ring of Brodgur |
| 5. Inverbarren | 11. The Salt Hills | |
| 6. The Great Salt Reach | 12. The Skyfall Mountains | |

Marching Time in Hours (h)/Distance in Miles(mi)

Locations	Thatchum	Endtown	Woodvale	Lindysfar	Inverbarren	Henge of Lost Souls	Henge of Brodgur	Threshold
Thatchum	--	4h/10	8h/20	18h/45	16h/40	4h/10	16h/40	16h/40
Endtown	4h/10	--	12h/30	22h/55	20h/50	8h/20	22h/55	20h/50
Woodvale	8h/20	12h/30	--	12h/30	10h/25	4h/10	10h/25	26h/70
Lindysfar	18h/45	22h/55	12h/30	--	10h/25	14h/35	10h/25	34h/85
Inverbarren	16h/40	20h/50	10h/25	10h/25	--	12h/30	2h/5	32h/80
Henge of Lost Souls	4h/10	8h/20	4h/10	14h/35	12h/30	--	12h/30	20h/50
Henge of Brodgur	16h/40	22h/55	10h/25	10h/25	2h/5	12h/30	--	32h/80
Threshold	16h/40	20h/50	26h/70	34h/85	32h/80	20h/50	32h/80	--

The Ancient Archaiaans constructed these henges as teleportation gates to travel quickly across the Northern Reaches. After the fall of Archaia, their magic was lost and they became sites of worship for barbarian nomads and tribes of monstrous humanoid.

The Henge takes its name from occasional disappearances at the site. Despite its location adjacent to the caravan trail to Woodvale, the local folk avoid the henge and consider it haunted and tainted with dark magic.

PCs can teleport from the Henge of Lost Souls to HighFell through use of The Medallion of Matoowb (see New Magic Items). The medallion allows teleportation to one of three henges located on the surface of the drifting dungeon. The Mystics in Thatchum may be willing to loan the medallion to a group of adventurers for their share of arcane lore and magic items retrieved per expedition. The medallion will be a great boon for the PCs, so Referees are encouraged to negotiate shrewdly. The Mystics are both wise and astute.

The Henge-Ring of Brodgur

This unique henge contains a special single ring of low, well-worn and broken, standing stones. The henge was constructed by the Ancient Archaiaans but has been destroyed and disturbed by monsters and northern barbarians over the many centuries.

There are two points of interest. First, a hundred years ago the townsfolk of the nearby village of Inverbarren dragged a single standing stone into the

center of their village marketplace. Taking the stone disturbed the magic of the henge. The henge cannot function as a teleportation location until the stone is returned (perhaps a side quest for willing player characters).

In addition, the disturbed magic has called and held the spirit of a barbarian warlord named **Brodgur** who was slain at the henge long ago. His bones, and "Sabre-Fang" (his *Two-Handed Sword +1*), lay buried under the earth near the stones. **Brodgur's** tribe, the White Wolves (worshippers of Valdghar), range across the broad steppes north of the Skyfall Mountains. They return each spring to the henge to pray and commune with their great ancestor. **Brodgur** possesses knowledge of the geography within The Principality of Brine and the far north.

RELIGION AND THE GODS

Old and New Gods: Anganach and Futurus in The Principality of Brine

The Ancient Ones, called the Anganach in The Northern Reaches, represent the elder gods.

Some believe they preexisted in the forests, swamps, and streams of the land – like Silvanus (Green Man), Cromm, Herne the Hunter, Valdghar, Malachai, Nergal, and Impurax. Others believe the first elves, or perhaps the first nomadic humans brought their gods with them. No one knows for certain.

With the founding and growth of the population of Threshold, new religions expanded into the Northern Reaches. These faiths are called the New Gods or the Futurus. The church of St. Ygg has been the most aggressive in establishing itself in Threshold and The Prelacy of Middenmark. The church has been less

successful in more peripheral, and more traditional, regions like The Principality of Brine and The Duchy of Aerik. The clerics of St. Ygg are dismissive of the Ancient Ones and position them as backward, primitive, and descendent.

The folk of The Principality of Brine still consider it a good omen to wander across the face of the Green Man carved into a great tree or rockface in the wilderness.

Beyond the Anganach and the Futurus, there are stories of "foreign" religions including Athena the Goddess of Military Strategy or Thor the God of Thunder and Lightning. The Referee can add other deities subject to needs of their campaign.

Deities in The Principality of Brine

Arcantryl (Magus)

Goddess of Magic

Lawful Neutral

Symbol: A star within a star



Arcantryl derives her power from knowledge of the universe and existence. She believes in understanding the structure of the cosmos and harnessing (and bending) that knowledge to express magical energy. Instead of branching out immediately to the smaller

villages of the Northern Reaches, the clerics of Arcantryl focused on developing followers at larger centers in select districts of the Reaches. These include the city of Threshold, Eastdale in The Prelacy of Middenmark, Thatchum in The Principality of Brine, and Ironguard Motte in The Duchy of Aerik. One might see a humble, or impromptu, shrine for prayer located in other villages.

Baracus (Irratus)

Demi-God of Wrestling and Athletics

Chaotic Good

Symbol: Two tattooed arms wrestling



Baracus appears as a large, very muscular athletic warrior with a jolly smile. He is the demi-god of warrior-athletes, especially wrestlers. Warriors of all types and those who wish to hone their bodies through

personal discipline and exercise worship Baracus. He is a gregarious and boisterous figure who lives

large, drinks hard, and laughs harder. Baracus is primarily worshipped in the northernmost expanses of the Northern Reaches where feats of strength are common and wrestling is the sport of choice. He is closely associated with Crom.

Bormanus (Salus)

Demi-God of Salt and Minerals

Neutral

Symbol: The symbol of earth inside the symbol of salt



Bormanus appears as a rough-hewn golem made of salt with expressionless blue glowing eyes. His worshippers include prospectors, miners, diggers, panhandlers, and those in related mining industries. Often his followers will carve small effigies from salt and

leave them at his shrines and places of worship. The common people in Thatchum and Woodvale hold festivals of salt in his name.

Crom (Cromm Cruach)

God of Strength and Battle

Chaotic Good

Symbol: A silver crown over a mountain



Crom, or Cromm Cruach, is worshipped largely by warriors, mercenaries, and frontiersmen. Crom is considered grim and gloomy. He prizes feats of strength, valour, and daring in battle. He rarely answers prayers. Instead, he prefers to watch resilient and resourceful

warriors blaze their own path to glory. His followers use his name as a blessing, a curse, or in astonishment. Crom's symbol is a crown atop a great mountain. The crown represents his position as the greatest of warriors. His followers, upon death, must climb Crom's great mountain and stand in judgment before him. If they have been cowardly, or fled in the face of battle, Crom will laugh at them and cast them out. However, if a warrior has been stout of heart and died bravely he will be welcomed into the afterlife. Crom is often depicted as a barbarian with black hair and piercing blue eyes.



Denara (Pecuna)

Demi-Goddess of Wealth, Bureaucracy, Trade
Lawful Neutral
Symbol: Unbalanced scales of trade



Denara's sphere includes the areas of trade, wealth, and administration. Her followers include entrepreneurs, traders, merchants, bureaucrats, and the wealthy. Denara is not as fickle as Fortuna. She believes in judicious treatment of wealth, the hierarchical distribution of capital, and

lawful organization of trade and trade agreements.

Dogma (Illuminatus)

God of Knowledge, Scholars, Learning
Lawful Neutral
Symbol: A sunrise within a book



Dogma appears as an old, thin, grey-bearded man in a monk's habit carrying a great book under his arm. The Learned One is the patron of those who seek knowledge and those who create new knowledge, such as scholars, inventors,

alchemists, and mages. Dogma embodies the notion of enlightenment through higher education.

Syldina (Timereach)

Demi-God (Heroine) of the Northern Wilderness
Neutral Good
Symbol: Spear with severed head of a man



Syldina appears as a tall, red-headed shield-maiden armed with a spear and a stoic gaze. Like Herne the Hunter, Syldina was a worshipper and the chosen of Silvanus in life. Upon sacrificing herself in a great battle against overwhelming odds, she was called upon to serve the Green

Man in the afterlife. She champions the Northern Wilderness and its peoples. Archers, and those who hunt and range across the far forests of the Northern Reaches, also worship Syldina. Her symbol is a spear with feathers or the severed head of a man attached at the base.

Valdghar (Sangdro-Libidus)

Demi-God of the Valdghardt, Nomadic barbarians,
Bloodlust
Chaotic Neutral
Symbol: A woolly mammoth



Sages are unclear as to whether Valdghar is a distinct demi-god, or an aspect of Crom acclimatized to northern warrior tribes and barbarians. Valdghar appears as a brawny barbarian with black hair and cold blue eyes. He wields a broad-bladed battle-axe and rides

a woolly mammoth into combat. He values strength, courage, and feats of arms. Sages believe he instills his bravest and most loyal warriors with an inspiring bloodlust. The barbarian tribes of the Northern Reaches worship him, and his totems, exclusively.

The Valdghardt barbarians consist of a number of small distinct tribes, such as Cougar Claw, Black Wolf, Green Griffon, Three-Eyed Raven, Horned Stag, Great Moose, Blood Moon, and others. They have their own dialect, totems, worldviews, and spiritual beliefs. The tribes are fiercely independent and will occasionally ally themselves with neighbouring clans for security or war.

Vol (Draco Frigidus)

God of Evil Dragons, Dracoliches, Dragon Cults, and Dragonmen
Lawful Evil
Symbol: A rampant dragon



Vol is the god of evil dragons and their followers. He appears either as a draconian-looking humanoid or as great white dragon. Followers of Vol, called the Volsectum Draconis, are humans who support the machinations of evil dragons and their transition into undeath as dracoliches. Vol blesses his closest and most

devout followers with transmutation into dragonmen, although very little is known about this process. Vol is dedicated to the destruction of human civilization in the Northern Reaches and, specifically, the Free City of Threshold.

PRINCIPALITY OF BRINE: TOWNS AND VILLAGES



Endtown (Thorp)

Population: 118

Alignment: Lawful Neutral

Demographics: Human

Political Structure: Briny Brothers Caravan Company

Industry and Trade: Salt

Endtown is little more than a series of shacks and huts that serve as a salt harvesting station. The village was founded by the Briny Brothers Merchant Caravan Company to harvest and transport salt to Thatchum. The industry has drawn a few hardy souls who eke out their existence in Endtown. With the exception of the guards posted by the Briny Brothers there is no central authority. When attacked, the villagers flee to Thatchum.

Woodvale (Hamlet)

Population: 435

Alignment: Neutral Good

Demographics: Human, half-elves, elves, and halflings

Political Structure: Von Saulter Designate: Handel Bjornson (Level 3 Human Fighter)

Industry and Trade: Lumber, Mead

Woodvale has a population that approaches the size of Thatchum. The hamlet is defended by a wooden palisade and earthen embankments. The town survives primarily as a way-station between

Thatchum and the northern villages of Inverbarren and Lyndysfar. Woodvale's primary industry is lumber logged from the Fargone Forest. The lumber is then forwarded to Thatchum and transported to the Free City of Threshold. The hamlet of Woodvale has an ongoing feud with "The Black Teeth" a gnoll tribe that lives along the eastern edge of the forest. Lumberjacks and those foraging in the woods are routinely ambushed.

Lindysfar (Hamlet)

Population: 327

Alignment: Chaotic Neutral

Demographics: Humans and half-elves with some elves and halflings

Political Structure: Council of Village Elders

Industry and Trade: Primarily Lumber with Fur Trapping (Beaver, Muskrat, Giant Ferret) and Livestock (Sheep) and Agriculture (Corn)

Lindysfar is one of the northernmost hamlets in the Northern Reaches. Just as Endtown represents the western frontier, Lindysfar represents the northern edge of civilization – and the word civilization is used loosely. The village has a rough mix of fur traders, trappers, hardy frontiersmen, rangers, brigands, criminals-on-the-run, ruffians, and a few acclimatized barbarian families.

Inverbarren (Hamlet)

Population: 209

Alignment: (Lawful) Neutral

Demographics: Human with some half-elves and dwarves

Political Structure: Council of Village Elders

Industry and Trade: Mining (Iron, Silver, and Gold), Game (Deer, Elk), Livestock (Sheep)

Inverbarren is a small hamlet located on the edge of the Northern Reaches. Inverbarren, and its sister village Lyndysfar, represent two of the northernmost villages and often serve as the point of first contact with civilization for nomadic barbarian tribes (and the last point of contact for those seeking to hide). The people of Inverbarren sustain themselves through small-scale metal panning and mining in the streams at the base of the Skyfall Mountains and the Bluffs of Brine, as well as game and livestock.





Threshold (City)

Population: 25,021

Alignment: Any (predominantly Lawful Neutral)

Demographics: Any (Primarily Human)

Political Structure: Hereditary Kingship

Industry and Trade: Financial, Political, and Trade
Capital of the Northern Reaches

Threshold is the capital of the Northern Reaches. Five years ago, the city was attacked by a horde of monsters from the Black Peaks. The army included orcs, goblins, and hill giants who nearly leveled the city and destroyed the stone fortifications. The warriors of Threshold, alongside support from the high clerics and wizards, barely repulsed the horde. Currently, only half the city is habitable. The rest remains under construction.

Thatchum (Village)

Population: 596

Alignment: Neutral Good

Demographics: Human, with some Dwarves, Half-Elves and halflings

Political Structure: Barony (Von Saulter)

Industry and Trade: Primarily Salt, in addition to Sheep, Honey Mead, and Lumber. Regional Trade Center with the Free City of Threshold.

PLACES OF NOTE: THATCHUM

1. The Spelltower of the Mystics of Matoowb

The Order of the Mystics (or simply the Mystics) are a small, but ancient, order of wizards founded by the Archmage Matoowb. Matoowb built the Spelltower and also founded the village of Thatchum. Although he died soon after the completion of the spire, his apprentices continued his instruction. The Mystic Order of Matoowb has grown slowly since. Through a secret election the order selects a new Archmage every ten years. The order is open to all alignments and specializes in abjuration, evocation, and transmutation, access to other schools of magic are limited but available.

Under **Wannistol the Wondrous**, the Mystics assumed the administration of civic duties prior to the elevation of **Derrick Von Saulter** as the Baronet of Brine.

The order is especially interested in acquiring ancient magic relics, artifacts, and information about **Matoowb** and his life. They are particularly interested the location of his original wizard tower and his secret library located somewhere in the ruins of HighFell.

The Mystics are willing to provide support to adventurers who want to assume the risk of travelling to, and exploring, the Drifting Dungeon.

For low-level adventurers (levels 1-3) the Mystics (at most) will provide one-use magic potions to ascend and descend from HighFell like *Potions of Flying* and *Potions of Feather Fall*. Alternatively, they might provide a bag of *Baltron's Beguiling Birdseed* (see new Magic Items) that functions like a *Charm Animal* spell on the huge ravens located in The Trollcrag Mountains.

The Mystics might allow a veteran group (levels 4 and above) to use the *Medallion of Matoowb* to access HighFell via The Henge of Lost Souls. The Mystics may give (Referee's choice) mid-and-high level parties access to a *Carpet of Flying*, *Broom of Flying*, or a *Figurine of Wondrous Power (Ebony Fly)* for a significant percentage of profits and the first choice of recovered magic items.

2. Well and Marketplace

The village well provides a meeting point for many in Thatchum. Merely socializing around the well in the course of the day will provide PCs with the opportunity to meet locals and also hear a random rumour or two.

Once a week villagers from across the Principality of Brine bring their carts and their tents and create a marketplace that includes local food, clothing, musicians, and entertainers (jugglers, fire-eaters, dancers, acrobats, etc.). The town also sponsors popular bear-baits and monster-baits. The market causes the population to swell and offers unique opportunities to introduce characters to new NPCs (such as **Quinari Stol**), henchmen, hirelings, and secondary quests (at the Referee's discretion).

3. Adderon's Alchemy Shoppe

Adderon Moon-Shadow established his alchemy shoppe at the base of the spelltower to profit from the presence of the mages and their apprentices.

His shoppe is filled from floor to ceiling with shelves of glass bottles, jars, and containers of various shapes and sizes. These vessels are filled with all manner of colourful liquids – some stagnant and others bubbling with magical energy.

Adderon also sells basic supplies such as holy water, oil, acids, and some poisons. All poisons must be signed and accounted for to ensure their use can be tracked in the event of an untimely demise.

Adderon can also create any manner of salves, oils, teas, creams, elixirs, and tinctures, given sufficient time and money. The majority of these are mundane (but potentially quite helpful) and are subject to the creativity and discretion of the Referee and PCs. Note that supplies are limited. Prices are expensive and scaled to availability based on supply and demand.

4. The Inn of the Wanton Wench

The Wanton Wench is a small but cozy inn with a large stone hearth and good local honey mead. **Truna "The Bearded Lady" DunDonnel** owns and operates the bar and is a stout dwarven warrior in her own right. She hears most of the local scuttlebutt. Surprisingly, she cannot be pressed for gold, but if a handsome young man paid her attention (and effusive flattery) she would be willing to communicate some gossip or rumours (consult the Random Rumour Table).

Nuula and **Reyna**, as well as **Navig**, are normally busy serving tables. Consult the Random Patron Generator in the Random Table Section of this book in advance of play, to determine local residents and adventuring groups present in the tavern.

5. The Temple of the Blue Star

Maladar Stargazer, the High Priest of Arcantryl, oversees the worship of the Mother of Magic in Thatchum. **Stargazer** works in concert with the Mystics to support and spread the faith in the region. The temple overtook, in part, the administration of some civic duties, prior to the appointment of **Derrick Von Saulter** as the Baronet of Brine. Like the Temple of the Seven Stars in The Prelacy of Middenmark, the Temple of the Blue Star is a broad domed structure. The sanctuary is not as grand, nor does it possess as large a library, but it still serves as a place of enlightenment and religious study for the people of the region. The clerics (normally dual-classed cleric/magic-users) allow the worship of other similarly aligned faiths, such as Dogma.

6. The Briny Brothers Caravan Company

The Briny Brothers Caravan Company focuses primarily on the transport of pots of salt and barrels of brine from Endtown to Thatchum. Caravans run daily back and forth between the two locations. They also routinely run caravans of similar cargo to Threshold and to the other villages within The Principality of Brine. **Master Zag** is always looking to hire strong sword arms as caravans have occasionally been attacked by gnolls north of Thatchum and by bullywugs on the trail to Endtown. Normally there are multiple caravans being loaded and unloaded at this

location. There are also storage sheds with large clay pots and barrels awaiting transport.

The Briny Brothers: Master Zag and George

Even though they are not blood relations, **Master Zag** and **George** are known as The Briny Brothers across the Principality of Brine. **Zag** is a small halfling with a keen intellect and mind for business. He is physically weak and suffers from a muscular disease.

George, on the other hand, is a mountain of a human warrior with the intellect of a child. Through **Zag's** mind and **George's** brawn, the two created The Briny Brothers Caravan Company. The company oversees the harvesting of salt and minerals from the flats and their transportation to Thatchum, Brine, and Threshold. They also ensure the flow of raw materials and finished products between the towns and villages of the region as a secondary business.

7. The Silver Nugget

Nyx Tumbledown, a jeweler and moneychanger, operates The Silver Nugget. The shop is a quaint little two-story building. The shop is housed on the lower level. **Nyx** uses the upper level as his home. His shop contains some interesting and rare treasure items that **Nyx** enjoys as conversation pieces as well as a large iron chest.

He appraises and exchanges jewels, treasures, and antiques for profit (5% per transaction). He can also lend money (normally in the sum of 200gp/level) at an interest rate of 18%. Those interested can also make deposits at The Silver Nugget. The cost per transaction (deposit or withdrawal) is 5% of the total gold piece value.

8. Main Gate and Guardhouse

Thatchum's defensive structure is based largely on natural geography. The town is situated on a low elevated ridge that is closed off by a stonewall (insufficiently repaired in places with wood). The town's defenses are a reflection of the absence of a central authority and the townspeople's mistaken belief that the Mystics and the priests of Arcantry can repel any assault.

The guardhouse itself is still in construction but includes two towers opposite the main entrance. Archers are normally positioned at the top of both towers and guards wearing the livery of Brine question all those who enter. Town guards are normally first or second level fighters, armed with broadswords and longbows, and carry chainmail and shield.

9. The Manner-House of The Baronet of Brine

The manor of the Von Saulter family is located at the highest point on "the hill" in order to command the village and surrounding landscape. The manor is an impressive structure and the grounds are well-groomed and maintained. A statue of Syldina, the demi-god and heroine of the northern wilderness, stands in the center of the family's grounds. Local townspeople are welcome to worship and leave offerings by the statue, particularly during the celebration of Salmanay (see Salt and Culture, p.16).

The Von Saulter family is one of the oldest in Thatchum. They established their wealth and position through the salt trade in the Principality of Brine. The Von Saulter family was recently invested as minor nobility by the court in Threshold with the advancement of **Derrick Von Saulter** as Baronet of Brine. Under the provision of their advancement, the Von Saulters have been charged with establishing a standing garrison and overseeing the creation of civic administration in the region.

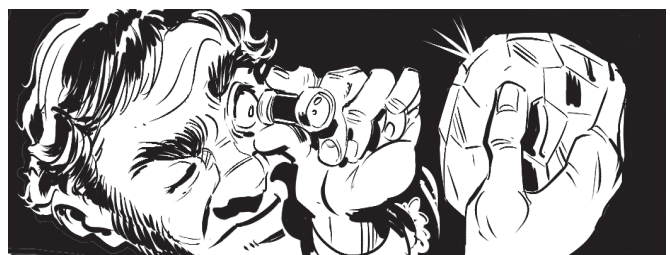
10. Traders' Tent

Quinari Stol, a transient gypsy, travels between the villages of Brine buying and selling rare goods. He erects a large tent and his presence in the marketplace creates excitement and stimulates local trade. **Quinari** will normally use these opportunities for clandestine reconnaissance and to gather information and intelligence he can sell for the right price. His tent carries all manner of things including (but not limited to) rare spices, clothing, antiques, art, sculptures, books, and scrolls.

11. The Pine Grove

The Pine Grove, as the locals call it, is nestled at the base of "the hill" below the town. The grove is a holy site devoted to the faith of Silvanus. Numerous faces have been carved into the trees and the rocks symbolic of the worship of Green Man.

The grove also contains a fairy ring of stones with an altar at its center. Beyond the altar a cave extends into the rock and connects to a labyrinth of passages underneath the town. Some say the Pine Grove is the resting place of a powerful magical relic devoted to the faith of Green Man.



12. Statue of Bormanus

A great statue of Bormanus, the demi-god of salt and minerals, is the first face to greet visitors to Thatchum. His statue looks like a roughhewn golem, with the alchemical symbol of salt set within the symbol of earth upon his chest.

The statue stands on a large dais with the inscription "No one shall sit below the salt" carved into the stone. There are normally 2d4+1 effigies of Bormanus, bottles of brine, or salt chunks laid at the base of the statue.

As part of the celebration of Salmanay, the festival that marks the beginning of the New Year, locals construct large balls of salt, tar, and thatch to light aflame beneath the statue and roll out the gatehouse at midnight. Rolling the balls through the gatehouse symbolizes the "entrance" into the New Year.

13. Statue of Syldina, Demi-God of Winter

The statue of Syldina, the demi-god of the northern wilderness, stands majestic and proud on the lands of the Von Saulter estate. Syldina, the Winter Warrior as she is called by the townsfolk, appears as a tall, redheaded shield-maiden armed with a spear, shield, and a stoic gaze.

Like Herne the Hunter, Syldina was a worshipper and the chosen of Silvanus in life. She champions the Northern Wilderness and its peoples. Archers and those who hunt and range across the far forests of the Northern Reaches also worship Syldina. Her symbol is a spear with feathers or severed head attached at the base. Valdghar and Syldina are allies.

14. The Gleaming Sword

Izog Hillside, a dwarf originally from Citadel Silver, is one of the most skilled weaponsmiths in the Northern Reaches. **Hillside** normally has a small number of dwarven and human apprentices that scurry about his workshop.

His shop is highly organized and clean, a reflection of the perfectionism **Hillside** applies to his work. He specializes in traditional dwarven weaponry like the hammer, two-handed hammer (Cost: 6gp, 1d8 damage), hand axe, and battle axe.

He always has a selection of broadswords (Cost: 8gp, 1d6+1 damage) and spears, as they are the most popular weapons among human warriors in the Northern Reaches.

15. Burgoyne's Metalworks

The smithy known as Burgoyne's Metalworks is a busy place. The blacksmith services Thatchum, but also neighbouring villages who require his services. **Malcon Burgoyne** is a fourth generation blacksmith and is well respected amongst the townspeople. **Malcon** is a master craftsman and can forge unique dungeoneering items given time and coin.

16. The Swords of Fortune Mercenary Barracks

The Swords of Fortune, the mercenary guild in Thatchum, is based in an aging tower located just west of the main gatehouse. The tower serves as their barracks and base of operations. The guildmaster, **Captain Tenneal**, is a veteran warrior and serves as the instructor for new recruits.

Training activity normally takes place outside the tower during daylight hours. **Tenneal** recruits and trains unskilled labourers to work as porters, guides, torch-bearers, and men-at-arms. Weapon training emphasizes the broadsword, or spear, and shield. Ranged weapon training typically focuses on the sling, light crossbow, or longbow for more advanced learners.

The Referee should randomly determine the roster of men and women available for hire. Consult Meatshields: The Classic Fantasy Hiring and Henchmen Generator at www.barrowmaze.com.

Porters, torch-bearers, and guides, but particularly men-at-arms and classed henchmen, are in very limited supply. Heavy losses of hirelings and henchmen during a campaign with result in decreased supply and corresponding price inflation.

SALT & CULTURE IN THE PRINCIPALITY OF BRINE

Due to the salt trade, salt is plentiful in Brine (but not necessarily in other areas of The Northern Reaches) and is used for food preservation and seasoning. However, salt and its significance extends far beyond its harvest and trade - salt pervades the culture of Thatchum and The Principality of Brine.

Salt production and harvest is a valuable industry. The calendar is structured to facilitate the salt harvest. The trade is so important that the authorities in Threshold appointed the Baronet of Brine to bring security and stability to the salt industry.

The salt harvest begins when the winds blow strongest and evaporate the shallow pools of water allowing the salt to be harvested. Salt is also refined in clay pots over open fires.

The pervasive nature of salt has imbricated everyday vernacular in Brine. Player characters may hear the following sayings as they walk among villagers, the marketplace, or in The Wanton Wench:

Slang	Meaning
"Pound Salt"	Go away, take off, piss off
"Worth his weight in salt"	Valuable, reliable
"Not worth his/her salt"	Useless, unreliable
"Rub salt on the wound"	To make worse or painful
"Take with a dose of salt"	To maintain skepticism
"Salt the earth"	To destroy, specifically crops
"Salt of the earth"	Warm, friendly, kind

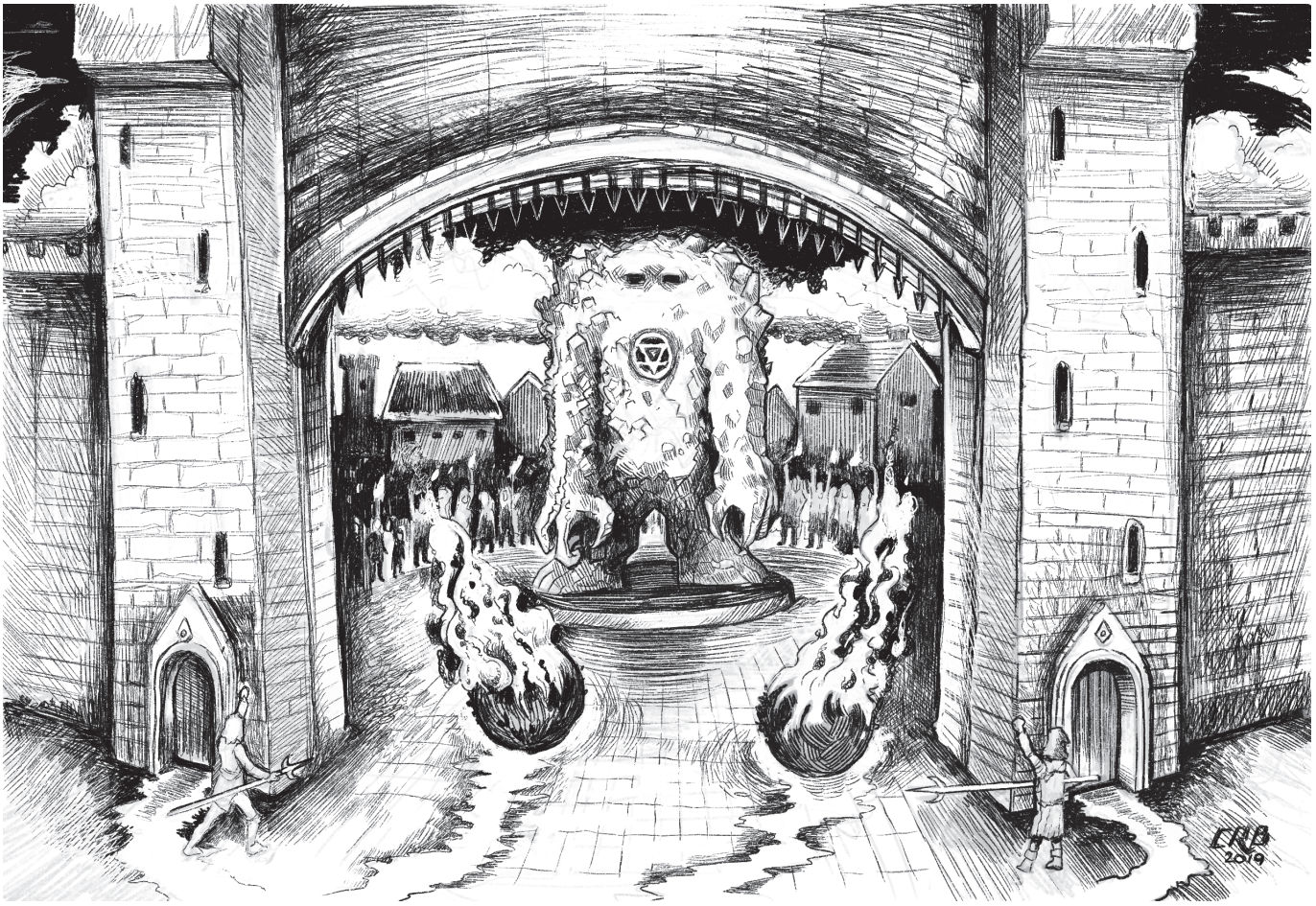
Salt also informs the nature of faith and worship in the district. The local folk are sure to leave a small offering to Bormanus to ensure the success of the annual yield.

Salt is also used in holy rituals and clerical magic such as purifying food and drink, self-purification rituals, and to seal covenants.

Some even say that salt blessed by the clerics of Bormanus can heal and purify wounds and that the clerics also bless salt sling stones that are particularly damaging against undead (+1 damage).

The celebration of the New Year, called Salmanay, is the most significant cultural festival of the year in Brine. Salmanay marks the beginning of the new calendar and the use of salt, both literally and symbolically, factors prominently in the form of First Foot, Syldina Songs, and the Briny Blessing.

The ritual of First Foot involves carrying a piece of salt, a piece of shortbread, and a dram of rye the first time a visitor crosses the threshold into a home after midnight. First Foot symbolizes friendship, food, and hospitality. Syldina Songs retell the heroic exploits of the Winter Warrior to defend the folk against giants, wolves, and white dragons. The Briny Blessing includes drawing the alchemical symbol of salt in chalk on the front door of friends and family and then blessing it with a sprinkle of brine.





Wannistol



Adderon



Von Saulter



Maladar



Quinari Stol

THE PERSONALITIES OF THATCHUM

Wannistol the Wondrous, Archmage of the Spelltower of the Mystics, Level 10 Magic-User, AL: LN(G), AC: 4 (*Bracers AC5* and *Dex*), HP: 31, AT: 1, DMG: *Quarterstaff +3* (1d6), S 9, I 17, W 15, D 13, C 10, Ch 13. Spells (3/3/3/2/2): *Magic Missile, Shield, Mazakala's Mucilaginous Effluvium; Mirror Image, Mikda-Err's Practical Tilt, Scare; Blink, Ool's Broiling Exhalation, Protection from Normal Missiles; Dimension Door, Lesser Globe of Invulnerability; Cone of Cold, Conjure Elemental*. Magic Items: *Potion of Extra-Healing, Scroll: Ward Against Magic, Scroll: Lightning Bolt (x2), Wand of Summoning (15 charges), Carpet of Flying, Robe of Scintillating Colours, Spellbook, and 47pp.*

Wannistol the Wondrous is bald and thin with the slight hint of an aristocratic accent. He possesses a very serious mind, and can be distant and brooding. He is impeccably groomed and has a small scar on the left side of his lip.

The people of Thatchum view **Wannistol** as a community leader, who, by and large, has overseen the administration of the region with his fellow mages in the absence of a central authority. He is considered lawful and just in his dealings with the townsfolk.

Serinx the White, Under-Mage of the Spelltower of the Mystics, Level 7 Human Magic-User, AL: LG, AC: 5 (*Cloak of Protection +2, Bracers AC 8, and Dex*), HP: 24, AT: 1, DMG: *Staff +1, Light 30 Foot Radius* (1d6), S 11, I 16, W 13, D 13, C 9, Ch 10. Spells (3/2/2/1): *Burning Hands, Shield, Fennril's Exquisite Strangulation, Invisibility, Levitate, Lightning Bolt, Fly, Nikdaroo's Mnemonic Enhancer*. Magic Items: *Slippers of Spider Climbing, Robe of Eyes, Horn of Valhalla, Potion of Extra Healing, Broach of Shielding, and Wings of Flying.*

Serinx the White is next in the hierarchy to become the archmage of the Spelltower of the Mystics. He looks the part of a wizard with a long beard, pointy hat, and thick bottle-like spectacles that distort his eyes. Serinx is an older, but a very capable mage.

Allinbroch of Many-Colours, Quartermaster of the Spelltower of the Mystics, Level 6 Human Magic-User, AL: LN, AC: 6 (*Ring of Protection +2 and Cloak of Protection +2*), HP: 24, AT: 1, DMG: *Dagger +2 of Throwing* (1d4), S 9, I 16, W 14, D 10, C 10, Ch 14. Spells (2/2/2): *Charm Person, Comprehend Languages, ESP, Detect Evil, Dispel Magic, Fly*. Magic Items: *Bag of Tricks and a Broom of Flying.*

Allinbroch is a short, round man with a handsome face who says little and often replies skeptically with "Mmmhmm" to most queries. He is in charge of all logistical and supply issues related to the Spelltower and its mages. **Allinbroch** is also the "face" of the wizardly order in the Spelltower. Those who want to speak to anyone in the tower must first meet with **Allinbroch**.

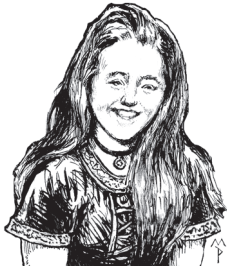
Adderon Moon-Shadow, Alchemist and Level 3 Elven Magic-User, AL: NG, AC: 8 (*Ring of Protection +2*), HP: 9, AT: 1, DMG: *Dagger* (1d4); S 7, I 14, W 12, D 10, C 11, Ch 12. Spells (2/1): *Magic Missile, Sleep, ESP.*

Adderon Moon-Shadow or **Adderon the Alchemist** is fairly typical for a middle-aged elf. His centuries of existence have made him aloof, disinterested, and patient. He moves slowly and yawns constantly. **Adderon** is extremely thin, even by elvish standards, and has dirty blonde hair and green eyes.

Adderon has an excellent relationship with the wizards of The Spelltower of the Mystics and prioritizes their regular business over those who offer occasional patronage.



Nyx



Reyna



Captain Tenneal



Navig



Praed Greenleaf

Truna "The Bearded Lady" DunDonnel, Tavern Keeper and Level 2 Dwarven Fighter, AL: NG, AC: 8 (Leather Jerkin), HP: 18, AT: 1, DMG: Club (1d6), S 14, I 12, W 13, D 9, C 15, Ch 12.

Truna DunDonnel, a stout female dwarf known throughout the region as "The Bearded Lady" is the proprietor and barkeeper at The Inn of the Wanton Wench in Thatchum. **DunDonnel** has a bright and cheery personality for a dwarf. She is extroverted, friendly, and gregarious. The Bearded Lady is short (3'8") even by dwarven standards, with stubby arms and legs. She often strokes her beard when in contemplation. **DunDonnel** constructed a ramp and platform behind the bar so she can view human patrons in the eye.

Reyna the Barmaid, Level 0 Human, AL: NG, AC: 10, HP: 2, #AT: 1, DMG: 1d2 (Mug); S 9, I 9, W 10, D 11, C 12, Ch 15.

Reyna is a young woman with shoulder length red hair. She is quiet, but her shyness belies her strong personality. Like **Navig**, **Reyna** was taken off the street by **DunDonnel** and raised as her own. She has no memory of her family or her people. Her earliest recollections are begging for food outside The Wanton Wench and **DunDonnel's** kindness and charity. **Reyna** has a quick wit and will trade compliments and insults with tavern patrons.

Nuula the Barmaid, Level 0 Human, AL: CG, AC: 9, HP: 3, #AT: 1, DMG: 1d2 (Serving Tray); S 8, I 10, W 10, D 13, C 8, Ch 8.

Nuula is a stout (5'1"), comely woman with short brown hair. She is quiet but friendly. She has a tendency to roll her eyes at patrons, which she means in a playful way. **Nuula** is athletic and can best some men in her favourite sport: wrestling. Instead of hello, she greets patrons with "Hiya!"

Navig the Serving Boy, Level 0 Human, AL: NG, AC: 10, HP: 1, #AT: 1, DMG: 1d2 (Serving Tray); S 9, I 8, W 10, D 11, C 11, Ch 10.

DunDonnel came upon **Navig**, a dirty street urchin, a few years ago and took him in. **Navig** is quiet and shy. He wears a peasant cap that he often pulls down over his head to avoid eye contact with bar patrons. **Reyna**, **Nuula**, and **DunDonnel** have raised him together. He may ignore **Reyna** and **Nuula**, but never disrespects **DunDonnel**.

Derrick Von Saulter, The Baronet of Brine, Level 2 Human Fighter, AL: LN(E), AC: 3 (Chainmail +1 and Shield), HP: 15, AT: 1, DMG: Broadsword +1 (1d6+1), S 13, I 11, W 13, D 12, C 13, Ch 14.

Derrick Von Saulter is young, cocksure, and foolish. As a minor noble from the court of Threshold, he possesses an elitist class-based arrogance. Although he presents himself as calm and in control, he is insecure and self-interested. **Derrick** has black hair and brown eyes, his hands are thin with long fingers.

Malcon Burgoyne, Blacksmith, Level 0 Human Fighter, AL: NG, AC: 10, HP: 10, AT: 1, DMG: Dagger (1d4), S 13, I 10, W 9, D 10, C 13, Ch 9.

Malcon Burgoyne always looks grimy and dirty. Despite his appearance, **Malcon** is an educated and cultured man. He is the illegitimate son of a highborn family far to the south. **Malcon** is short in stature and bald.

Quinari Stol, Marketplace Gypsy and Level 6 Human Thief, AL: CN, AC: 4 (Bracers AC6 and Dex), HP: 25, AT: 1, DMG: Shortsword +2 (1d6), S 9, I 13, W 14, D 17, C 12, Ch 15. Thief Skills: PL 50%, F/RT 48%, PP 48%, MS 48%, CW 97%, HS 42%, HN 1-4.

Quinari Stol is a shady, smooth-talking, lady's man and profiteer. He trades not only in material goods but also in information. He has the ability to "acquire" almost anything mundane given enough time and

money. **Quinari** is adept at disguises and will often appear around Thatchum as an old woman beggar, a leper on a cart, or a drunken adventurer, to gather information or pick pockets. He has black hair and brown eyes.

Praed Greenleaf, Level 4 Human Druid of Silvanus, AL: N, AC: 4 (*Leather +1* and *Wooden Shield +1*), HP: 23, AT: 1, DMG: Spear (1d6), S 12, I 10, W 15, D 15, C 13, Ch 14. Spells (3/2/2): *Entangle*, *Faerie Fire*, *Shillelagh*, *Barkskin*, *Heat Metal*, *Cure Disease*, *Neutralize Poison*.

Praed is a sober, level-headed, and stoic follower of the Green Man. He can be harsh and impolite at first but is also kind and compassionate underneath. He is tall and muscular with long black hair and fierce blue eyes.

Maladar Stargazer, High Priest of Arcantryl, Level 5 Human Cleric/Level 4 Magic-User, AL: LN, AC: 5 (*Bracers AC 6* and *Dex*), HP: 27, AT: 1, DMG: *Staff of Ozkadoo* (1d6), S 13, I 12, W 16, D 14, C 13, Ch 15. Spells (Cleric 3/2/1 and Magic-User 2/2): *Command*, *Cure Light Wounds*, *Light*, *Hold Person*, *Know Alignment*, *Dispel Magic*; *Charm Person*, *Read Magic*, *Mirror Image*, *Invisibility*.

Maladar Stargazer is tall and handsome with a charismatic personality. He has long flowing brown hair and blue eyes. He is a natural born leader. Through his strength of faith, **Stargazer** has risen through the ranks of Arcantryl's faith. He was raised in Threshold and views his post in The Principality of Brine merely as a stepping-stone.

Master Zag Briny, Level 1 Halfling Thief, AL: LN, AC: 10, HP: 2, AT: 0, DMG: 0, S 3, I 16, W 13, D 5, C 5, Ch 7.

Master Zag suffers from a muscular disorder, but what he lost in physical ability, he more than compensates with a keen intellect. **Master Zag** is always carried in a seat-like harness on the shoulders of **George**, his adopted brother. **George** possesses unique physical strength and size, but is a simpleton with very low intelligence and wisdom. The two combine to form The Briny Brothers. Between **Zag's** intelligence and **George's** strength, they are a formidable duo.

George, Level 3 Human Fighter, AL: N, AC: 5 (*Studded Leather +1*), HP: 28, AT: 1, DMG: Great Spear (1d10), S 18 /57, I 6, W 6, D 12, C 16, Ch 5

George stands almost seven feet tall and possesses an imposing physique of bulging muscles. He always wears a great covered helm that is strapped to his body. He never takes it off in public. He is the wrestling champion of Thatchum.

Nyx Tumbledown, Jeweler and Moneychanger, Level 4 Halfling Thief/Level 2 Fighter, AL: CG, AC: 5 (*Cloak of Protection +2*, *Ring of Protection +2*, and *Dex*), HP: 20, AT: 1, DMG: *Dagger of Venom +2* (1d4), S 9, I 12, W 12, D 15, C 13, Ch 14. Thief Skills: PL 36%, F/RT 28%, PP 42%, MS 47%, CW 75%, HS 37%, HN 1-3.

Nyx is short, even by halfling standards. He is middle-aged but still possesses a baby-face and has light brown but greying hair. He is friendly, greedy, an alcoholic, and constantly cracks his knuckles.

Captain Tenneal, Leader of the Swords of Fortune, Level 6 Fighter, AL: LN, AC: 3 (*Chain +1* and *Shield*), HP: 52, AT: 1, DMG: *Broadsword +2* (1d6+1), S 15, I 12, W 11, D 9, C 14, Ch 14.

Tenneal is tall with jet black hair and hard grey eyes. He wears a strange white uniform of his own creation and carries a baton that he waves around when agitated. **Tenneal** is charismatic, enthusiastic, inspiring, and opinionated. Once a plan has been made he enthusiastically says, "Let's go!"

Izog Hillside, Weaponsmith and Level 5 Dwarven Fighter, AL: NG, AC: 10, HP: 41, AT: 1, DMG: *Hammer +2* (1d6), S 15, I 12, W 12, D 9, C 16, Ch 11.

Izog is a skilled warrior and weaponsmith. He is intelligent and a perfectionist. He possesses the dwarven dislike of elves and suspicion of mages. **Izog** has an unkempt mane of blonde shaggy hair that is contrasted by a short but meticulously groomed beard.

Triack the Trader (Level 0 Human Merchant), AL: LN, AC: 10, HP: 3, AT: 1, DMG: *Dagger* (1d4), S 8, I 12, W 14, D 9, C 9, Ch 13.

Triack is a simple human trader who makes a living bartering and selling trade goods that come from the outer villages of The Principality of Brine and also from Threshold. He is a tall, older man with a brown (but greying) beard and a bushy head of hair. **Triack** was once a lumberjack, but he took an arrow to the knee in a gnoll ambush and decided to retire from heavy physical labour to Thatchum where he lives in peace. Occasionally, he acquires Giant Spider Silk from the south that makes excellent nets and rope.

THE CAMPAIGN BEGINS

Adventure Hooks

Referees are encouraged to design their own adventure hooks. However, the following are provided to set the players within the game and get them started:

- **Jojen the Boy-Wizard**, a newly apprenticed magic-user, has come to Thatchum to find a party and seek the magical treasure said to exist in HighFell. He can be found recruiting in The Wanton Wench.
- **Guldurn**, a local sheep-herder, has been missing for three days. He was last seen near the Henge of Lost Souls. His uncle, Captain Tenneal, has offered 75gp to anyone who can find him.
- **Allinbroch**, a wizard in the tower of the Mystics, is sponsoring an expedition to HighFell. He is offering gold and equipment to those who would brave the journey.
- The salt harvesting station called Endtown was recently attacked by bullywugs from The Great Salt Reach. The Briny Brothers Caravan Company has offered 50gp to each person willing to hunt them down and bring them to justice.
- **Derrick Von Saulter** is recruiting a small force of sword-arms to track and kill a raiding party of gnolls that is harassing caravans between Thatchum and Woodvale. He can be found in his estate house in town.
- A tribe of goblins is hiding and raiding from deep within the Timberland of Gheal. **Praed Greenleaf**, the druid of Silvanus, is recruiting some stalwart adventurers to deal with the goblins.
- A barrow mound was recently discovered in the Fargone Forest northeast of the Henge of Lost Souls. Tales and legends say barrows are filled with grave goods and lost treasures.



HighFell Random Rumour Table

Roll this table 2 or 3 times for each adventurer. Hirelings and henchmen may also know a rumour or two at the beginning of play, subject to the Referee:

Random Rumour Table

- 1 Frogmen live in The Great Salt Reach. (T)
- 2 **Capt. Tenneal** needs sword-arms. (T)
- 3 HighFell disappears from time to time. (T)
- 4 Never trust a wizard, especially the Mystics. (F)
- 5 Control of Brine was recently ceded from The Mystics to **Baron Von Saulter**, a local noble. (T)
- 6 **George Briny** once crushed a gnome like a grape. (T)
- 7 Some say a phantasmal stair sometimes appears below HighFell. (T)
- 8 Salt is an important part of culture in The Principality of Brine. (T)
- 9 Be careful of **Nuula the Barmaid** at the Wanton Wench. She'll steal your heart...and your coin purse. (F)
- 10 The Bearded Lady at The Wanton Wench knows everything in Thatchum. (F)
- 11 Mottled-skinned troglodytes inhabit The Spine of Kron in the Salt Reach. (T)
- 12 Villagers fear the standing stones. They believe the stones possess strange magic. (T)
- 13 A tribe of gnolls inhabits The Timberland of Gheal. They war on a small elvish tribe that lives somewhere in the far east of the forest. (T)
- 14 A flock of Huge Ravens inhabits The Trollcrag Mountains.
- 15 **Quinari Stol** can scrounge almost anything. (T)
- 16 All rumours are true. (F)
- 17 HighFell was the greatest, and most remote, magic school in the realm for centuries. (T)
- 18 After being abandoned for centuries, HighFell broke away from its mountain and now floats slowly across The Great Salt Reach. (T)
- 19 Adventurers have tried to access HighFell to loot wondrous magic treasures. (T)
- 20 Roll twice. Ignore doubles and 20.

RUNNING HIGHFELL

Starting Position, Drift, and Speed

HighFell was originally located atop the Dwimmerhorn Mountain (Hex #46 in The Spine of Kron on The Principality of Brine Regional Hex Map). HighFell follows a consistent flight pattern as it drifts across the landscape. Specifically, the dungeon floats from northwest to southeast. When it reaches the southeastern edge of the numbered hexes (3 to 60) on the regional map, it phases to a new numbered location randomly determined by the Referee (3d20). Upon phasing to its new location, HighFell resumes its slow drift to the southeast.

For example, to begin play the Referee rolls 3d20 to determine HighFell's starting position. The result is 38. HighFell would then drift southeast along the following trajectory using the regional hex map: 38-46-53-59. At the southeastern edge of hex 59, HighFell phases and the Referee must determine the dungeon's new starting location. The Referee rolls a 31. HighFell will drift along the following flight path: 31-40-48 and then phase to another randomly determined starting location.

HighFell drifts at a speed of approximately 1/2 mile per hour. Therefore, it takes the dungeon about 10 hours to drift across a 5 mile hex. The dungeon hangs 360 feet in the air (about the length of an American football field, as a point of visual reference for players) and varies its elevation +/- d100 feet with each encounter. HighFell has collided (or may collide) with mountainous peaks when passing through such terrain.

Ascending and Descending

The most challenging aspect of running HighFell is facilitating aerial transportation of the PCs from the ground to the dungeon. Referees must make the PCs role-play in town and/or seek brief side adventures at low levels to find a means of transport. The list below provides a number of options for access and egress without unbalancing gameplay, particularly at lower levels.

1. Potions: The Mystics of Matoowb will provide one-use *Potions of Flying* and *Feather Fall* to low level PCs in exchange for the acquisition of gold, magic items, and arcane lore recovered from the dungeon.

2. Phantasmal Stair: Through use of the *Staff of Ozkadoo* (**Maladar Stargazer** in Thatchum) a magic-user, illusionist, or cleric may summon a phantasmal spiral staircase to access HighFell. The staircase will only appear for 2 turns and the bearer of the staff must be the last person to climb the stairway. As the bearer of the staff ascends, the stairs disappear (see *New Magic Items*).

3. The Breath of the Dragon: *Breath of the Dragon* is a second level magic-user or illusionist spell (see *New Spells*) that creates a bank of fog that functions like a horizontal bridge (maximum 200 feet long). As HighFell passes through a mountainous hex, player characters must climb to an elevated position on a mountainside roughly equal to the height of the dungeon (approximately 360 feet high). Where exactly PCs appear on the surface of HighFell is subject to geography and the Referee's discretion.

4. Hengegates: The Mystics possess the *Medallion of Matoowb* (see *New Magic Items*) and may lend it to a mid-level party of adventurers to access the dungeon. **See HighFell Illustration #20.** The Ancient Archaiaans originally crafted the medallion and the archmage Matoowb deciphered its usage. The HighFell henges are called The Circle Henge of Iar (A or West), The Broken Henge of Thuath (B or North), and The Wooded Henge-Stones of Dheas (C or Southeast)

5. Flying Mounts: Nests of monsters that could serve as flying mounts are located in the mountain ranges of Brine. These include huge ravens in The Trollcrag Mountains, hippogriffs in The Bone Peaks, and griffons in The Salt Hills. These are intended for low, mid, and high level characters, respectively. The PCs may be able to acquire *Baltron's Beguiling Birdseed* (see *New Spells*) from either **Praed Greenleaf** or the Mystics in Thatchum.

6. Beanstalk: Praed, the druid in Thatchum, possesses a bag of magical beans that when planted will grow into a giant beanstalk approximately 400 feet high. The stalk will grow to its height in 1d4 turns and will wither in 1d4 days. If the PCs align the stalk with HighFell's flight path they may be able to access the surface edge. See climbing rules presented in *The Forbidden Caverns of Archaia* (optional).

7. Spells and Magic Items: The Mystics possess a number of magical items, such as a *Carpet of Flying*, *Wings of Flying*, etc., that they might make available to mid-level characters in exchange for arcane lore and magical treasure recovered from HighFell. A number of magical items can also be recovered from HighFell to aid PCs in their quest.

HighFell: Where Does Play Begin?

Where exactly PCs begin play on the surface of HighFell is a function of how they ascend the drifting dungeon. If they use the *Medallion of Matoowb* they will appear at one of the three henge locations identified on the HighFell hexmap A, B, or C. Referees should inform PC starting location by situating the terminus of the phantasmal stairway, beanstalk, *Breath of the Dragon*, or potion duration, near the edge of the surface where entry-level wizard towers and dungeons are located.

If PCs, with the benefit of aerial reconnaissance (potions, magic items, or flying mounts, for example) choose to fly directly to the Great Ziggurat of Vol (#20) and are of insufficient level to survive a direct assault on the fortress of the **Volsectum Cultists**, Referees should introduce a large aerial predator or monster to encourage the PCs to fly in a different direction.

HEXCRAWLING HIGHFELL

Surface Hexcrawling

During its Golden Age, HighFell was a wondrous and beautiful mountainous stronghold filled with unique architecture. In addition to dormitories, libraries, meeting places, and amphitheatres for learning and instruction, the mages of HighFell enjoyed distraction and entertainment like gladiatorial games, bathhouses, and pleasure gardens. These have been largely destroyed and reduced to ruin. Trees, grasses, and vines have grown through the rubble and overtaken the landscape. The surface of HighFell is approximately 2 miles in length, 1.2 miles in width, and 400 feet deep. Each hex represents approximately 300 feet in length.

The surface of HighFell is designed using a semi-random approach for replayability, meaning that some hexes have specific pre-determined locations (like the wizard spires, etc.) while others are subject to randomness as players work their way across the map. Referees can predetermine the contents of each hex or roll during play.

Note that wizard towers stand above most other structures in the ruined skyline of HighFell. Using the towers for triangulation can allow the PCs to move across hexes without getting lost.

Hex-crawl movement across the surface of HighFell is slow (1/2) due to tangled overgrowth and ruins. It takes approximately 1 hour to move across one hex (300 feet). Note that movement rates can be further hampered by Table 3: Random Hex Hazards and a party only moves as fast as the slowest member.

Due to hex size, the nature of the terrain, and time required (1 hour), Referees should use dungeon-crawl encounter rates instead of standard hex-crawling rules. Roll for a random hex encounter every other turn (at the beginning of rounds 2, 4, and 6) with a 1 on d6 indicating an encounter. Every sixth turn must be spent in rest.

The following section provides nested tables for random hex encounters on the surface:

HighFell: Random Hex Encounters

- 1-4 Empty
- 5 Monster (Roll Table 1: A or B by Level)
- 6-7 Natural Hazard (Roll Table 2)
- 8 Special Patrol (Roll Table 3: A or B by Level)
- 9-10 Special Hex Contents (Roll Table 4)

Table 1A: Random Monsters (Level 1-3)

- 1 Skeletons (1d6)
- 2 Zombies (1d6)
- 3 Giant Scorpions (1d3)
- 4 Giant Rats (3d6)
- 5 Giant Mosquitoes (1d6)
- 6 Giant Centipedes (1d6)
- 7 Giant Ants (2d6)
- 8 Brigands (2d6)
- 9 Pterodactyl (1d4)
- 10 Luft Baboons (1d4+1)
- 11 Carnivorous Vine (3HD)
- 12 Giant Earthworm (1)
- 13 Terrordactyl (1d2)
- 14 Giant Vulture (1d4)
- 15 Vortex (1d2)
- 16 Giant Toad (1d2)
- 17 Giant Draco Lizard (1)
- 18 Giant Killer Bee (1d6)
- 19 Rust Monster (1)
- 20 Roll Table 1B

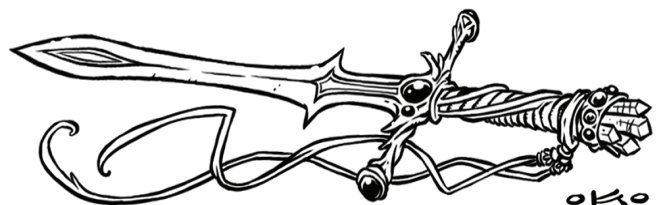


Table 1B: Random Monsters (Level 4-7)

1	Giant Dragonfly (1d3)
2	Giant Pterodactyl (1d2)
3	Giant Terrordactyl (1d2)
4	Chimera (1)
5	Manticore (1d2)
6	Troll (1d3)
7	Giant Scorpion (1d4+1)
8	Dracolisk (1)
9	Ettin (1)
10	Cloud Giant (1)
11	Harpy (1d6)
12	Giant Hawk (1d6)
13	Hydra 9HD (1)
14	Minotaur (1d4)
15	Purple Worm (1)
16	Stegosaurus (1)
17	Wyvern (1d2)
18	Ankheg (1d6)
19	Carnivorous Ape (1d2)
20	White Dragon (1)

Table 2: Random Natural Hazards

1	Ice Storm
2	Cloud Bank
3	Tremor
4	Lightning Storm
5	Temperature change
6	Acid Rain
7	Hail Storm
8	Windstorm

1. Ice Storm: Freezing sleet falls from the sky and covers the hex. The storm lasts for 1d6 rounds. PCs must seek shelter or take 1d4 hit points of damage per level/round.

2. Cloud Bank: HighFell passes through thick clouds. Visibility is reduced to 10 feet for 1d4+1 turns. There is a 1-5 on d6 chance the party turns off course (determine randomly). Players must halt to avoid getting lost in the fog.

3. Tremor: A tremor shakes the surface. Make a Dexterity check or fall to the ground. There is a 1-2 on d6 chance that a ruined building, wall, or tower, topples over near the PCs (save versus Paralyzation or take 1d4 points of damage per level). There is a

1 on d6 chance that a trapdoor, teleport pad, or stairway (as appropriate) is revealed leading to a passageway or dungeon (Referee's discretion).

4. Torrential Rain: HighFell moves through dark, heavy rain clouds. A deluge of rain stops all movement for 1d3+1 turns. The ground is reduced to mud. The water dissipates quickly but all movement for the next hour is halved.

5. Temperature Change: Extreme bitter cold (1-3) or scorching heat (4-6) changes the climate of the hex. The effect is the same as the spell *Heat/Freeze Metal* and lasts for 3 hours. Movement is slowed to half.

6. Acid Rain: Dark clouds quickly gather overhead. Acid rain falls from the sky causing 1d4 points of damage to exposed flesh each round. Metal and clothing are unaffected. The rain lasts for 2d6 rounds.

7. Hail Storm: Massive hail bombards the hex. The storm lasts for 1d6 rounds. PCs must seek shelter or take 1d4 hit points of damage per level.

8. Windstorm: High winds blow through the hex. PCs must seek shelter or be pelted by debris (1-3) for 1d4 points of damage per level or picked up (4-6) and thrown 1d4x10 feet for 1d6 points of damage per level. High winds will also result in combat negatives, at the discretion of the Referee.

**Table 3A: Random Special Patrol (Levels 1-3)***

1	Wood Goblins
2-3	Luft Baboons
4-5	Coldbolds
6	Volsectum Cultists

Table 3B: Random Special Patrol (Levels 4-6)*

1-3	Volsectum Cultists
4-6	Dragonmen

*Based on the results of Table 3A or 3B consult the appropriate Sub-Tables Below:

Table 3A: Woad Goblin Patrol

Composition (# & HPs)	Weapons
1 (6) 2x2, 2x4, 2x5	1 Shortsword
2 (6) 2, 2x4, 2x5, 6 + Special	2 Shortsword & Sling
3 (8) 3x2, 2x3, 2x4, 5	3 Scimitar & Shortbow
4 (8) 2x2, 4x4, 2x6 + Special	4 Club
5 (10) 3x2, 2, 2x3, 4, 5, 2x6	5 Spear
6 (10) 2x3, 2x4, 4x5, 2x6 + Special	6 Club & Sling

Table 3A: Woad Goblin Patrol Specials

- Goblin Patrol Leader** AL: CE, AC: 5, HD: 2, HP: 8, #AT: 1, Weapon: Shortsword (1d6) and Shortbow with 12 Arrows (1d6).
- Goblin Patrol Leader** AL: CE, AC: 5, HD: 2, HP: 8, #AT: 1, Weapon: Shortsword (1d6) and Shortbow with 12 Arrows (1d6) riding a **Dire Wolf** AC: 6, HD: 4+1, HP: 15, #AT: 1, DMG: 2d4.
- Level 3 Volsectum Cultist** AL: LE, AC: 4 (Chain and Shield), HD: 3, HP: 18, Weapon: Shortsword (1d6), Dagger, and Sling with 10 Stones (1d4), Spells (2/1): *Command, Protection from Good, Hold Person*.
- Level 4 Volsectum Cultist** AL: LE, AC: 4 (Chain and Shield), HD: 4, HP: 24, Weapon: Scimitar (1d8), Dagger, and Sling with 10 Stones (1d4), Spells (3/2): *Command, Dragon Fire, and Protection from Good, Hold Person, Bless/Harm*. There is a 10% chance that one item is magical (+1).
- Thrall Dragonman** AL: LE, AC: 5, HD: 3, HP: 16, #AT: 1, Weapon: Broadsword and Spear.
- Two of the above (reroll 6s).

Table 3A: Luft Baboon Patrol

Composition (# & HPs)	Weapons
1 (6) 4, 3x5, 2x6	1 None
2 (6) 3x4, 2x5, 6 + Special	2 6hp (Club)
3 (8) 3x3, 2x4, 2x5, 7	3 7hp (Club)
4 (8) 3, 5x4, 2x6 + Special	4 None
5 (10) 3x3, 3x4, 5, 6, 7, 8	5 8hp (Spear)
6 (10) 2x3, 3x4, 4x5, 9 + Special	6 9hp (Great Club 2d4)

Table 3A: Luft Baboon Specials

- Basket with 1d4+1 Random **Phycomid Spores**.*
- Wicker cage with 1d4+1 **Stirges**.
- Luft Baboon Sub-Chief** (see New Monsters).
- Luft Baboon Chieftain** (see New Monsters).
- Luft Banderlog** (see New Monsters).
- Two of the above (reroll 6s).

*Used as ranged weapons. See Phycomid monster entry

Table 3A: Coldbold Patrol

Composition (# & HPs)	Weapons
1 (6) 1, 2x2, 3, 2x4	1 Club & Sling
2 (6) 2x1, 2x2, 2x4 + Special	2 Club & Spear
3 (8) 2, 3x2, 4x4	3 Spear & Thatch Shield
4 (8) 1, 5x2, 2x3 + Special	4 Spiked Club & Sling
5 (10) 2x1, 3x2, 2x3, 3x4	5 Spear & Sling
6 (10) 4x1, 2x2, 2x3, 2x4 + Special	6 Shortsword & Spear



Table 3A: Coldbold Patrol Specials

- 1 Trained **Giant Scorpion & Coldbold Handler** (HP4)
- 2 Trained **Rust Monster & Coldbold Handler** (HP4)
- 3 Trained **Giant Rats** (1d4+1)
- 4 **Coldbold Sub-Chief** with Flaming Oil (1d4+1)
- 5 **Coldbold Chieftain**, Shortbow & 1d20 Arrows +1
- 6 Two of the above (reroll 6s)



Table 3B: Volsectum Cultist Patrol Composition (# & HPs) Weapons

- | Composition (# & HPs) | Weapons |
|---|---------------------------|
| 1 (4) 2xL1(6), 2xL2(10) | 1 Scimitar & Dagger |
| 2 (4) 2xL1(6), 2xL2(10) + Special | 2 Scimitar & Dagger |
| 3 (6) 3xL1(6), 2xL2(10), 1xL3(18) | 3 Scimitar, Dagger, Sling |
| 4 (6) 3xL1(6), 2xL2(10), 1xL3(18) + Special | 4 Scimitar, Dagger, Sling |
| 5 (8) 4xL1(6), 3xL2(10), 1xL3(18) | 5 Scimitar, Dagger, Sling |
| 6 (8) 4xL1(6), 3xL2(10), 1xL3(18) + Special | 6 Scimitar, Dagger, Sling |

Table 3B: Dragonman Patrol Composition (# & HPs) Weapons

- | Composition (# & HPs) | Weapons |
|---|-------------------------------|
| 1 (4) 3xThrall, 1xMidiarii | 1 Broadsword, Sling |
| 2 (4) 3xThrall, 1xMidiarii + Special | 2 Spear, Sling, Dagger |
| 3 (6) 4xThrall, 2xMidiarii | 3 Broadsword, Spear |
| 4 (6) 4xThrall, 2xMidiarii + Special | 4 Broadsword, Dagger, Longbow |
| 5 (8) 4xThrall, 3xMidiarii, 1xVoldrax | 5 Spear, Dagger, Longbow |
| 6 (8) 4xThrall, 3xMidiarii, 1xVoldrax + Special | 6 Broadsword, Dagger, Longbow |

Table 3B: Volsectum Cultist Patrol Specials

- 1 **Level 4 Volsectum Cultist** AL: LE, AC: 4 (Chain and Shield), HD: 4, HP: 24, Weapon: Scimitar (1d8), Dagger (1d4), and Sling with 10 Stones (1d4), Spells (3/2): *Command, Dragon Fire, Protection from Good, Hold Person, Bless/Harm*. There is a 10% chance one armour/weapon is magical (+1).
- 2 **Level 5 Volsectum Cultist** AL: LE, AC: 2 (Plate and Shield), HD: 5, HP: 24, Weapon: Broadsword +1 (1d6+1), Dagger (1d4), and Sling with 10 Stones (1d4), Spells (3/2/1): *Command, Dragon Fire, Protection from Good, Hold Person, Bless/Harm, Animate Dead*. There is a 10% chance that one armour item is magical (+1).
- 3 **Thrall Dragonman** AL: LE, AC: 5, HD: 3, HP: 16, #AT: 1, Weapon: Broadsword and Spear.
- 4 **Midiarii Dragonman** AL: LE, AC: 4, HD: 4, HP: 24, #AT: 1, Weapon: Longsword and Longbow.
- 5 **Voldrax Dragonman** AL: LE, AC: 2, HD: 6, HP: 40, #AT: 1, Weapon: Two-Handed Sword.
- 6 Two of the above (reroll 6s).

Table 3B: Dragonman Specials

- 1 **Giant Draco Lizard** AL; N, AC: 5: HD: 4+2, HP: 26, #AT: 1, DMG: 1d10.
- 2 **Dimetrodon** AL: N, AC: 4, HD: 5, HP: 31, #AT: 1, DMG: 4d4.
- 3 **Level 5 Volsectum Cultist** AL: LE, AC: 2 (Plate and Shield), HD: 4, HP: 24, Weapon: Broadsword +1 (1d6+1), Dagger, and Sling with 10 Stones (1d4), Spells (3/2/1): *Command, Dragon Fire, Protection from Good, Hold Person, Bless/Harm, Animate Dead*. There is a 10% chance that one item is magical (+1).
- 4 **Level 6 Volsectum Cultist** AL: LE, AC: 2 (Plate and Shield), HD: 4, HP: 24, Weapon: Mace +2 (1d6), Dagger, and Sling with 10 Stones +2 (1d4), Spells (3/3/2): *Command, Dragon Fire, Protection from Good, Hold Person, Bless/Harm, Silence 15' Radius, Animate Dead, Striking*. There is a 10% chance that one item is magical (+1).
- 5 **Troll** AL: CE, AC: 4, HD: 6+3, HP: 30, #AT: 3, DMG: 1d6/1d6/1d10.
- 6 Two of the above (reroll 6s)



Table 4: Random Hex Special Encounter Table

1	A Two-Headed Roc flies overhead! Ahhhh!	51	Colossus of Arcantryl, partially broken
2	Spellbook in the dirt (4 random spells)	52	A screech, like a battle cry is heard, then silence
3	Collapsed mage tower	53	Decomposing body of emaciated goblin
4	Giant Eagle passes overhead. Take cover!	54	A scroll with three random spells
5	1d4 human slaves hide behind a rock, save us!	55	Two goblin gliders, camouflaged
6	Symbol of Vol painted on rock	56	Crazed paladin, whipped/beaten, staggers to you
7	Nest of Giant Snowy Owl	57	Eerie silence for 1d2+1 turns
8	Halfling pulverized by giant club	58	Ravine with cave. Body of an elf with a <i>Longbow +1</i>
9	Ruins of a bathhouse (Thermae)	59	Massive flock of ravens occupies hex
10	Random adventuring party	60	Giant Vultures fighting over pterodactyl corpse
11	Pterodactyl screeches heard in distance	61	Ruined library pulverized by meteors
12	Dead horse baking in the sun, giant bite marks	62	Windstorm! Shelter or thrown into adjacent hex
13	Charnel pit – feeding station for nearby predator	63	Wizard's Graveyard (broken statues, crypts, and barrows)
14	Overgrown pleasure gardens and 12ft tall hedge maze	64	The remains of a campfire (two days old)
15	Monster roar in the distance	65	Adventurer equipment stash
16	Sphinx flies overhead. Hide!	66	A <i>Runic Tablet</i> (See <i>Barrowmaze Complete</i>)
17	Dark clouds gather quickly, sun blocked 1d4 turns	67	Two splayed human skins on rack, drying in sun
18	Roar of a Pteranodon heard in distance	68	Ruins of the Circus Magimus
19	Standing stone broken in half	69	A henge, broken and destroyed
20	A pouch with 1d4 <i>Sling Stones</i> +3	70	Random gemstone (1d4x100gp)
21	Forest of broken marble Zanes (Statues of disgraced wizards)	71	Human barbarian pierced by goblin arrows
22	Giant Vultures (3d6) circle in a random direction	72	Wooden coffin in shallow grave: Mummy!
23	Skeleton of dragonman bleached by sun	73	Three-eyed raven, watches, then flies away
24	Dark clouds, thunderstorm in random direction	74	Melting hail, fist-sized
25	<i>Ring +1</i> partially covered in dirt	75	Sun-bleached pile of human skulls
26	Ruined temple of forgotten god (Referee's Choice)	76	Giant stone head sticks out of the ground
27	Tree of Woe: 1) 3rd lvl Fighter, 2) 3rd lvl Cleric	77	Collapsed ruined aqueducts
28	PC trip over shallow grave, 50% bag of 1d4 gems	78	40 foot tall mage statues set into nearby wall
29	Heads on pikes: two dwarves and a human	79	Pillar inscribed with graffiti
30	Crater: 1) 50ft, 2) 100ft, 3) 150ft, 4) 200ft	80	Shallow grave. 50% Wight , 50% 25pp
31	Chest sticks out of sand (1d4x10pp)	81	Volsectum Cultist with amnesia
32	Hex blackened by lightning	82	Deserter Thrall Draconian in rags
33	Sarcophagus sticks out of sand. Zombie!	83	Diseased, insane slave with open sores
34	Party of 1d6 adventurers lay dead. Looted	84	Chalk writing in goblin: Die Infidels!
35	<i>Staff of Power</i> , broken in half	85	A forest of statues, worn by wind and time
36	Vaguely hear "Help!" Then silence	86	Skeletal hand holding random map
37	Bleached bones of a peryton	87	Perytons (2d4) chewing on goblin corpses
38	Pillar of smoke extends to sky (random direction)	88	Goblin patrol slain and looted
39	A broken fountain	89	Two female slaves chained to pillar
40	A small hovel in ground, bag of 1d4 potions	90	Giant Ant hill
41	Magical broadsword in sand (1-3: +1, 4-5: +2)	91	Pentagram painted in blood on dais
42	Brigands (3d6) waiting in ambush position	92	A random wand with 3 charges remaining
43	Ruined and overgrown agora	93	Hex forested (with Dryads)
44	Manticore with body in mouth flies overhead!	94	Three Huge Ravens (Saddled) tied to post
45	Abandoned campsite with warm campfire	95	Griffon , badly wounded, chained at leg to a pillar
46	Chest sticks out of the ground. Check HC XX	96	Steam rises out of fissures in the ground
47	White Dragon flies overhead. Run!	97	Hex filled with gruesome gargoyle statues
48	Goblin footprints, signs of a recent patrol	98	A flock of Harpies flies overhead
49	5-foot high pile of humanoid bones and skulls	99	Wounded Aarakocra (Eeeaka) with broken wing
50	Booted footprints heading in a random direction	00	Roll twice on this table

Decay and Collapse

The Drifting Dungeon is in a fragile state. The summoning magic that pulled it away from the Dwimmerhorn Mountain collapsed towers, buildings, and dungeon levels. Numerous areas both above and below the surface are on the verge of collapse. Multiple expeditions to HighFell will reveal that it has an inconsistent elevation (+/- d100 feet). Use the following effects to convey the state of the dungeon to the players:

1. PCs who wish to travel on the surface will be subject to random tremors (see Tremors in the Random Hex Hazard Table). Referees should introduce a tremor into a game to convey the precarious nature of HighFell's existence drifting through the air. These tremors may collapse ruined building, towers, and/or create cracks in the earth.
2. PCs who travel underneath HighFell, perhaps to access the Phantasmal Stairway, will be occasionally bombarded by chunks of earth, rock, and ruined stone, that fall from the underside of the dungeon. There is a 1 on d6 chance of such an event. The effect is similar to the ninth level magic-user spell *Meteor Shower*.
3. If HighFell travels into a mountainous hex there is a 1-2 on d6 chance the dungeon will collide with a mountainside or peak. If this occurs consult Tremors in the Random Hex Hazard Table. This will also cause #2 and break off chunks of the Drifting Dungeon that will fall to the earth.

Plane Shifting

Each time HighFell nears the southeastern edge of the Great Salt Reach, Referees should roll 1d6. A result of 1 indicates that HighFell phased to a demi-plane (or node) instead of reappearing randomly above the salt flat.

In addition to the Plane of Positive Energy (also called the Prime Material Plane, where The Northern Reaches and The Principality of Brine are located), these nodes include the demi-planes of Air, Earth, Fire, Ice, and Shadow (there is also a possibility HighFell could phase above The Forbidden Zone located in the adventure *The Forbidden Caverns of Archaia*).

These are not the "true" elemental and shadow planes but rather ruptured demi-nodes that coexistent with the Prime Material Plane through the eldritch phasing magic of HighFell.

If HighFell phases to a demi-node, it will drift there for 1d4 days. Given the dungeon exists on a co-existent alternate plane, the Referee should consult the appropriate description and encounter tables for random monsters. These tables are intended to provide a starting point. Referees are encouraged to add, edit, or change the tables to suit their game.

Phasing HighFell to these demi-planes adds a dynamic, changing aspect to the nature of play over time. Referee's should hint at this possibility early in the adventure by giving magic-sensitive characters, or characters who survive a brush with death, a flash-like "glimpse" of one of these alternate dimensional nodes every three or four gaming sessions at lower levels. The veil between realities is thinner for those near death, and for some magic-using characters, than others.

HighFell Random Demi-Plane Table

1	Plane of Air
2	Plane of Earth
3	Plane of Fire
4	Plane of Ice
5	Plane of Shadow
6	The Forbidden Zone

Demi-Planes and Descriptions

Each of these demi-planes looks like an "echo" or partial reflection of HighFell on the Material Plane. The echo means that the basic surface landscape, structure, and ruins of the dungeon remain relatively consistent. However, they all reflect the nature of their alternate dimensional node as described below:

1. Plane of Air:

On the Demi-Plane of Air, HighFell drifts through an unending sky covered in clouds. No ground exists below HighFell. The world, as perceived by PCs, is tinged grey. The atmosphere is dry, cold, and windy. Wind gusts howl through ruined buildings and spires with great force and vary significantly from one moment to the next. Use the guideline of 1d8x10 miles per hour for wind gusts. The winds blow debris and rock, upend trees, and will throw player characters to the ground. The duration, effect, and damage of air-based spells are doubled and earth-based spells are halved.



Demi-Plane of Air (Levels 1-3)

- 1 Vortex (1d4+1)
- 2 Aarakocra (2d4)
- 3 Pterodactyl (1d4+1)
- 4 Terrordactyl (1)
- 5 Giant Vulture (1d6)
- 6 Giant Owl (1)
- 7 Peryton (1)
- 8 Roll Levels 4-6

Demi-Plane of Air (Levels 4-6)

- 1 Air Elemental (1d2)
- 2 Phantom Stalker (1d2)
- 3 Nightmare (1d2)
- 4 Volt (1d4+1)
- 5 Lightning Elemental (1)
- 6 Cerepod (1)
- 7 Peryton (1d8)
- 8 Roll Levels 7-10

Demi-Plane of Air (Levels 7-10)

- 1 Cloud Giant (1)
- 2 Air Elemental (1d2)
- 3 Hieracosphinx (1)
- 4 Eye of Terror (1)
- 5 Fog Giant (1d2)
- 6 Dragonne (1)
- 7 Blue Dragon (1)
- 8 Huge Air Elemental 20 HD (1)



2. Plane of Earth:

On the Demi-Plane of Earth, HighFell drifts through a massive cavern with a seemingly endless ceiling of rock and stalactites. The environment is cool, damp and earthy. The air is extremely thin and the world looks sepia-tinged. Noxious gasses emit from natural vents on the surface. Rock, soil, and roots appear to have grown and overtaken the ruins. The occasional crackle and rumble of rocks is the only noise that breaks the silence. There is no light. All vision, darkvision, or Infravision is halved. An earthquake, or tremor, takes place every 1d6 turns. The ground below HighFell is obscured by darkness, with the exception of the tips of sharp stalagmites. The duration, effect, and damage of earth-based spells are doubled and air-based spells are halved.

Demi-Plane of Earth (Levels 1-3)

- 1 Vegepygmy (2d10)
- 2 Fungus Men (1d12)
- 3 Giant Earthworms (1d3)
- 4 Steam Mephit (1)
- 5 Mudmen (1d6+1)
- 6 Stalagbites (1d6)
- 7 Giant Centipedes (1d8)
- 8 Roll Levels 4-6

Demi-Plane of Earth (Levels 4-6)

- 1 Earth Elemental (1)
- 2 Xorn (1)
- 3 Basilisk (1)
- 4 Giant Slicer Beetle (1d2)
- 5 Rock Reptile (1d2)
- 6 Storoper (1)
- 7 Rock Lobster (1d6)
- 8 Roll Levels 7-10

Demi-Plane of Earth (Levels 7-10)

- 1 Stone Giant (1d2)
- 2 Galeb Duhr (1d4)
- 3 Earth Elemental (1d2)
- 4 Gorgon (1)
- 5 Roper (1d4)
- 6 Behir (1)
- 7 Bulette (1)
- 8 Huge Earth Elemental 20 HD (1)

3. Plane of Fire:

In the Demi-Plane of Fire, HighFell drifts above a sea of lava that spouts gouts of flame into the air. Everything in this planar node is tinged red. The clouds in the sky form and disappear quickly like fire and flash from black, to red, to orange. The surface of the dungeon is spotted with pools of oil lit with fire and pits of lava. The atmosphere is unbearably hot, thick with smoke, and hard to breath. The ground is scorched and the plant-life is blackened and burned. The colours of black, grey, and red dominate. Darkvision does not function. The duration, effect, and damage of fire-based spells are doubled and water-based spells are halved.

Demi-Plane of Fire (Levels 1-3)

- 1 Fire Bats (1d4)
- 2 Fire Snake (1d6)
- 3 Azer (1d4)
- 4 Magman (1d6)
- 5 Fire Mephit (1)
- 6 Fire Toad (1d3)
- 7 Fire Crabs (1d2)
- 8 Roll Levels 4-6

Demi-Plane of Fire (Levels 4-6)

- 1 Fire Elemental (1)
- 2 Fire Toads (1d6)
- 3 Lava Elemental (1d2)
- 4 Smoke Elemental (1d2)
- 5 Fire Crabs (2d4)
- 6 Lava Weird (1d2)
- 7 Hell Hounds (1d6)
- 8 Roll Levels 7-10

Demi-Plane of Fire (Levels 7-10)

- 1 Bodak (1)
- 2 Efreeti (1)
- 3 Fire Elemental (1d2)
- 4 Flame Salamanders (1d2)
- 5 Fire Elemental (1d2)
- 6 Red Dragon (1)
- 7 Fire Giants (1d6)
- 8 Huge Fire Elemental 20 HD (1)

4. Plane of Ice:

HighFell, as it exists on the demi-plane of Ice, is locked in a perpetual winter that is brutal and harsh. The sky above the dungeon is filled with dark clouds and a constant snowfall descends on the ruins and wizard spires. HighFell drifts over an unending glacier. The air is extremely cold and steals breath. The sun never shines. The surface landscape is blanketed in deep snow. High winds, sleet, and snow batter the surface and reduce visibility, at times, to nil. The shades of white, blue, and aquamarine dominate the demi-plane. The duration, effect, and damage of ice-based spells on this demi-plane are doubled and fire-based spells are halved.

Demi-Plane of Ice (Levels 1-3)

- 1 Ice Toad (1)
- 2 Frost Man (1d3)
- 3 Ice Hag
- 4 Frozen Fungi (1d3)
- 5 Freant (1d3)
- 6 Taer (1d4)
- 7 Ice Snake (1d3)
- 8 Roll Table 4-6

Demi-Plane of Ice (Levels 4-6)

- 1 Ice Elemental (1d2)
- 2 Ice Troll (1d2)
- 3 Ice Toad (1d3)
- 4 Giant Snowy Owl (1d2)
- 5 Winter Wolf (1d4)
- 6 Yeti (1d6)
- 7 Ice Snakes (2d4)
- 8 Roll Table 7-10

Demi-Plane of Ice (Levels 7-10)

- 1 Ice Elemental (1d2)
- 2 Frost Giant (1d2)
- 3 White Dragon (1)
- 4 Remorhaz (1)
- 5 Frettin (1d2)
- 6 Frost Salamander (1d2)
- 7 Ice Trolls (3d4)
- 8 Huge Ice Elemental 20 HD (1)



5. Plane of Shadow:

This plane reflects HighFell as a grey wasteland. There is no light reflected by the sun or the moon, instead the environment is in a perpetual state of dim twilight. The air is thick and toxic. Particulate dust falls slowly, steadily, and yet never results in accumulation beyond a thin coating on the ground. The atmosphere is cold and no vegetation exists. The land is grey and a lifeless reflection of the Material Plane. The Demi-Plane of Shadow drains all ability scores by one point per day. PCs drained of ability score points will notice whitening of the hair, emaciation of their bodies, and photosensitivity upon returning to Brine. The former cannot be recovered but the latter two can be healed by a similar number of days spent in rest on the Material Plane. If any ability score reaches zero, PCs are drained of their life force, turn into shadows, and will wander the demi-plane for eternity. Any shadow or negative energy spell on this plane is doubled by duration, effect, and range.

Demi-Plane of Shadow (Levels 1-3)

- 1 Shade (1d6+1)
- 2 Vargouille (1d4)
- 3 Skeleton (2d6)
- 4 Zombie (2d4)
- 5 Shadow (1d6)
- 6 Ghoul (1d2)
- 7 Ghast (1)
- 8 Roll Table 4-6

Demi-Plane of Shadow (Levels 4-6)

- 1 Shade (1d4+1)
- 2 Wight (1d2)
- 3 Wraith (1)
- 4 Shadow Mastiff (1d4)
- 5 Shadow Demon (1)
- 6 Shadow Dragon (1)
- 7 Phase Ghoul (1)
- 8 Roll Table 7-10

Demi-Plane of Shadow (Levels 7-10)

- 1 Shade (1d4+3)
- 2 Shadow Dragon (1)
- 3 Groaning Spirit (1)
- 4 Ghost (1)
- 5 Mummy (1d4+1)
- 6 Vampire (1)
- 7 Death Knight (1)
- 8 Lich (1)

6. The Forbidden Zone:

In this example, HighFell phases outside The Great Salt Reach to The Forbidden Zone in The Prelacy of Middenmark (see The Forbidden Caverns of Archaia). Referees should number and randomly determine the starting hex. HighFell will follow the same flight-path (northwest to southeast) at the same speed until it reaches the edge of The Forbidden Zone at which time it will phase back to The Great Salt Reach and resume its natural course (Note: If you do not have a copy of The Forbidden Caverns of Archaia simply reroll the HighFell Demi-Plane Table and ignore a roll of 6).



The Forbidden Zone (Levels 1-3)

- 1 Pterodactyl (1d4+1)
- 2 Terrordactyl (1d2)
- 3 Giant Mosquito (1d10)
- 4 Flagstone Spider (1d4)
- 5 Giant Ant (2d6)
- 6 Giant Blister Beetle (1d6)
- 7 Luft Baboons (1d6)
- 8 Roll Table 4-6

The Forbidden Zone (Levels 4-6)

- 1 Giant Dragonfly (1)
- 2 Giant Pterodactyl (1d2)
- 3 Harpy (1d6)
- 4 Giant Saw-Toothed Beetle (1d4)
- 5 Carnivorous Vines (1)
- 6 Giant Vultures (3d4)
- 7 Manticore (1d2)
- 8 Roll Table 7-10

The Forbidden Zone (Levels 7-10)

- 1 Giant Dragonfly (1d2)
- 2 Huge Vulture (1d4+1)
- 3 Huge Terrordactyl (1)
- 4 Blue Dragon (1)
- 5 Roc (1)
- 6 Chimera (1)
- 7 Gargoyles (3d4)
- 8 Archon (1)

Demi-Planes: Environmental Exposure

The elemental demi-planes are lethal to those without the means to adapt. Although mundane clothing can protect PCs in some instances, the most effective method to avoid exposure is to wear magical armour, magical items, or cast spells. Every eight hours (or three times per day) use the following chart to determine the result of exposure:

Environmental Protection	Exposure DMG/Lvl
Unprotected*	1d4 HPs
Magical Armour/Protection +1**	1d3 HPs
Magical Armour/Protection +2**	1d2 HPs
Magical Armour/Protection +3**	1 HP
Magical Item or Spell***	0 HP

*PCs who take practical mundane efforts, such as winter clothing on the Demi-Plane of Ice or Air can reduce their damage by two hit points (to a minimum of 1).

**This includes all magical armour and any magical item that improves armour class (rings, cloaks, etc.) to a minimum of 1.

***Those with a permanent magical item (such as a *Ring of Fire Resistance* on the Plane of Fire) or spells (*Resist Fire/Cold*) take no exposure damage.

DUNGEON EXPLORATION

Keys and Entries

Like Barrowmaze and The Forbidden Caverns of Archaia, HighFell uses a shortened entry style to discourage reading boxed text to players. Instead, I keep entries brief so Referees can skim the relevant information quickly and then convey the scene or situation while making eye contact with players. This approach encourages engagement rather than just reading aloud. This style also allows the Referee to play the dungeon with minimal preparation time. In the text monsters have been **bolded** and magic items *italicized* to facilitate quick play.

Wizard Towers and Marks

The surface of HighFell is dotted with spires and towers. Wizards, in their hubris, constructed towers for ostentatious display and to reflect their individuality and magical power.

Some of these are short and stout and others are tall and thin. Some of the towers are round, some oval, and others are square. Some are made of flagstone, or brick, and others of crystal. Some are magically sealed and have been untouched for centuries, others are in ruins and have been ravaged by time and the elements.

As the culminating act of their apprenticeship, HighFell wizards created a unique mark, like a form of arcane heraldry, for easy personal identification. Each of the spires and towers of HighFell is branded with a unique wizard mark. The symbols were also used on the network of teleportation pads between the towers and correspond to a point of destination. Wise players should record each wizard mark as they encounter them.

Entrances and Resource Allocation

The entrances into the dungeons of HighFell are located within the wizard towers dotted across its surface. These include stairways, teleportation pads, trapdoors, and secret trapdoors. The entrances are designed to create logistical problems for players.

Prior to travelling to the dungeon, players will need to think through required resources carefully, or, if need be, create their own supply caches on HighFell. It is also likely the PCs will be isolated on HighFell for a period of days if the dungeon phases while dungeon crawling. In this context, players need to be judicious and properly equipped in advance.

Referees should note that not all wizard towers have a dungeon below them. There are 10 total dungeons: below towers 1, 2, 5, 6, 7, 8, 11, 14, 16, and 19). In addition, the dungeons have not been numbered sequentially, but instead have been numbered to correspond with the numbered wizard towers for consistency. Thus, *Dungeon 8: Matoowb's Ruined Maze of Epistemology* is located under Tower 8: *The Mystical Tower of Matoowb*, and *Dungeon 14: The Skull-Catacomb of the Undying* is found below Tower: 14: *The Necrohold of Zadukalu*, and so on.

Teleportation Pads

The mages of HighFell created a networked system of teleportation pads, branded with their individual wizard marks (See the Quick Reference Chart in the Random Tables Section), to move quickly across their mountainous stronghold. Most teleportation pads teleport one-way - either "to" a location or "from" a location (but not usually both). In short, a teleportation pad may only function in one direction. This is designed to force the PCs to combine the use of both hex crawling on the surface and teleportation below. The origin or destination of each teleportation pad is noted both in the text and also on each of the tower and dungeon maps for ease of reference.

Pits and Moon Doors

The spires and dungeon levels of HighFell are dotted with pits. A number of these are called Moon Doors. A Moon Door is a bottomless chute through the dungeon to the open air underneath HighFell.

Anyone who falls down a Moon Door will drop appropriately 300 feet to the ground below and take 30d6 damage on impact. To determine if a concealed pit is a Moon Door, consult the Random Pit Contents Table below. Referees can either roll pit contents before or during play:

Random Pit Contents*

- | | |
|-----|---|
| 1 | Empty |
| 2 | Spiked (1d6 damage) |
| 3 | Sloped |
| 4 | Monster (Consult Random Monster Tables) |
| 5-6 | Moon Door |

***Pit Depth:** 10' (1–3), 20' (4–6). Pits cause 1d6 points of damage per 10 feet.

Empty Pit: 50% water to waist level.

Spiked Pit: 50% spikes are poisoned (save or die).

Sloped Pit: Sloped at 45 degrees halfway down, pit doors close mechanically.

Monster Pit: Pit contains a monster(s). Consult the Random Monster Tables and adjust accordingly.

Moon Door: PC falls through a long vertical flagstone chute through HighFell until they hit the ground below the dungeon (30d6 damage).

Random Monsters, Silence, and Disturbances

Random monsters are critical to classic fantasy roleplaying games. Under normal circumstances, the Referee should roll for random monsters every other turn with a 1 on d6 indicating an encounter.

There are numerous other instances in the adventure that (either due to the dungeon atmosphere or player choice) may necessitate additional random monster checks. For example, random monster rolls should be made anytime players declare they are searching for something, making too much noise, or if they engage in prolonged battle. In these instances, it is critical to roll checks. The Referee must balance the potential upside of searching for treasure, or spending time doing tasks, with the possibility of an encounter with random monsters.

The goblins, coldbolds, luft baboons, cultists, and dragonmen know how to move about the ruins of HighFell and avoid unwanted attention. They scout

ahead and use lookouts. They also do not move in the open unless absolutely necessary. They know there are several large aerial predators that make it dangerous to linger outside without cover. These groups also know how to negotiate the ubiquitous landscape hazards and plane shifting. Smart players will acclimatize themselves to the environment in a similar manner.

Unless noted in the text, dungeon levels and subterranean lairs will be quiet and dark. Ambient noises will change with the dungeon type (spire, cave, dungeon, or lair). Monsters know how to stay alive in these environments and noisy PCs will draw the attention of hungry denizens.

The stillness of dungeon environments puts additional pressure on players and encourages a measured and judicious approach to dungeon exploration. For example, how much time do players want to spend searching for treasure? Do they want to stop and pry gems out of the wall? Do they want to search for a secret door? Break down a stuck door or a bricked-up wall? How much noise are they making? The above examples of play take time and will cause disturbances unless PCs take great care (and more time).

Random Tables

HighFell is ready to play. However, there are a number of random tables presented at various points throughout the book that the Referee can consult as needed to add flavour to the dungeon. These tables also allow for replayability.

In particular, Referees are encouraged to roll the Random Monster Patrol Tables and The Wanton Wench Random Patron Generator several times before play begins. As noted earlier, Random Pit Contents can also be determined in advance.

Light, Sight, and Time

There are no torches or lit areas other than those specifically identified in the text. Referees must record time, movement, and light. Remember that torches cast light in a 30-foot radius and last for four turns (40 minutes). They are susceptible to water and gusts of wind. Lanterns cast light in roughly the same distance (40 feet) but require an oil flask every two hours (12 turns) and are less susceptible to wind.

If a character is holding a light source they will likely have their weapon or shield sheathed and this will slow their participation in combat. Also, monsters that prefer the dark may target light-wielding characters first.

Random Dungeon Restock

Referees should track all dungeon rooms explored. Each time the PCs leave a spire or a dungeon, Referees should consult the Random Dungeon Restock Table. Restocking the dungeon and its spires between forays provides a sense of verisimilitude, gives the game a unique evolving character, and ensures that the PCs never get complacent. Referees may consult the random tables provided, create their own, or consult the tables in the appendices.

Random Dungeon Restock*

1	Monster
2	Monster and treasure
3-6	Empty (1 in 6 chance of concealed treasure)

*Consult between game sessions.

Note: To determine results for monsters use the tables supplied in the Random Tables Appendix.

Bookshelves: Random Books and Scrolls

The wizards of HighFell each had personal libraries filled with books and scrolls both ordinary and exotic, mundane and magical.

For each library room entry the total number of books and scrolls is provided (in parentheses). One literate player character can hastily search 20 books or scrolls in one turn. Using this guideline, divide the total number of books by the total number of characters to determine how long it will take to search a library. When player characters decide to search a library the Referee must keep close track of time.

Library or archive entries look like the example provided below. The valuable books are listed under "Contents" and distinguished from the total number of books listed:

Bookshelf: (42 books)
Contents: Spellbook with all first level spells plus *Fennril's Exquisite Strangulation*, *Hitzemun's Blue Feet*, and *Mazakala's Mucilaginous Effluvium*. Spellbook with all second level spells and *Baltron's Effusive Bloodboil*, *Baltron's Black Sheen*, *Galaxina's Scintillating Spark Shower*, and *Vitharia's Vengeful Visage*.

In addition, when noted in the text, use the following table to determine if those searching find additional items of value on the book or scroll shelves. A list of mundane book titles is provided in the Random Table Appendix:

Random Book or Scroll

1	MU Scroll: 1d4 Spells
2	Illusionist Scroll: 1d4 Spells
3	Cleric: 1d4 Spells
4	Random Ward Scroll
5	Treasure Map (see Labyrinth Lord Core Rules)
6	Roll the <i>Disk of Kar'koon</i> Random Results Table*
7	Roll the <i>Runic Tablet</i> Random Results Table**
8	100gp***
9	200gp***
10	300gp***
11	400gp***
12	500gp***

*See The Forbidden Caverns of Archaia.

**See Barrowmaze Complete.

***There is a 1 on d8 chance that a book is of exceptional value (add 1d4 plus 100gp per average party level).

Bricked Walls

The bricked wall or archway presents an interesting obstacle for player characters. Brick walls block entry to places of import and require at least one sledgehammer to penetrate. Players will need to purchase one in Thatchum (Sledgehammer, 5gp). A tack hammer is simply too small and a melee-style warhammer will be damaged beyond repair if used to break down a wall.

Bricked-up walls provide a quandary for players. Do they risk bashing the wall down and making noise? Will anything come out of the wall and attack them from behind if they pass it by?

In terms of time, use the following as a guide to determine how long it takes to break down a wall and create an entrance of sufficient size:

Breaking Down Brick Walls

# of Sledgehammers	Time Required
1 Character	3 Turns
2 Characters	2 Turns
3 Characters	1 Turn

Regardless of how long it takes, trying to bash down a brick wall will disrupt the silence of the dungeon and necessitate at least one random monster roll.

If players consistently bypass bricked-up walls, Referees are encouraged to have a monster burst through the wall, or slither out of a hole in the wall, and attack them from behind in dramatic fashion. The next bricked wall they encounter may give them pause.

Stuck Doors

Unless otherwise stated, the doors are made of wood. Some have been swollen shut with moisture and age and are indicated in the text. In the case of a stuck door, players must force the door open or break it down. A roll of 1–2 on a d6 indicates a player character has broken the door down.

This roll is adjusted by the strength bonus/penalty of the character (example: 15 Strength (+1 bonus) would open the door on a 1–3 on d6). Be sure to check for random monsters.

Partial Collapses

The Drifting Dungeon is in a fragile state. Since pulling itself away from the Dwimmerhorn Mountain, towers, buildings, and dungeons have collapsed or partially collapsed. Chunks of stone and earth also break away and fall from the overhang and the underside of the dungeon.

Any dungeon room or cavern, either noted in the text or represented with rubble on a map, may be susceptible to further collapse. While PCs are in these rooms, there is a 1–2 on d6 chance (per turn) of a cave-in. If caught in a collapse, characters between levels 1–3 will take 1d6 points of damage (half if a save versus Petrification is made). Characters between levels 4–6 take 2d6 (may save for half damage).

NEW TREASURE TYPES

Spell Components

For wizards, some of their most prized possessions are the components they require for their spells. Many of these are rare and harvested from exotic or magical creatures. Others are valuable like gemstones.

Some of the most consistently valuable treasures in HighFell are spell components. The mechanic for searching shelves of spell components is the same as searching book and scroll shelves. Divide the number of components by the total number of players to determine the time required in turns. Be sure to check for random monsters every other turn.



Wizard Hats

The mages of HighFell were known for their hubris and pretentious fashion displays. They wore unique wizard caps and hats, robes, and capes made from all manner of material, exotic and mundane.

Depending on personal preference, a wizard might wear a traditional pointed cone, or, alternatively, a fez, metal skullcap, tudor bonnet, pillbox, coif, beret, roundlet, canterbury cap, faluche, liripipe, mortarboard, tuque, coonskin cap, beanie, furred mongol, cossack, diba, or bicorn. Most of these were mundane, but some were imbued with magical power akin to a ring or a wand and others mimicked basic spells. The wizards, always diligent to ensure the safety of their magic items, also created cursed hats to deter theft (see New Magic Items).

HIGHFELL: FACTIONS

Volsectum Draconis

The Volsectum Draconis is a dragon cult devoted to the veneration of the god Vol, his evil dragons, and their transformation into undead dracoliches. They are committed to return control of the Northern Reaches to their evil dragon overlords. To that end they desire the destruction of the Free City of Threshold, and with it, the extermination of humankind from The Northern Reaches.

The evil god Vol blessed his followers with a secret ritual that transmutes his most devout cultists into dragonmen. To this end, they occupied the former Temple of Arcanryl (renamed #20 The Ziggurat of Vol located in the center HighFell) and summoned **Gargonathrax, the Plane Wyrn** (See Special Monsters).

The HighFell wizards built the ziggurat overtop an ancient magical nexus. The cult used the nexus in order to gate the **Plane Wyrn**, a strange minion of Vol. The summoning of the **Plane Wyrn** to the Prime Material Plane, amplified by the power of the nexus, resulted in a massive explosion of magical energy. HighFell broke free of the Dwimmerhorn Mountain and it began drifting across The Great Salt Reach.

Using the power of Vol's eldritch minion, the Volsectum Cult hopes to steer HighFell toward Threshold and crash the massive floating dungeon into the free city. This would obliterate the symbol of civilization in The Northern Reaches once and for all.

At the moment, HighFell remains caught in a phasing loop and cannot escape the environs of The Great Salt Reach until the cultists have harnessed

the power of the Plane Wyrm. In the meantime, the presence of the **Plane Wyrm** has disrupted of the magical nexus and causes HighFell to phase into strange demi-planes at random.

The Volsectum is organized hierarchically and led by a Dragon Lord and three lieutenants called High Dragons. Each High Dragon is responsible for one faction or wing of their army. These include a tribe of blue-skinned goblins (Woad Goblins), the Volsectum human cultists, and the elite dragonmen. The organizational hierarchy is rigid. Both the cultists and the dragonmen bully the goblins. The cultists, ideologically indoctrinated, aspire to become dragonmen and obey them without question. Within the dragonmen, the Voldrax bully the Midiarri, the Midiarri torment the Thrall, and the Thrall intimidate the goblins.

While they prepare for their final assault, the Volsectum and their dragonmen have hoarded wealth and engaged in research to develop new rituals and prayers to add to their magical arsenal including new spells that imitate breath weapons.

The Woad Goblins

The cultists enslaved a tribe of northern blue-skinned warrior goblins to serve them. The goblins are poorly treated and have low morale. They are kept in line through fear, oppression, and the religion of Vol.

The goblins have no love of humans, elves, or dwarves, but may be willing to bargain if it means their freedom. They are particularly well adapted to the cold (+2 on saves) and use flying mounts called biyakks to fly to and from the Drifting Dungeon and across the northern wilderness. The Woad Goblins are located primarily in Tower 7: Dunixiva's Domed Decagon.

The Sangairean-Cu: Coldbolds

The coldbolds, a race of north-adapted kobolds, are a small tribe of keenly intelligent, but fairly weak monstrous humanoids. The coldbolds created a lair for themselves in the ruins of HighFell and, after the cultists broke the dungeon free of the Dwimmerhorn Mountain, are trapped. Like the goblins, they are +2 on cold saves.

The coldbolds remain alive through ingenious traps, camouflage, and ambush tactics. Their goal is to remain hidden and alive until they can somehow escape the surface of the dungeon. The coldbolds are located primarily in Tower 18: The Sunspire.

The Ar'ok-Taa: Luft Baboons and Banderlogs

A troop of flying or luft baboons, the Ar'ok-Taa, bolstered by aggressive and obnoxious flying banderlogs, made their nest in a ruined spire. Unlike the coldbolds, they are tough, brutish, and not particularly intelligent. They are defiant and formidable. Luft baboons have shaggy manes are well adapted to the cold of the north. The Ar'ok-Taa have clashed with the cultists enough that the two factions leave each other alone, somewhat uneasily. Destroying the troop would be a drain on Volsectum resources - resources best used in the coming war on humanity. The Ar'ok-Taa are fiercely independent. They would rather be driven from HighFell than bend the knee to scrawny human cultists. The Ar'ok-Taa and their banderlog overlords are located primarily in Tower 4: The Eldritch Skydome.

HIGHFELL: ENDGAME




























HighFell: The Drifting Dungeon provides Referees with multiple endgame options. The players may foil the cult's attempt to steer HighFell toward Threshold before it begins, or HighFell may break free of The Great Salt Flat and either the Dragon Army will destroy Thatchum or proceed directly to Threshold to undertake its destruction. The player characters may likely have an opportunity to crash HighFell into the ground if they slay the Plane Wyrm prior to reaching Threshold. Whether they succeed or not is subject to variables that will reveal themselves through play.

When the PCs first arrive at HighFell, they will be fragile low-level characters. In this context keep the surface of the dungeon fairly deserted. The goblins and the coldbolds will provide the first major organized threat – Referees should construct them as the primary danger until the first cultists are encountered. Through elimination of these tribes, and hex crawling across the surface, they will eventually encounter the Volsectum Cultists in force, both above and below the surface. Through dealing with the cultists the PCs will begin to encounter the weakest of the dragonmen, and so on. The delivery of the organized monsters in this fashion will allow play to evolve and remain engaging over the duration of the adventure.

The wizard spires and towers also provide a unique opportunity for gameplay. Many, but not all, of these are suitable for low to early middle level characters and the encounters within will provide a change of pace from underground exploration. Regardless of how exactly the game climaxes, Referees need to respond to individual player choices. HighFell is their sandbox adventure, not mine, or yours. Let the players choose their own path.

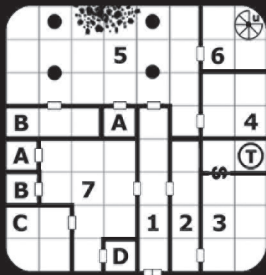
LEGEND: TOWER AND DUNGEON MAPS

1 Square = 10 feet

	Door		Statue		Throne
	Double Door		Pool		Covered Pit
	Secret Door		Stairs		Open Pit
	Bricked Wall		Secret Trap Door		Portcullis
	Archway		Altar		Rubble
	Pillar		Trap Door		Teleport Pad
	Dais		Dais		Crevasse
	Spiral Staircase Up		Spiral Staircase Up and Down		Spiral Staircase Down
	One Way Secret Door		Water		Trap Door In Ceiling



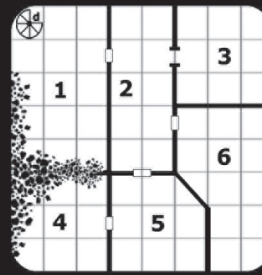
TOWER 1: THE FORGOTTEN CITADEL OF KALGUUMER



LEVEL 1



LEVEL 2



LEVEL 3



Ⓣ Down to dungeon 1, room 1

TOWER 1: THE FORGOTTEN CITADEL OF KALGUUMER

The Forgotten Citadel of Kalguumer (Levels 1-3) is a rounded square structure. The tower is made of an unknown off-white stone that looks and feels similar to ivory. The structure is washed with dirt and grime from weather. The tower is 90 feet tall (each Level 10 feet high with 30-foot spiral staircases between them). The roof is conical and appears in disrepair. A hole in the western wall can be seen from the ground on Level 3. Kalguumer's wizard mark is engraved above the doors. The trapdoor behind the secret door in Room #3 leads down 50 feet to Dungeon 1: Kalguumer's Crumbling Collegium (Levels 1-3).

Kalguumer the Conjurer was a smug, arrogant, and indolent wizard. He was overweight, had chubby hands, an expressionless gaze, and wore the blue robes of conjuration magic. Conjuration magic focuses on summoning energy, creatures, or materials, or to banish or send those things across distances. Within conjuration magic Kalguumer sub-specialized in insect summoning. His familiar was a toady, hunchbacked Quasit known as Egoraxeel.

The double doors that enter into the tower are made of wood and reinforced with rusted iron. They are slightly ajar and squeak back and forth in the wind. **Show HighFell Illustration #1.**

Level 1

1. The hallway is empty with the exception of some rubble debris and leaves blown in from outside.
2. A skeleton lies prone on the floor (a key to Level 2, Room 7 tucked into its decayed robe) pointing to the eastern door. A wooden table rests on its side.

3. This room is in disarray. A table and chair lay broken. A tall metal brazier stands in the north-eastern corner of the chamber. A steel coffer rests on the floor. The medium-sized coffer (locked) contains a Bag of Diamond Dust (350gp) and two **Clockwork Centipedes** AL: N, AC: 2, HD: 1, HP: 4, 2, #AT: 1, DMG: 1d3 plus poison.

Behind the secret door is a trapdoor in the floor that leads down 50 feet via iron rungs to Room 1, Dungeon 1: Kalguumer's Crumbling Collegium (Levels 1-3).

4. Two partially-destroyed beds and a wooden box sit against the eastern wall. There is nothing of value.
5. Four round pillars support this chamber. A large rubble pile can be seen between the pillars along the northern wall. Close inspection of the debris pile will reveal the presence of skulls, bones, wood, and old cloth. If more than 2 turns are spent searching (roll for random monsters) PCs will find a scroll tube with the spells: *Sleep* and *Baltron's Black Sheen*.

A. This is an empty closet filled with cobwebs of normal spiders. It is otherwise empty.

B. The door to this room has been chewed away at the bottom. Inside a group of giant vermin made a nest. They will defend themselves if disturbed: **Giant Rats** (5) AL: N, AC: 7, HD: 1d4hp, HP: 4, 3, 3, 2, 1, #AT: 1, DMG: 1d3 and Disease. Their nest contains the remains of a halfling. There are 250ep scattered around the nest (roll for random monsters while gathering the coins, 2 turns of searching).

6. This room contains a 30-foot tall spiral staircase to Level 2. Debris has accumulated on the stairs.

7. This chamber was a kitchen at some point in the distant past. All the doors are closed in this room with the exception of 7B which is ajar.

A. This closet contains sacks of grain, long moldy and decayed.

B. The door to this room is ajar. Resting as green puddles on the floor are two **Oozies** (2) AL: N, AC: 6, HD: 1–4hp, HP: 3 each, #AT: 1, DMG: 1d6. They have taken this dank, quiet refuge as their home and will attack if disturbed.

C. This 10x10 foot chamber is trapped. A wire behind the door is connected to stones in the ceiling. If the wire is tripped, it will trigger a minor collapse causing 1d6 points of damage. A successful Dexterity Check will half the damage.

D. This chamber appears empty. However, there is thin ledge above the door inside the chamber that contains a small wooden case. Inside the case are three steel *Sling Bullets* +1. Note that PCs will either have to stand in the closet and look back to see the ledge, or feel the ledge with their hand, to find it.

Level 2

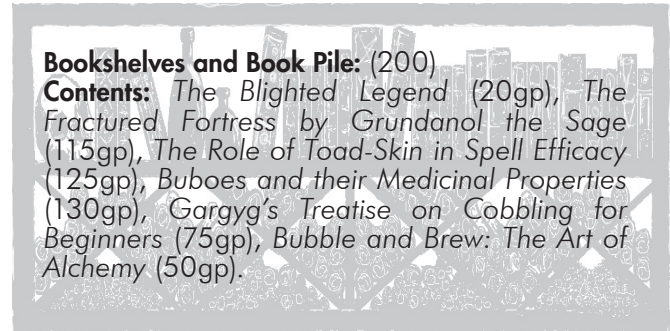
1. Stepping on the floor of this room will cause a Magic Mouth to appear and scream “Intruders! Intruders! Intruders!” for 1 turn in Black Tongue (the language of wizards and sorcerers). Other than some rubble debris and some bones the room is empty.

2. The door to this room is locked. The foul smell emanates from underneath the door. Note that this door has a mechanical mechanism that 1) always swings the door closed, and 2) locks the door.

The decaying remains of a blue-skinned goblin warrior lie at the base of the northern wall. If the PCs enter the room they will see the goblin squirming - ever so slightly - on the floor. The goblin still clutches a bag of coins in its hand (35gp). He is long dead and infected with **Rot Grubs**. Once the worms smell fresh blood within five feet they will burst forth from the body and squiggle forward. **Rot Grubs** (3) AL: N, AC: 9, HD: 1hp, HP: 1hp each, #AT: N/A, DMG: N/A.

3. This room is empty.

4. This room contains three bronze braziers that self-ignite when a magic-user enters the room. The walls are lined with bookshelves. The books have been dumped in a pile on the floor. Most of the books are moldy but the following tomes can be salvaged:



Behind the bookcase along the southern wall is a small keyhole. The key can be found on a skeleton (Level 1, Room 2).

5. This room is empty.

6. This room appears empty. However, under a stone (detect as a secret door) in the southwest corner is a small box with a locket. The locket detects as magical and provides +1 on saving throws versus Spells.

7. A beam of light shines through from a hole in the eastern wall of this secret room. A mage cap and a great helm sit on a small table at the back of the chamber. Both are magical and one is cursed. They include *Kazzibal's Exotic Canterbury Cap of False Trap Location* (the wearer of this cursed cap believes it allows them to detect traps), *The Great Helm of the Juggernaut* (this Corinthian helmet allows the wearer to make a single free head-butt attack once per combat for 1d4 points of damage plus strength bonus).

A **Giant Crab Spider** AL: N, AC: 7, HD: 2, HP: 10, #AT: 1, DMG: 1d8*, climbed through the hole in the wall and now hangs immediately above the door, ready to pounce.



Level 3

As the PCs proceed up the 30-foot spiral staircase to Level 3 they will hear howling wind from Rooms 1 and 4.

1. A 30-foot section of the western wall of this room has collapsed and the room is exposed to the open air. In addition, most of the southern wall dividing Rooms 1 and 4 has also collapsed.

A flight of normal **Bats** (60) AL: N, AC: 6, HD: 1hp, HP: 1hp, #AT: Confuse, DMG: n/a, is hanging from the ceiling in the dark. If the PCs bear torches or lanterns in this room they will disturb the bats who will take flight and swarm round the PCs. There is a 75% chance PCs will drop whatever they are carrying to cover their eyes and spell-casting is impossible. There is a 10% chance each PC might stagger to the edge and fall off the tower. Anyone who staggers to the edge must save versus Death to hang on and avoid plummeting to his or her doom.

2. This hallway is empty.

3. A faint blue force-field covers the entrance to this chamber. On the back of the wall is an elaborate painting of a grand mage weaving a spell – but the images are constantly changing except for his hand. If PCs study the painting, they will notice that the wizard is casting with his index finger and pinky finger raised (this is a hint for the levers).

On the outside wall beside the archway there are five levers in the down position. If the second (index finger) and fifth (pinky finger) are raised the force-field will deactivate. After three attempts a stone-wall will slowly lower from inside the room and close it off forever. The painting is magical and serves as a unique form of visual instruction manual. Studying the painting for one week will increase the experience level of a magic-user by 500 points. It is a fragile (and single use) magical item.

4. A 25-foot section of the western wall has partially collapsed and the room is exposed to the open air. The wall to the north (Room 1) has almost completely collapsed. There is nothing of value.

5. The double doors to Kalgumer's Sitting Room are trapped. The doors open inward and are wired with a pendulum hammer trap on the inside of the room. If the doors are opened, the trap will spring and attack as a Level 3 Fighter for 2d4 points of damage. A successful Dexterity Check will half the damage.

This room contains elaborate furniture covered in thick dust. Several moldy tapestries have fallen and lie on the floor.

Embedded into the southern wall are 25 Blue Quartz gemstones worth 10gps each (250gp total) and 25 Light Blue Lapis Lazuli stones also worth 10gps (250gp total). It will take 1 character 36 turns, or 2 characters 18 turns, or 3 characters 9 turns, or 4 characters 5 turns (etc.), to pry the stones out. Not that any character other than a thief has a 1-2 on d6 chance of destroying a stone while trying to remove them. Be sure to roll for random monsters every other turn.

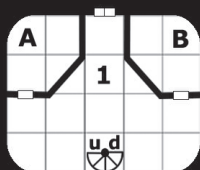
6. This chamber was once a laboratory and summoning chamber. Narrow shelves have been toppled over, and broken glass litters the floors. The following spell components can be scavenged:

Spell Components: (150)

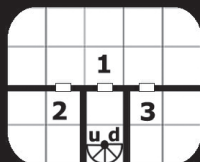
Contents: Bottled Moon Light (50gp), Tentacle of Octopus (125gp), Stems of Thorny Plants (55gp), Mistletoe Sprig (20gp), Kobold Toes (25gp), Eye of Newt (25gp).



TOWER 2: PSYRUQUE'S STORMHOLD



LEVEL 1



LEVEL 2



LEVEL 3



LEVEL 4



Level 1:  To dungeon 2, room 1

TOWER 2: PSYRUQUE'S STORMHOLD

Psyruque's Stormhold (Levels 3-5) is a four-level rounded square spire. The tower is made of grey stone and no grout lines are visible. The structure is 130 feet tall (four 10 foot high levels with a 30 foot staircase between each level). There is no roof, instead the top floor (Level 4) is open and lined with battlements. A long metal pole extends upwards 30 feet from the top of the tower. In addition to going up to Level 2, the spiral staircase on Level 1 also descends 125 feet to Dungeon 2: The Lost Labyrinth of Anemancy.

There is a 1-2 on d6 chance that **Edruukuk**, a large adult male **Wyvern**, will be seen either flying away, or returning to, his nest atop the spire (alternatively Referees can merely communicate his terrifying screech to convey his presence to players).

Psyruque was a disordered and unbalanced human magic-user. He never wore shoes, was rather emaciated, and had a long fu-manchu moustache. As a student of air magic (or anemancy), Psyruque was able to control the Four Winds and specialized in the manipulation of electricity. His familiar was a Horned Owl named Ule.

The double doors of this tower are made of bronze and covered in verdigris. The doors are ajar. **Show HighFell Illustration #2.**

Level 1

1. This chamber is covered with debris that, over the years, blew in through the front doors. Faded frescos that depict the Elemental Plane of Air decorate the walls.

A. The wooden door to this room has been broken down. There is nothing of value.

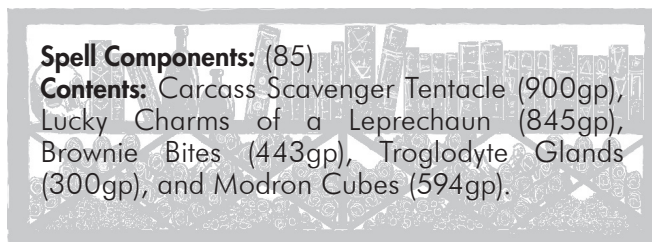
B. The door to this room is magically sealed. Only the key located in Room 2, Level 3 will open it. When the key is used to open the door, the door disappears.

A small chest sits on the floor against the northern wall. The chest is locked and trapped (Paralytic Gas, 1d4 turns, save versus Paralyzation for no effect). The key has been lost to the ages. Four small wind instruments, pan-pipes specifically, lay inside the chest. Two detect as magical. The first creates a haunting melody with the effect of the spell *Scare* (see New Spells). The second creates a *Stinking Cloud*. Each has 1d4+2 uses before its magical power is lost.

Level 2

1. This room is empty.

2. The door to this chamber has been broken. Shelves of spell components line the walls. Many have been destroyed and shattered across the floor (Hazardous Terrain: 1/4 movement). However, the following can be recovered:



3. The door to this room is magically locked. Psyruque's wizard mark dimly glows on the door at eye level. One merely needs to blow air on the mark and it will open.



Inside the room is a sphere of clouds, three feet off the floor, swirling and moving like a storm. Anything thrown into the sphere disappears. Anyone who steps into the sphere will be healed to full hit points and fall asleep permanently by the contentment and sensation of floating. Only a successful saving throw versus Spells (-1) will snap the PC awake and allow them to exit the sphere. Up to three characters may enter the sphere at one time. If all three fall asleep they are lost. Players who tie themselves together can have others pull them free. The sphere can only heal a total of five PCs prior to losing its magic and dissipating like mist throughout the room.

Level 3

1. An 8-foot tall statue of Psyruque stands against the northern wall of this chamber. The statue is posed with his left-hand face up and his lips are puckered in a blowing motion. The statue is a magical guardian and designed to conjure elementals to secure the tower. If the air in the room is displaced by breathing, the statue will blow on its hand and conjure a **Lesser Air Elemental** AL: N, AC: 5, HD: 4, HP: 25 each, #AT: 1, DMG: 1d6*, every other round until the statue is destroyed (magical weapons only, 25hp), the mouth of the statue is stuffed closed, or the air displacement stops in the room.

Conjured elementals will return to their plane after 1d4 days and will not leave the tower.

2. Four standing mirrors, broken and in shards, cover the floor (Hazardous Terrain: 1/4 movement). There is also a key (Room 1B, Level 1).

3. This chamber is empty.

Level 4

1. **Edruukuk**, a large adult male **Wyvern** AL: CE, AC: 3, HD: 7, HP: 50, #AT: 2, DMG: 2d8/2d8 (poison), nests at the top of this spire. There is a 1-3 on d6 chance he is present when the PCs ascend the top level and a 1 on d6 chance he is asleep. This open-air tier is lined with battlements, and the floor is littered with bones, tufts of hair, and skulls from his previous victims.

His treasure hoard includes 3294ep, 2948gp, a *Wand of Cold* (2d20 charges), *Wings of Flying*, and a suit of *Platemail +1*.

There is also a leather pouch (near a partially eaten luft banderlog) containing the following gemstones: a Tiny Finely-Cut White Chalcedony (55gp), Tiny Broken Star Rose Quartz (10gp), Large Chipped Star Rose Quartz (55gp), Huge Pink Coral (600gp), and a Very-Large Broken Pink Coral (380gp).

TOWER 3: THE DWIMMERHOLD OF GARZEKEL

The Dwimmerhold of Garzekel (Levels 1-3) is a largely trapezoidal structure with a square side-wing. The tower is picturesque and constructed of flagstone and covered in ivy. The spire is 60 feet tall (20 feet per level with a 20-foot high spiral staircase between levels). The roof is made of rusted metal plates that gleam in bright sunlight. Several closed windows can be seen on the second level of the structure. Garzekel's wizard mark once hung from a wooden sign above the double doors. It fell off long ago and is buried under a few inches of earth 10 feet to the east of the main entrance.

Garzekel the Enchanter was a quiet, caring, and modest wood elf magic-user. Like most elves he was extremely lithe in build, had long black hair, a wry smile, and was impeccably groomed. Garzekel specialized in enchantments, specifically charms, and wore green robes consistent with his school of magic. His familiar was a dreadfully cheery Faerie Dragon named Grinny (Grinnastophlax).

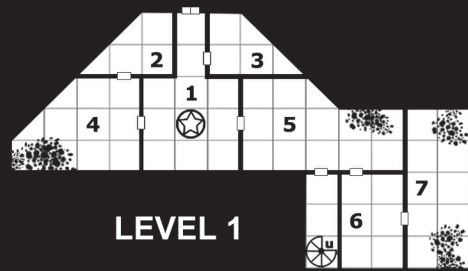
The double doors are locked and made of thick Blackwood. The key can be found at The Circle Henge of Iar (A or West on the HighFell Hex Map) on the surface of HighFell. The key is made of gold and the key-bow is in the shape of Garzekel's mage symbol. The doors can be broken down with axes and sledgehammers. Use the mechanic for brick walls provided earlier in this book. Be sure to roll for random monsters. **Show HighFell Illustration #3.**

Level 1

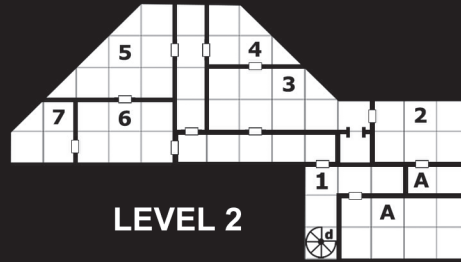
1. The antechamber to the Dwimmerhold contains a statue of Garzekel himself. He stands erect with his hand forward, regal, looking off into the distance. The statue of the mage is a **Lesser Stone Statue** AL: N, AC: 6, HD: 3, HP: 15, #AT: 2, DMG: 1d6/1d6, with Emerald gemstones in its eye sockets (300gp each). If the eyes are removed or if the eastern or western doors are opened, the statue will animate and attack. Inside the mouth of this statue is a magical golden key. The key opens Garzekel's private robing room on Level 2, Room 7.



TOWER 3: THE DWIMMERHOLD OF GARZEKEL



LEVEL 1



LEVEL 2



2. This room was a study. A desk and small bookcase sit along the eastern wall. A thick book lies open on the desk and several books and bottles line the bookshelves. Both the desk and the bookcase are covered in very thick dust.

The dust is **Cinnamon Mold** AL: N, AC: Always hit, HD: 2, HP: 14, #AT: 1 (Spores), DMG: 2d6+1d6. The book is a spellbook that contains the following spells: *Aztazibar's Acrid Finger*, *Zu-Pang's Protracting Eyeball*, *Fennril's Exquisite Strangulation*, *Identify*, *Spider Climb*, *Feather Fall*, *Mikda-Err's Practical Tilt*, *Baltron's Effusive Bloodboil*, *Arcane Lock*, and *Fly*.

Bookcase and Shelves: (110)

Contents: Eye of Newt (250gp), Adder's Fork (35gp), Cat's Ass (12gp), Grey Poupon (10gp), and the following books: *An Overview of the Child-Rearing Habits of Frost Giants* (300gp), *The Eminent Manual of Divination* (50gp), *Composite Longbow Construction: The Elven Way* (150gp).

3. This was formerly a vestment and robing chamber for the wizards of the Dwimmerhold. There is a table with six mage hats and the walls are lined with 25 pegs. Most are empty but five have light green enchanter robes hanging on them. A thick player of dust covers everything. **Show HighFell Illustration #23.**

Of the six caps (a tam, cone, mongol, bonnet, roundlet, and fez), one is magical: Sagnala's Purple Velvet Fez (this worn velvet fez increases the intelligence of the wearer by 1 point. It does not stack with other magic items that increase intelligence. Only magic-users and illusionists can wear the fez). The light green robes are not magical. Inside one of the robes is a piece of parchment with the phrase "Ginny says so."

4. This room has partially collapsed from the ceiling above and a rubble pile dominates with southwestern corner of the room. Hidden under a stone beneath the rubble is a leather pouch with two metal potion bottles (Healing, 1 dose each). It will take 3 turns and a great deal of noise to sort through the rubble (roll for random monsters).

While in this room there is a 1–2 on d6 chance (per turn) of a further collapse. If caught in a collapse, characters between levels 1–3 will take 2d6 points of damage (or 1d6 if a save versus Petrification is made). Characters between levels 4–6 take 4d6 unless a save for half damage (2d6) is successful.

5. Like Room 4, this chamber has partially collapsed and is subject to the same collapsing rules. There is nothing of value in this room.

6. Store chamber: there are two small barrels of wine and a small barrel of oil on the floor (all three are strangely preserved). The oil constitutes four vials.

7. Like Room 4 and 5, this chamber has partially collapsed and is subject to the same collapsing rules. There are two rubble piles, one in the north end of the room and one in the south.

Hidden under the rubble pile to the north is a dusty, tattered light green cape. Inside the neck of the cape is embroidered "G the E." This was originally owned by Garzekel the Enchanter and may be of use in Room 7 (Level 2). It will take 3 turns of digging to find the cape (consult random monsters accordingly).

Torch or lantern light will reveal a gleam of silver in the darkness in the rubble pile to the south. A Silver Goblet (50gp) sits half buried in the debris. A colony of **Amber Mold** AL: N, AC: Always hit, HD: 1hp, HP: 1hp, #AT: 1, DMG: Special, covers the floor at the base of the rubble pile.

Level 2

1. This hallway contains a *Magic Mouth* that will scream, "You shouldn't be here!" for one turn if activated (noise in the room). This can only be deactivated by saying the phrase "Ginny says so." The *Magic Mouth* alarm will alert the skeletal guardsmen in 1A to attack.

1A. This room contains the remains of six **Skeletons** AL: CE, AC: 4, HD: 1, HP: 8, 8, 8, 7, 5, 4, #AT: 1, DMG: 1d6, who will draw themselves up and attack intruders who activate the *Magic Mouth* in Room 1 or who enter this room. One skeleton has a bag with 46ep and another has a pouch with a Small Finely-Cut Tiger Eye Agate (50gp). The skeletons wear raggedy and decayed light green tabards.

2. This room is empty with the exception of two low dusty tables.

2A. Some **Giant Centipedes** (6) AL: N, AC: 9, HD: 1d4hp, HP: 4, 4, 3, 3, 3, 3, #AT: 1 (bite), DMG: Poison, have somehow crawled into the tower through a hole in the wall and made a nest in this closet. In the nest are some scattered treasures, notably a scroll and a unique spell component in a marked and sealed box: Woolly Mammoth Tusk (575gp) and a magic-user scroll with *Feather Fall*.

3. This room contains empty bookshelves. A white force-field blocks entrance into the closet of this chamber. Beside the closet entrance are three knobs (coloured Blue, Yellow, and White). Sitting at the back of the closet is a Coffin (666gp), a rare Spell Component: Harpy Tongue (1075gp), and three potion bottles: *Flying*, *Extra-Healing*, and *ESP*.

The three knobs function in the following manner. When a knob is turned to the extreme right it emits no colour at all (starting position). When the knob is turned to the left emits shades in the force-field until it is turned completely to the left and emits a solid colour (Blue, Yellow, or White). The code to unlock the force-field is to make light green, the colour of enchantment magic. In order to do this the Blue and Yellow knobs must be turned completely to the left, and the White knob must be half-turned. Any more than six attempts will short the system with an electric shock (no damage) and lock the treasures behind the force-field forever.

4. This was once a lavish bedroom now covered in dust, decay, and mold. A green tapestry of an elven forest hangs on the wall.

5. This room is empty.

6. There are four exquisite, crystal statues of woodland fairies (two feet tall) standing on 4-foot high pedestals – one in each corner of the room. If the door to Room 7 is opened they will animate and attack as **Lesser Crystal Statues** (4) AL: N, AC: 4, HD: 1, HP: 6 each, #AT: 1, DMG: 1d3. Note that these crystalline animations possess the ability to fly 20 feet per round.

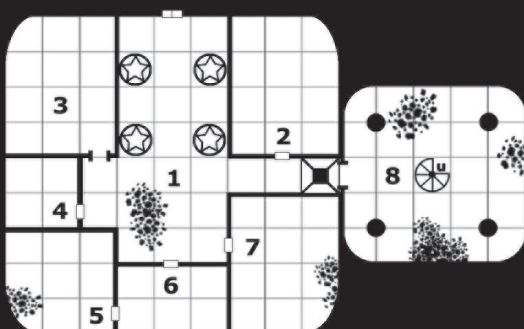
7. The door to this room is magically locked. Only the key in the mouth of the statue (Level 1, Room 1) can open this door. The door opens to a wooden statue of Garzekel standing on a dais. Draped over the statue is a light green mage robe embroidered with elven filigree and lined with gold thread – the garment is obviously valuable and detects as magical (as does the statue). The statue is sentient, can engage in conversation, but cannot move or be moved from the dais. It will activate only while the door remains open. The statue can close the door at will but it cannot open it or keep it locked.

It was specifically instructed to "Keep Garzekel's clothing safe" – which leaves room for interpretation. The statue will not give up the robe, but it might consider a trade if it was given another piece of Garzekel's clothing to protect (see Room 7, Level 1). The statue possesses a breath weapon and can flood the room with poisonous gas (save versus Death or die). It will give PCs three warnings to leave it alone prior to using its breath to safeguard the robe.

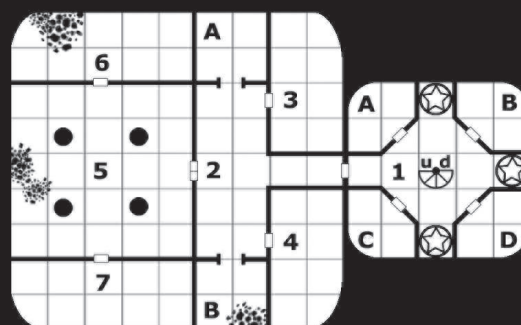
Garzekel's Robe of Enchantment: This garment provides the wearer with armour class 6 and +1 on saves versus Spells, Spell-Like Devices, and Wands. The robe offers 15% protection from non-magical ranged attacks. The wearer can also cast *Allure* once per day.



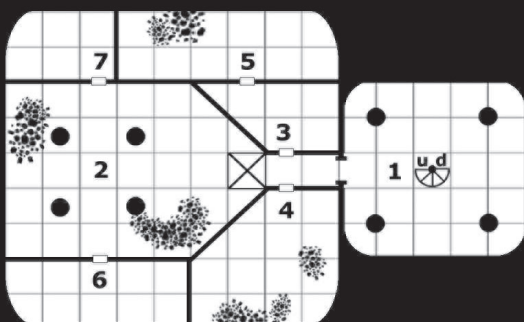
TOWER 4: THE ELDRITCH SKYDOME



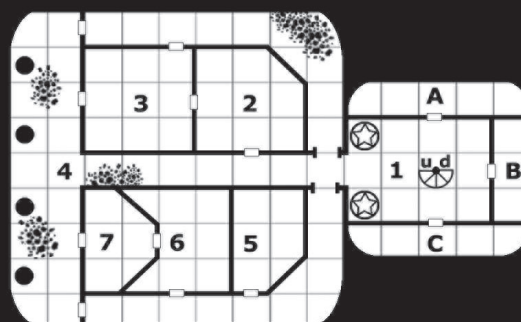
LEVEL 1



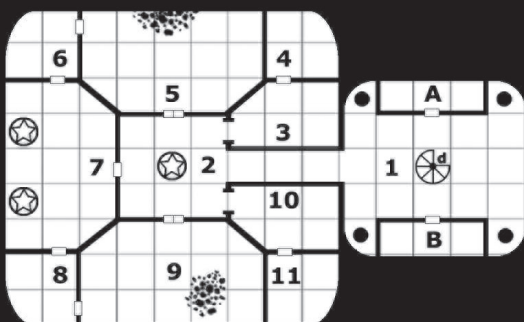
LEVEL 2



LEVEL 3



LEVEL 4



LEVEL 5



TOWER 4: THE ELDRITCH SKYDOME

The Eldritch SkyDome (Levels 5-7) is a tower structure consisting of two rounded squares. The spires are made of flagstone in varying colours (grey, brown, and olive) and partially covered in ivy. The tower is 190 feet tall (each level is 20 feet high with 30 foot spiral staircases between the floors). Both the primary and the secondary towers are domed. Several holes in the exterior walls can be noticed on Levels 2, 3, and 4 from the ground. Holes can also be noticed in the primary dome.

Wertineves the Wondrous, the mage who constructed the Skydome, specialized in a largely defunct sub-school of conjuration magic that focused on the creation and animation of clockwork constructs.

He was most well-known for the construction of an eight-legged clockwork horse, from which he created his personal wizard mark. His symbol is engraved on the floor in front of the double doors.

The double doors that enter into the tower are made of wood and reinforced with rusted iron. **Show HighFell Illustration #4.**

Level 1

1. As the player characters enter this room, wind can be heard howling from the Moon Door located adjacent to Room 8. The antechamber of the Eldritch Skydome has partially collapsed. Four broken statues of clockwork humanoid constructs decorate the interior. The luft baboons smeared the statues with feces and the smell is nauseating.

2. This room is empty with the exception of moldy tapestries laying on the floor.

3. Three **Luft Baboon Guards** AL: NE, AC: 6, HD: 1+1, HP: 7 each, #AT: 1, DMG: Spear (1d6), are stationed in this room. There is a 1-4 on d6 chance they will hear voices or see torchlight in Room 1. Otherwise they are sleeping. If alerted one will run and fly for the stairwell in Room 8 to alert the tribe while the other two battle backwards toward the same location, fly over the Moon Door, and flee upstairs. Two of the three have small shoulder pouches with gemstones. The first contains a Large Flawed Deep Blue Azurite (30gp), Very Large Flawed Obsidian (50gp), and a Finely-Cut Moss Agate (30gp), and the second, a Very Large Flawed Tiger Eye Agate (50gp) and a Tiny Dark Green Malachite (10gp).

4. The door to this room is locked. The key is in the rubble pile in Room 5. This room is a display for clockwork creations. On a pedestal is a **Clockwork Cobra**, a **Clockwork Scorpion**, and a **Clockwork Centipede**. The first two lost their magical energy long ago. The latter can be reanimated and controlled via the word "Beatha" (written underneath).

5. This chamber has a small, partial collapse from the ceiling 20 feet above. The key to Room 4 is in the rubble pile (two turns to uncover).

6. Ancient frescos depict the animation of clockwork constructs. The baboons have thrown feces on the walls.

7. There is a partial collapse in this room.

8. The lower level of the side dome is supported by four tall pillars and has partially collapsed in three places. A spiral staircase ascends to Level 2.



Level 2

1. The staircase opens into an octagonal shaped room with four doors and three statues of Arcantrily (each in a different pose).

A. This room is empty.

B. Three dead **Volsectum Cultists** are rotting in this room. One is infected with **Rot Grubs** (5) AL: N, AC: 9, HD: 1hp, HP: 1hp each, #AT: N/A, DMG: N/A. The corpses have numerous puncture marks (Stirges from Room 2, Level 3).

C. The door to this side chamber is open. Three **Luft Baboons** AL: NE, AC: 6, HD: 1+1, HP: 6 each, #AT: 1, DMG: Club (1d4), are stationed here to guard the staircase. One possesses a satchel with the following gems: Very Large Finely-Cut Banded Agate (90gp), Large Finely-Cut Clear Rock Crystal (140gp), Very Large Brown Carnelian (75gp), and a Broken Pure Black Onyx (30gp). They have positioned themselves to see the stairway from their location.

D. This room is occupied by four inanimate clockwork constructs. They are covered in dust.

2. This chamber is empty.

A. This side chamber serves as a guardroom for a **Luft Baboon** AL: NE, AC: 6, HD: 1+1, HP: 6 each, #AT: 1, DMG: Spear (1d6). He has no treasure.

B. This chamber is a guardroom for **Luft Baboons** (2) AL: NE, AC: 6, HD: 1+1, HP: 6 each, #AT: 1, DMG: 1d4 or 1d6 (No weapons). On the floor is a wicker cage with Stirges (1d4+1).

3. This chamber was once a workshop for clockwork constructs. Metal gears of various shapes and sizes, as well as broken tables, lie on the floor of this room.

4. Like Room 3, this room was formerly a clockwork workshop but was searched and looted long ago. A few metal springs and broken shelves are all that remain.

5. **Kukungol, Luft Baboon Chieftain** AL: NE, AC: 5, HD: 3+3, HP: 20, #AT: 1, DMG: Club +1 (1d4) (+1 to damage), uses this room as his tribal meeting place and main audience chamber.

He is protected by **Luft Baboon Bodyguards** (2) AL: NE, AC: 6, HD: 2+1, HP: 12 each, #AT: 1, DMG: Shortsword (1d6), and three warriors **Luft Baboons** (3) AL: NE, AC: 6, HD: 1+1, HP: 6 each, #AT: 1, DMG: 1d4 or 1d6.

The room has partially collapsed in two places. One of the bodyguards has a basket with **Green and Yellow Phycomid Spores** (2 each).

Unless alerted the chief is here with his aides discussing the oppression of **Baruunk** the leader of the banderlogs. If alerted, **Kukungol** will likely stand in the center (at the back of the room) and attempt to goad the PCs into committing to combat. He will send the other baboons just inside the northern and southern doors or behind the rubble pile in the hope of surprise. If pressed the chieftain will flee via Room 6.

The chief bears a Gold Necklace inlaid with a Very-Large Exquisite Red-Brown Spinel and a Tiny Deep Green Emerald (1500gp). Both bodyguards carry pouches (26gp and 35gp).

6. Light streams in from a hole in the exterior wall from a partial collapse. The baboons use this as an entrance and exit. Two guards are on duty here: **Luft Baboons** AL: NE, AC: 6, HD: 1+1, HP: 7 each, #AT: 1, DMG: Spiked Clubs (1d4+1). Each possesses the treasure in pouches tied to their waist. The first has a Huge Red Garnet (600gp) and a Large Exquisite Obsidian (70gp) and the other has a Large Tiger Eye Agate (30gp), and a Small Banded Agate (10gp).

7. There are four **Luft Baboon Females** (4) AL: NE, AC: 6, HD: 1+1, HP: 4 each, #AT: 1, DMG: 1d4 or 1d6, in this room. They will fight to the death.

Level 3

1. Two **Luft Baboons** AL: NE, AC: 6, HD: 1+1, HP: 6 each, #AT: 1, DMG: 1d4 or 1d6 (No weapons) and a **Luft Banderlog** AL: NE, AC: 6, HD: 2, HP: 12, #AT: 2 or 3, DMG: 1d4+1/1d4+1 + Special, are stationed in this room. They have no treasure. They are gnawing on human bones.

2. The luft baboons use this room as a rookery. They raise and train **Stirges** to attack their enemies. The floor is covered in feces and has a nauseating smell. The **Stirges** (7) AL: N, AC: 7, HD: 1, HP: 7, 5, 3x4, 3, 1, #AT: 1, DMG: 1d3, hang from the ceiling. Six open wicker cages sit on the floor. The room has partially collapsed in two places.

3. This room is empty.

4. The luft baboons use a hole in the southern wall of this room as an entrance/exit to the tower. There are three **Luft Baboons** AL: NE, AC: 6, HD: 1+1, HP: 6 each, #AT: 1, DMG: Spear (1d6) on guard here. Two of the three possess treasure. One has a Large Broken Dark Green Malachite (30gp) and the

other a Huge Deep Blue Azurite (75gp) and a Huge Finely-Cut Dark Green Malachite (110gp). One of the luft baboons has a basket with **Green and White Phycomid Spores** (2 each).

5. This chamber has a hole in the northern wall from a partial collapse. Four **Luft Baboons** AL: NE, AC: 6, HD: 1+1, HP: 6 each, #AT: 1, DMG: Two with Clubs (1d4) and two with Spears (1d6) guard this room and barrack here. There are four flea-infested beds on the ground made from dirty cloth, hay, and grass. One of the beds has a Very Large Moonstone (75gp), a Small Pure Black Onyx (40gp), and a Small Moonstone (40gp) tucked into it.

6. This dark room is a phycomid nursery. The luft baboons grow and harvest their spores to use as missile weapons. They do not attack the baboons. **Green, White, and Yellow Phycomids** (3) AL: N, AC: 5, HD: 2, HP: 2x9, 8, #AT: See entry, DMG: See entry.

7. This is the chamber of the **Luft Baboon Stirge Master** AL: NE, AC: 6, HD: 2+1, HP: 12, #AT: 1, DMG: *Flail +1* (1d6). Near his nest is a wooden box with a *Potion of Flying*, a *Potion of Clairvoyance*, and the following gems: Tiny Broken Star Rose Quartz (10gp), Large Chipped Star Rose Quartz (55gp), Huge Pink Coral (600gp).

Level 4

1. Two defaced and broken clockwork statues stand near the archway exiting this chamber.

A. Two **Luft Baboon Guards** AL: NE, AC: 6, HD: 1+1, HP: 6 each, #AT: 1, DMG: 1d4 or 1d6 (No weapons) are stationed in this room. The door is open.

B. The door to this room has been broken down. The chamber is empty.

C. A **Luft Banderlog** AL: NE, AC: 6, HD: 2, HP: 12, #AT: 2 or 3, DMG: 1d4+1/1d4+1 + Special, is stationed here and charged with guarding the staircase. He wears a Gold Chain around his neck (value 750gp).

2. A **Luft Banderlog** AL: NE, AC: 6, HD: 2, HP: 12, #AT: 2 or 3, DMG: 1d4+1/1d4+1 + Special, is wrestling with two **Luft Baboons** AL: NE, AC: 6, HD: 1+1, HP: 6 each, #AT: 1, DMG: 1d4 or 1d6, over treasure taken from the deceased **Volsectum Cultist** in Room 5. The squabble is over a Silver Necklace inlaid with Platinum worth 550gp. The banderlog holds the key to the chained prisoners in a pouch tied to his waist.

3. This was once a laboratory. Shelves line the walls and broken glass litters the floor (Hazardous Terrain, 1/4 movement). In the center, under some refuse, is a *Carpet of Flying*.

4. This chamber is supported by four large circular pillars and has partially collapsed in two places.

5. Several slaves are chained to the wall here. They include **Grackzl**, a blue-skinned **Wood Goblin** AL: CE, AC: 10 (None), HD: 1-1, HP: 3, #AT: 1, Weapons: No weapon, two dead Coldbolds, a dead **Volsectum Cultist**, and **Galadaster**, a **Level 3 Human Illusionist** AL: NG, AC: 7 (Dex), HD: 3, HP: 1 (9 at full hit points), #AT: 1, DMG: No weapon, Ability Scores: S 9, I 16, W 12, D 18, C 10, Ch 13. **Galadaster** has been imprisoned for a long time and is close to death. He has knowledge of the complex. His equipment can be found in Room 6, Level 5. Poor **Grackzl** has had his tongue cut out.

6. This room is lined with baskets of dried meat (unknown) and a barrel of water.

7. This room is empty.

Level 5

1. The highest level of the side dome is supported by four tall pillars and two side chambers. A spiral staircase descends to Level 4.

A. Two **Luft Banderlogs** AL: NE, AC: 6, HD: 2, HP: 12 each, #AT: 2 or 3, DMG: 1d4+1/1d4+1 + Special, use this chamber as a guardroom. There is a 50% chance they are sleeping off a meal of giant rats. If so, their door is closed. One of them has a pouch with a Large Blue Quartz (30gp) and a Broken Pale Blue Quartz (10gp). He also wears a Diamond and Platinum Earring worth (130gp).

B. Three **Luft Banderlogs** AL: NE, AC: 6, HD: 2, HP: 1 with 16 and two with 12, #AT: 2 or 3, DMG: 1d4+1/1d4+1 + Special, are on guard duty. The door is open. Two have treasure: the banderlog with 16hp wears a leather belt with an Electrum Buckle (200gp) (and foams at the mouth in battle) and the other has a pouch with 25pp.

2. A statue of a clockwork construct, now broken and defaced, stands in the center of the room.

3. This chamber is empty.

4. This is Dalguk's chamber, one of the chief's personal bodyguards. He sleeps in the floor in a bed of dried grass and dirty rags. Amongst them is *Eguresel's Brilliant Beret* (see New Magic Items).

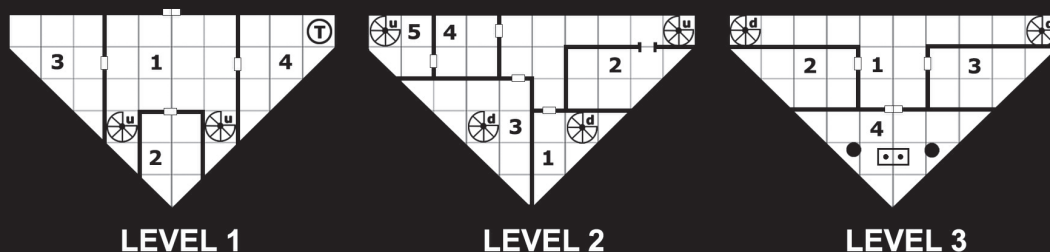
5. A 15-foot section of the northern wall has collapsed and is used as lookout and entrance by the luft banderlogs. Four warriors use this location as a barrack. **Luft Banderlogs** (4) AL: NE, AC: 1 with 5, and three with 6, HD: 2, HP: 14, and three with 12, #AT: 2 or 3, DMG: 1d4+1/1d4+1 + Special. Two of the four nests contain treasure. The first has a bag with a Large Blue Quartz (30gp), Huge Pale Blue Quartz (50gp), Huge Flawed Gray-Black Hematite (50gp), Tiny Broken Green Aquamarine (80gp), and a Very Large Finely-Cut Violet Garnet (500gp). The second nest contains a Tiny Flawed Deep Blue Azurite (10gp), Very Large Obsidian (30gp), Large Finely-Cut Light Pink Rhodochrosite (50gp), Small Gray-Black Hematite (10gp), Exquisite Bloodstone (100gp) and a Tiny Exquisite Black Pearl (350gp). The largest banderlog wears a set of *Bracers of Protection* AC 8.

6. This corner 20x20 foot side chamber is the chieftan's personal chamber. A large, old, ripped, smelly, flea-infested mattress lies on the floor, as well as bones and refuse. Leaning in the corner is a *Spear +1*, a *Shield +1*, and a small open chest with the following gemstones: Huge Pale Blue Quartz (50gp), Exquisite Deep Blue Azurite (50gp), Huge Flawed Gray-Black Hematite (50gp), Finely-Cut Blue Quartz (30gp), Exquisite White Chalcedony (150gp), Large Red and White Sardonyx (75gp), Tiny Brown Jasper (30gp), Broken Yellow-Green Chrysoberyl (100gp), Broken Deep Blue Azurite (10gp), Tiny Flawed Moss Agate (10gp), Exquisite Light Blue Lapis Lazuli (50gp), a *Pearl of Wisdom*, and a *Ring of Fire Resistance*. **Galadaster's** equipment is piled in another corner and includes a *Robe of Protection* AC 7, a *Dagger of Throwing +1*, and *Mermomodel's Conical Wizard Cap of Wonder* (see New Magic Items).

7. This chamber serves as the lair of **Baruunk the Great Chieftain** of the combined luft baboon and banderlog tribes. He sits on a great chair between two broken statues of Wertineves the Wondrous, the mage who built The Eldritch Skydome. One of his two personal guards stands by the door to each side chamber. Several female banderlogs rest at his feet (the remainder are located in Room 8).

Baruunk, Luft Banderlog Chieftan AL: NE, AC: 4, HD: 4+3, HP: 32, #AT: 2 or 3, DMG: 1d6/1d6 + Special (+1 to hit and damage rolls). The chieftain is a truly impressive warrior. He dwarfs his kin standing nearly 8 feet tall and ripped with muscles. He wears a long necklace of bone fashioned from his enemies that extends down to his torso. Set into the bone necklace is a Large Broken Translucent Star Ruby worth 3000gp.

TOWER 5: THE LEANING TOWER OF MIKDA-ERR



Ⓣ To dungeon 5, room 1

His body is scarred from many battles and he has a long mutilation across his face and is blind in one eye. He carries a Mace +2 on a belt at his waist but prefers to rip and rend his enemies with his devastating claws.

Urgmah and Dalguk, Luft Banderlog Blood Guards

AL: NE, AC: 6, HD: 3, HP: 17 each, #AT: 2 or 3, DMG: 1d4+1/1d4+1 + Special (+1 to damage rolls). Each of the bodyguards wears a single platinum armband worth 350gp.

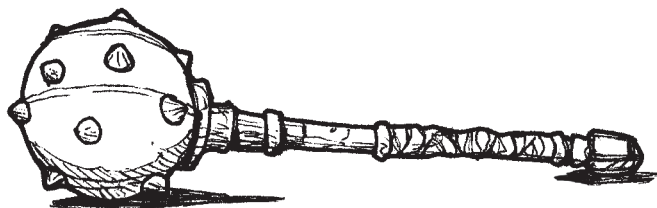
Three **Luft Banderlog Females** AL: NE, AC: 6, HD: 2, HP: 8 each, #AT: 2 or 3, DMG: 1d4+1/1d4+1 + Special. Treasure: Silver Ring (45gp), Electrum Necklace (30gp), Silver Bracer (28gp).

8. With the exception of broken tables and chairs this room is empty.

9. The domed roof has collapsed in this room and light and weather stream in from above. A pile of stone rubble and wood lies below it. Two **Luft Banderlogs** AL: NE, AC: 6, HD: 2, HP: 12 each, #AT: 2 or 3, DMG: 1d4+1/1d4+1 + Special, guard this location. They have no treasure.

10. This room is empty.

11. This is the personal chamber of **Urgmah**, one of the chief's bodyguards. He sleeps in the frame of an old wooden bed and has stuffed it with grasses and cloth. The room smells terrible. Hidden under a stone, deep into the floor, is bag with a Platinum Necklace worth 500gp.



TOWER 5: THE LEANING TOWER OF MIKDA-ERR

The Leaning Tower of Mikda-Err (Levels 3-5) is an trapezoidal spire structure that leans to the east 4.0 degrees (all combat at -2 with Dexterity Checks every other round or fall prone). The spire is made of shimmering blue marble. The tower is 150 feet tall (three 10-foot levels with two spiral staircases both 60 feet in height). The mark of Mikda-Err is embossed across the double doors. Shuttered windows can be seen on levels two and three. The trapdoor in Room 4, Level 1 leads down 150 feet to Dungeon 5: The Forgotten Vault of Eyes.

Mikda-Err the Oracle was a half-elf mage known for being learned, wise, and insightful. He looked more human than elf, he had elven ears but with stubby arms, a cherub face, and a short beard. Mikda-Err wore the purple robes of a diviner and specialized in the creation of scrying devices (orbs, gems, pools, mirrors, flames, and vessels). Mikda-Err's familiar was a three-eyed raven named Cedric.

The double doors at the entrance of the tower are made of bronze. **Show HighFell Illustration #5.**

Level 1

1. The floor of this room is tiled with coloured bricks in the shape of Mikda-Err's wizard mark. The bricks are chipped and worn with age. Two spiral staircases ascend to Level 2 (Rooms 1 and 3).

2. A decaying **Volsectum Cultist** lies dead in the entrance to this room. He triggered a wire trap by opening the door and a sledgehammer crushed his chest. The hammer still hangs in the doorway. Four baskets in the room have been previously looted.

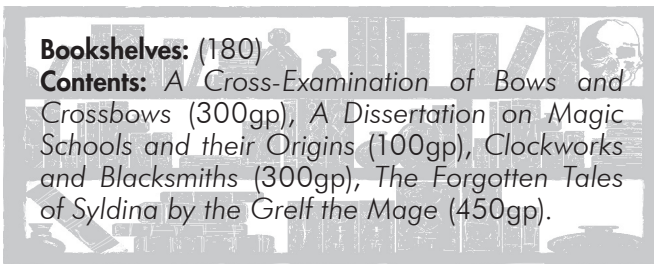
3. A Crystal Ball sits on a pedestal in this room. It cannot be removed. In a secret compartment in the pedestal is a *Platinum Necklace of Adaptation* with Mikda-Err's symbol.

4. A trapdoor in the floor leads down 150 feet to Room 1, Dungeon 5. The trapdoor and the floor around it are covered in **Yellow Mold** AL: N, AC: Always hit, HD: 2, HP: 6, #AT: Spores, DMG: 1d6*.

Level 2

1. A **Salt Pudding** AL: N, AC: 6, HD: 6, HP: 36, #AT: 1, DMG: 2d6, that looks much like salt mark or deposit, rests on the floor near the stairwell.

2. Bookshelves line this chamber:



3. The door to this room is open. Stepping on the floor of this room will cause a *Magic Mouth* to appear and scream "Robbers!" for 1 turn in Elvish.

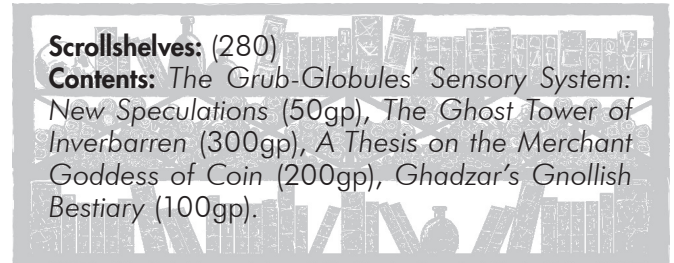
4. The door to this room is open. There is an 85% likelihood that the *Magic Mouth* will alert the **Salt Bats** (8) AL: N, AC: 4, HD: 1+2, HP: 6 each, #AT: 1, DMG: 1d4, who cling to the walls of this chamber. Otherwise they will appear like salt deposits between the bricks of the walls.

5. A stairwell ascends to Level 3.

Level 3

1. This hallway is empty.

2. The walls of this room are lined with seven shelves filled with scrolls:



3. Empty

4. Shrine: An altar devoted to Dogma (God of Knowledge), bracketed by two round pillars, occupies this chamber.

The room has been defaced and the altar cracked. There is a secret compartment 3 feet deep below the altar.

A close inspection (secret door roll or an active search) will reveal marks in the stone floor (push the altar aside).

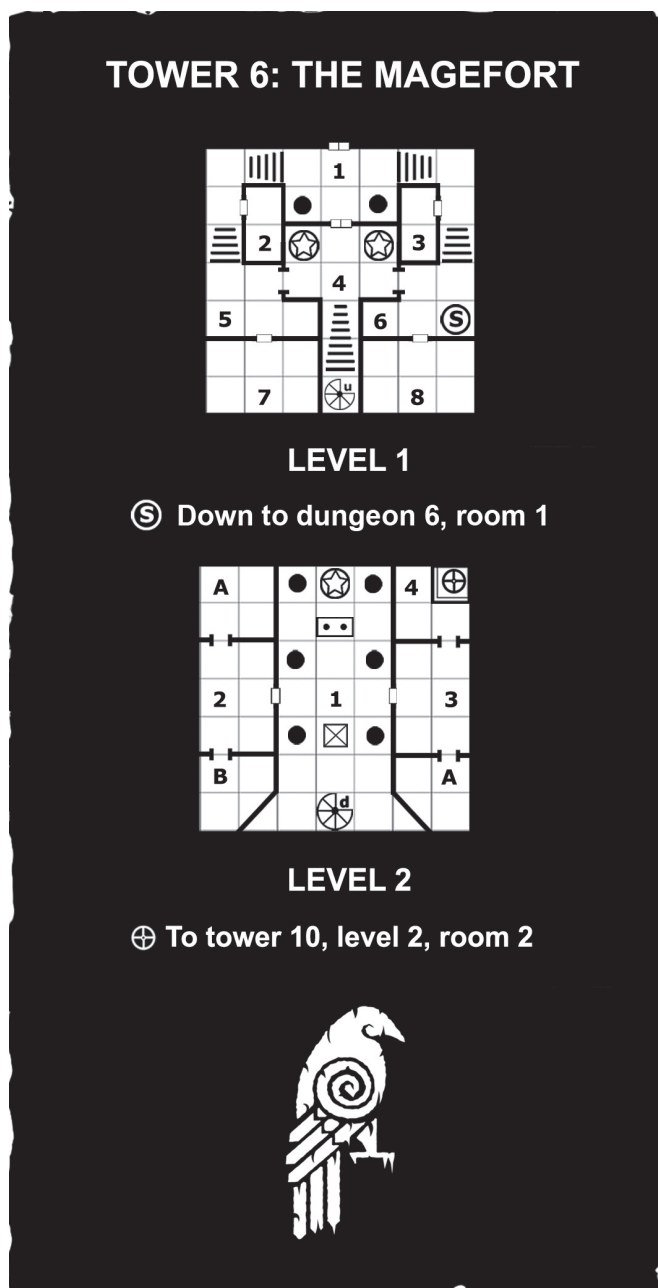
Inside the compartment is a *Hammer +2*, a dusty satchel with a *Potion of Extra-Healing*, a cleric scroll with four random spells (Levels 2-4), and a **Clockwork Cobra** AL: N, AC: 2, HD: 1, HP: 4, #AT: 1, DMG: 1d3*.



TOWER 6: THE MAGEFORT

The Magefort (Levels 3-5) is in ruin. Originally the tower had six levels and stood almost 200 feet in the sky, but the upper tiers were bombarded and toppled in a meteor shower. All that remains are two levels with a 30-foot spiral staircase between them. Level 2 is partially open to the sky with almost no ceiling remaining above it. The secret trapdoor on Level 1, Room 6 leads down 80 feet to Dungeon 6: The Haunted Halls of Forbidden Knowledge.

The double doors that enter into the tower are wide open and made of wood. The wizard who constructed the tower is forgotten, but her wizard mark, a raven, adorns both doors facing each other. **Show HighFell Illustration #6.**



Level 1

1. The antechamber of the tower is empty. Leaves, branches, and refuse have blown inside and the room is in disarray. Two large round pillars support the chamber. They are engraved with flying ravens.
2. This chamber is empty. The door is open.
3. Mummy Closet: **Mummies** (3) AL: C, AC: 3, HD: 5+1, HP: 34, 28, 21, #AT: 1, DMG: 1d12*, Treasure: Platinum Nose Ring (700gp), a Gold Necklace with a Tiny Flawed Bloodstone (1450gp), a Very Large A Gold Raven Circlet set with a Deep Crimson Ruby (2550gp).
4. Two **Archaian Sentinels** (2) AL: N, AC: 3, HD: 3, HP: 24 each, #AT: 1, DMG: 1d6, will activate and attack intruders who attempt to access the stairway to Level 2.
5. This chamber is empty.
6. Two **Icterine Fungi** AL: N, AC: 5, HD: 5, HP: 37, 31, #AT: 1d4*, DMG: 1d8, have grown near the secret trap door. Nearby are the long decayed remains of two **Volsectum Cultists**. Each had Gold Masks worth 100gp each and 5d50gp. In a satchel nearby is an Electrum Goblet worth 700gp and a Spell Component Box labeled Dried Scorpion Tails (1000gp).

The secret trapdoor leads down a 80 feet via an iron ladder to Room 1, Dungeon 6: The Haunted Halls of Forbidden Knowledge.

7. Sitting on a pedestal in the center of the room is a magnificent statuette of an *Obsidian Raven* with Large White Pearls set in the eye sockets.

The raven is a *Figurine of Wondrous Power* and its craftsmanship is unparalleled. If the statuette is removed without replacing it with something of equal weight (5lbs.) the door to the room will slam shut and the room will fill with gas (save versus Poison or die).

Obsidian Raven: When animated by its command word (Fitheach), the Obsidian Raven transmutes into a giant raven (see New Monsters) under the command of its bearer. The item can be used twice per week for up to six hours. After six hours have passed, or the command word is spoken, the raven reverts back to a statuette.

8. This chamber is filled with broken pots and barrels. There is nothing of value.

Level 2

1. This chamber is largely open to the sky. Rubble from the ceiling lies on the floor. This was once a temple to Corvus Volpes, an ancient raven-god of deceit and illusion.

Six columns, each crafted like the two pillars in Room 1, support the chamber. The pit is 20 feet deep and waist high in water. A large **Green Slime** (1) AL: N, AC: N/A, HD: 4, HP: 16, #AT: 1, DMG: Special, hangs on the north wall inside the pit, 10 feet above the water line.

The statue in the temple has been partially destroyed but looks like a large raven-man. The statue has Ruby Gemstone Eyes (800gp each). The altar has a secret compartment below it that can only be revealed by rotating one of the ravens on the northeastern pillar clockwise. The compartment contains a beautiful Cape of Flying made of shimmering black and purple raven's feathers in a wooden box.

2. Empty.

A. The exterior ceiling and walls of this room have been torn away. There is nothing of value. Treat the floor as hazardous terrain and the room as partially collapsed.

B. The western wall has fallen away and is completely exposed. **Tantranil the Aarakocra** AL: NG, AC: 6, HD: 4, HP: 36, #AT: 2, DMG: 1d6/1d6, was wounded by a great wyvern and took refuge in this secluded chamber. His wing is broken and he cannot fly. **Tantranil** is a warrior in his flock and was on a reconnaissance mission from the Bone Peaks when he was wounded. He has the abilities of a **Level 4 Ranger**.

3. This chamber is empty the ceiling has partially collapsed.

4. This room only has a partial ceiling over the northeastern corner that covers a teleportation pad (to Tower 10, Level 2, Room 2). The room is weather-beaten and has numerous salt marks on the floor and walls. The marks are a **Salt Pudding** AL: N, AC: 6, HD: 6, HP: 32, #AT: 1, DMG: 2d6 and **Salt Bats** (10) AL: N, AC: 4, HD: 1+2, HP: 6 each, #AT: 1, DMG: 1d4.

A. Like Room 2A the exterior ceiling and walls of this room have been torn away. There is nothing of value. Treat the floor as hazardous terrain and the room as partially collapsed.

TOWER 7: DUNIXIVA'S DOMED DECAGON

Dunixiva's Dome (Levels 1-3) is a decagonal tower constructed of lead plates over magically reinforced sandstone. Over the centuries, hail and rocks thrown against the spire have dented the plates and some lay on the ground around the structure. The tower stands 190 feet tall (a 20 foot staircase to Level 1 with five 10 foot levels and spiral staircases in-between each 40 feet in height). The top level is open with a low ledge and four broken square columns extend 50 feet upward into the sky. Dunixiva, the wizard who constructed the tower, has been long forgotten. She specialized in a defunct school of magic that attempted to blend druidic spellcraft with arcane magic. Her wizard mark, a maple leaf, is engraved onto the floor of the stone entranceway in front of the double doors. The secret trapdoor on Level 1, Room 1 leads down a chute with an iron ladder 110 feet to Dungeon 7: The Moon-Bridge Oubliette.

Dunixiva's wizard mark is set into the sandstone floor immediately in front of the door. The **Woad Goblins** occupied the tower (and defaced her wizard mark).

Several heads sit on pikes beside the stairs to the main entrance. They include: two human, one dwarf, two coldbolds, and a luft baboon.

The goblins use the top level of the spire to fly and land their biyakks as aerial mounts. There is a 1-3 on d6 chance that PCs may observe the goblins flying away from, or returning to, the aerie atop the spire.

Goblin footprints may be seen going up the entrance stairs. The door into the structure is ajar. Show **HighFell Illustration #7**.

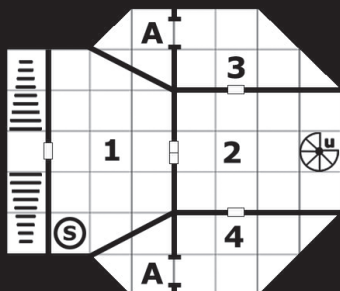
Level 1

1. The antechamber is empty. Worn autumn coloured leaves are tiled into the floor. The secret trapdoor leads down 110ft to Room 1, Dungeon 7: The Moon-Bridge Oubliette.

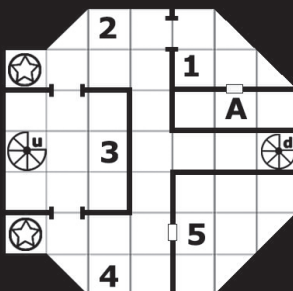
2. The double doors are made of wood and slightly ajar. A spiral staircase extends upward to Level 2.

3. A half-dozen **Woad Goblins** (6) AL: CE, AC: 6, HD: 1-1, HP: 4 each, #AT: 1, Weapons: Shortsword (1d6), Club (1d4), Dagger (1d4), Treasure: 4sp, 6gp, 7ep, nothing, 1pp, 4gp, are stationed here as a first line of defense. There is a 1-3 on d6 chance they are gambling with bone dice and will fail to hear a stealthy approach. Their patrol leader is currently asleep and snoring loudly in 3A.

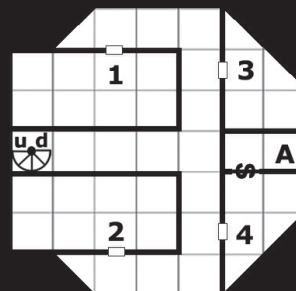
TOWER 7: DUNIXIVA'S DOMED DECAGON



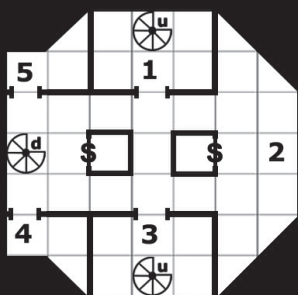
Level 1



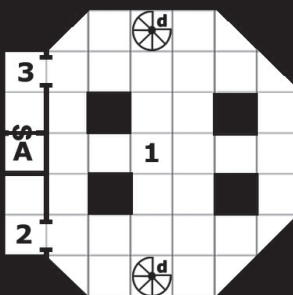
Level 2



Level 3



Level 4



Level 5



© Down to dungeon 7, room 1

A. This is the personal chamber of a **Woad Goblin Patrol Leader** AL: CE, AC: 4 (Goblin Chain and Shield), HD: 1, HP: 7, #AT: 1, DMG: Scimitar (1d8), Light Crossbow with 20 Bolts (1d4), Dagger (1d4). Treasure: Platinum Earrings (40gp), Silver Ceremonial Dagger (28gp). He is currently asleep on a mangy pile of furs on the floor.

4. The floor is covered in bones. This is a den for two **Wolves** AL: N, AC: 7, HD: 2+2, HP: 9, 7, #AT: 1, DMG: 1d6, the goblins use as mounts. The remainder of the guards and wolves are on patrol.

A. The goblins use this room as a latrine.



Level 2

1. A group of **Woad Goblins** (5) AL: CE, AC: 6, HD: 1-1, HP: 4 each, #AT: 1, Weapons: Shortsword (1d6), Club (1d4), Dagger (1d4), Treasure: Gold Locket (10gp), 14sp, 10ep, 4gp, 9ep, are at rest there. There is a 1-3 on d6 chance two are sleeping.

2. Two human slaves (one alive, **Haagin**, with his tongue cut out (1hp) and the other dead) and **Ukotta the Luft Baboon**, are chained to the wall here.

The goblins have clipped **Ukotta's** wings and he can no longer fly. He only speaks his language and some broken goblin. He has standard statistics. The statue of Dunixiva has been broken and defaced.

3. Four **Woad Goblins** AL: CE, AC: 6, HD: 1-1, HP: 4 each, #AT: 1, Weapons: Shortsword (1d6), Club (1d4), Dagger (1d4), Treasure: 10ep, 8gp, 3pp, 18sp, guard the stairwell here.

4. Two of the goblin chief's bodyguards stand on either side of the door leading to Room 5. **Yusdrewl's Bodyguards** (2) AL: CE, AC: 4 (Goblin Chain and Shield), HD: 1, HP: 7 each, #AT: 1, DMG: Scimitar (1d8), Light Crossbow with 20 Bolts (1d4), Dagger (1d4). Treasure: Silver Mask (35gp), Dented Gold Bracer (30gp). The goblins use Dunixiva's statue for target practice. It is broken beyond recognition.

5. The private chamber of **Yusdrewl the Goblin King** AL: CE, AC: 3 (Chainmail +1 and Shield), HD: 3, HP: 20, #AT: 1, Weapons: Hand Axe +2 (1d6), Treasure: 20pp. Yusdrewl is +1 to damage due to his great strength. The presence of the king raises the morale of all goblins to 9.

His chamber is lavish. The king sits on a tall ornately carved wooden chair with a purple seat cushion. Before him is a large wooden table and four chairs. An iron chest sits near his throne. Two of **Yusdrewl's Bodyguards** AL: CE, AC: 6 (Goblin Ringmail and Shield), HD: 1, HP: 7 each, #AT: 1, DMG: Scimitar (1d8), Light Crossbow with 20 Bolts (1d4), Dagger (1d4). Treasure: Platinum Earrings (40gp), Silver Dagger (28gp), stand adjacent to their king.

Seated at the table are **Lhulan, Level 4 Volsectum Cultist** AL: LE, AC: 4 (Chain and Shield), HD: 4, HP: 24, Weapon: Scimitar (1d8), Dagger, and Sling with 10 Stones (1d4), Spells (3/2): *Command, Dragon Fire, Protection from Good, Hold Person, Bless/Harm*. Treasure: 45gp and a Gold Mask (100gp). There is a 10% chance that one either his armour or weapon is magical (+1) and **Yysslac, a Thrall Dragonman** AL: LE, AC: 5, HD: 3, HP: 16, #AT: 1, Weapon: Broadsword (1d6+1), Spear (1d6), Dagger (1d4). Treasure: 25gp. **Yysslac** wears a hooded cloak pulled over to close over his draconian face.

The king is meeting with the envoys to plan an attack on the insolent luft baboons. The iron chest is locked and trapped with a poison needle (save versus Poison or die). Inside are the following jewels in a plush wooden box: Small Finely-Cut Clear Green Zircon (850gp) and a Large Exquisite Red-Brown Spinel (650gp). There are also two Potions of Extra-Healing and a scroll with six magic-user spells.

Level 3

1. **Goblins** (10) AL: CE, AC: Five with Studded and Shield (AC6) and Five with Leather and Shield (AC7), HD: 1-1, HP: 4 each, #AT: 1, Weapons: Five with Shortsword (1d6) and Dagger (1d4) and Five with Club (1d4) and Dagger (1d4), Treasure: Each has 1d10gp.

2. This room contains eight Goblin Females (non-combatants). They have no treasure.

3. A group of five **Goblins** AL: CE, AC: 6, HD: 1-1, HP: 4 each, #AT: 1, Weapons: Spear (1d6), Club (1d4), Dagger (1d4), Treasure: Ruby Shard (15gp), 4ep, 20cp, 8gp, Silver Ring (20gp), stand guard opposite the stairwell.

4. This room is the private chamber of **Hazeneuxc the Goblin Shaman, Level 3 Cleric/Level 3 Magic-User** AL: CE, AC: 6 (Dex), HD: 3, HP: 15 (12), #AT: 1, DMG: Staff +1 (1d6). Cleric Spells (2/1): *Command, Protection from Good, Hold Person*. Magic User Spells (2/1): *Burning Hands, Shocking Grasp, Mirror Image*. Treasure: Potions of Gaseous Form and Speed, Zaflazna's Steel Skullcap (see New Magic Items), Gold Necklace (324gp), Silver and Gold Bracers (200gp each).

Hazeneuxc's chambers are macabre and covered in the skulls and bones of strange animals and monsters, a bubbling cauldron, dried bats, rats, and other small creatures hung on the wall. Pulling a flagstone near the door out and rotating it counterclockwise twice will open the secret door to A.

A. Three low shelves are covered in old scrolls, books, and other materials. A search will reveal the following: a *Wand of Magic Detection* (20 charges), a *Scroll of Protection* (Fire Elementals), a *Dagger +2*, as well as the following:

Shelves: (70 Books, Scrolls & Components)

Contents: Jar of Giant Octopus Tentacle (350gp), Small Box Labeled Dried Lips of a Succubus (500gp), Vial of Copper Filings (35gp), and a Pouch of Legume Seeds (20gp). There are two books of note including *The Mating Habits of Giant Ravens* (200gp) and *The Hunting Habits of the Hydra* (100gp) and a scroll entitled *The True Blessings of Denara* (500gp).

In a small trapped metal box (poison needle, save or die) is a small glowing vial labeled *Bottled Sunlight* (500gp). Note that the contents of the vial are magical. The vial sheds a continual light 20 feet even in magical darkness. If opened it will release a beam of sunlight up to 50 feet and cause 4d4 points of damage to a single undead target. The vial is a one use magic item.

Level 4

1. Two Woad Goblins AL: CE, AC: 6, HD: 1-1, HP: 4 each, #AT: 1, Weapons: Shortsword (1d6), Club (1d4), Dagger (1d4), Treasure: 10ep and 4gp, are on stairway guard duty. They have been drinking from a jug of rum and may (50%) be intoxicated (-2 on combat rolls).

2. A large rubbish pile dominates the eastern wall of this chamber. The mess includes bits of cloth, feces, dead bodies, broken wood and glass, old decayed tapestries, etc. The smell is overwhelming (Constitution check or vomit for 1d2 rounds).

If searched (four turns, check for random monsters), the following can be found: a *Sling +1*, a travelling spellbook with four spells, a key to Room 3A, Level 5, and a pouch with 9gp. One of the corpses is infested with **Rot Grubs** (10) AL: N, AC: 9, HD: 1hp, HP: 1hp each, #AT: N/A, DMG: N/A.

There are two secret door columns in the room. The eastern column is empty. The western column contains two oversized marionettes (little soldiers about 3 feet tall, with livery, swords and shields, painted faces, but no strings) sitting on a small table is a scroll sealed with wax bearing Dunixiva's wizard mark. The scroll contains the following musical verse:

*Rise my men, up and fight!
Dance around to my delight!
Be brave, be strong, be stout, be bold!
Fight my battles, defeat my foes!*

If a magic-user or cleric begins singing the song the marionettes will rise slowly to attention and follow the singer. If the singer of the song is threatened, the marionettes will defend him/her. If the song is stopped for any reason the constructs lose their power and fall lifeless (Note that the player must sing the song at the table).

They have the following statistics:

Dunixiva's Magical Marionettes (2) AL: N, AC: 7, HD: 1+1, HP: 6, #AT: 1, Weapon: Shortsword (1d3).

3. A spiral staircase descends to Level 3.

4. This side-chamber contains four **Woad Goblin Guards** AL: CE, AC: 6, HD: 1-1, HP: 4 each, #AT: 1, Weapons: Shortsword (1d6), Club (1d4), Dagger (1d4), Treasure: each has 7gp and a **Biyakk Fur Cloak** (+2 on Cold Saves, Value: 50gp each)

5. Hutoma, the Biyakk Trainer AL: CE, AC: 4 (Goblin Ringmail, Shield, and Coif +2), HD: 1, HP: 7 each, #AT: 1, DMG: Scimitar (1d8), Light Crossbow with 20 Bolts (1d4), Dagger (1d4). Treasure: *Vomael-Pa's Adamantine Coif of Protection +2* (see New Magic Items) and a pouch with the following gemstones: a **Tiny Star Rose Quartz** (10gp), **Very Large Flawed Pink Coral** (290gp), **Small Broken Bloodstone** (20gp), and a **Tiny Flawed Clear Green Zircon** (10gp), uses this room as his personal chamber. His clothing is decorated with bones and he wears a **biyakk skull headdress** with great horns overtop his coif. Under a stone, underneath his cot, is a worn leather bag with 35gp and *Eguresel's Key* (see New Magic Items).

Level 5

1. This area is open to the sky. Four large square columns, cracked and in ruins, extend 50 feet upward. The ground is covered in disgusting feces (Hazardous Terrain: -2 in combat). There is a 50% likelihood of 1d2 **biyakks** leaving their pens (Rooms 2 and 3) to take flight or returning from a patrol with a single goblin rider every other turn while on the roof. The **biyakks** prefer to land atop on one of the square columns prior to descending to the pens.

2. Biyakks (3) AL: N, AC: 6, HD: 2, HP: 11, 10, 8, #AT: 1 or 2, Weapons: Bite (1d6) or two Claw Attacks (1d3/1d3)*, Treasure: None.

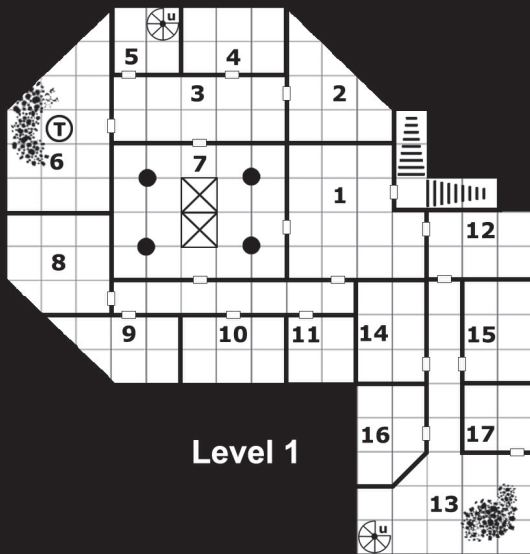
3. Biyakks (3) AL: N, AC: 6, HD: 2, HP: 12, 9, 6, #AT: 1 or 2, Weapons: Bite (1d6) or two Claw Attacks (1d3/1d3)*, Treasure: None.

A. In order to open this secret door, a small latch (camouflaged like flagstone) must be rotated to reveal a keyhole. The key to this secret door is in Room 2, Level 4. The lock can be picked with a Pick Locks roll (-15%).

Inside this chamber is a small ancient shrine to Dogma, the God of Wisdom and Enlightenment. A Gold Statuette (300gp) of the deity stands with his hand open and extended. In his hand is a *Pearl of Wisdom*.



TOWER 8: THE MYSTICAL TOWER OF MATOOWB

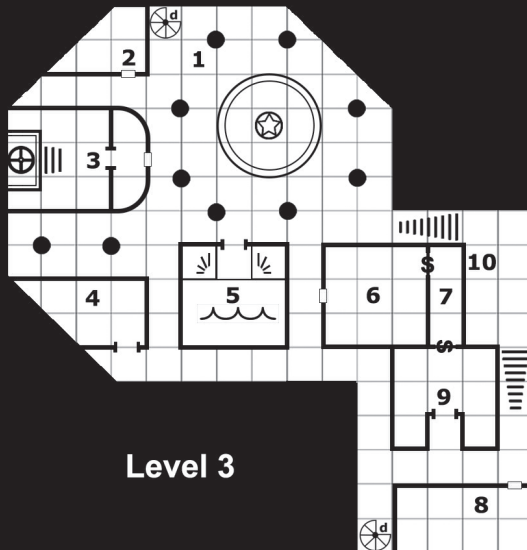


Level 1



Level 2

Ⓣ To dungeon 8, room 1



Level 3

Ⓢ To tower 9, level 3, room 2



TOWER 8: THE MYSTICAL TOWER OF MATOOWB

The Mystical Tower of Matoowb (Levels 5-7) is a two-part tower: a central octagon and a secondary rectangular wing. The tower is made of a purple stone, almost black, that shimmers with magical energy to the touch. The Mystical Tower is untouched by the ravages of wind and time. The tower is 140 feet high (a 20 foot staircase leading to Level 1, 20 foot high levels, and 30 foot staircases in-between).

The roof above the octagon is conical (and a barrel roof over the rectangle.) Holes in the exterior walls can be seen on Level 2 from the ground. The trapdoor in Room 6 leads down 100 feet to Dungeon 8: Matoowb's Ruined Maze of Epistemology. **Show HighFell Illustration #8.** Unbeknownst to the Mystics in Thatchum, the Necrolytes of Matoowb worship their former master as a demi-god – and he answers their prayers. They are plotting the destruction of the Mystics who they view as a heretical sect.

The single door to enter into the tower is made of an unknown green crystal. In the center of the door is a concave indentation. In order to open the door the Medallion of Matoowb must be inserted and rotated clockwise three times. The symbol of Matoowb is carved in bas-relief above the door. The **Archivist Emeritus** may animate and use the symbol like a face to observe (and dialogue) with anyone outside the main door. The tower is enchanted with proof against scrying, location, detection, and phasing magic.

The entire complex is lit with torches and braziers enchanted with *Continual Flame* (unless otherwise noted). Each necrolyte and myrmidite bears a Gold Necklace Symbol of Matoowb (350gp).

Level 1

1. The antechamber of The Mystical Tower of Matoowb is barren. **Two Myrmidites of Matoowb** AL: LE, AC: 2 (*Half-Plate +1*, *Buckler Shield*) and 0 (*Platemail +1*, *Buckler Shield +1*), HD: 6, HP: 30, 27, #AT: 1, DMG: the first is armed with a *Spear +1* (1d6), a *Light Repeating Crossbow* with Two Cartridges (1d4), *Dagger* (1d4) and a *Potion of Heroism* and the second has a *Hand Axe +1* (1d6), *Light Repeating Crossbow* with Two Cartridges (1d4), *Dagger* (1d4), and a *Potion of Invulnerability*, stands guard beside the western and southern doors.

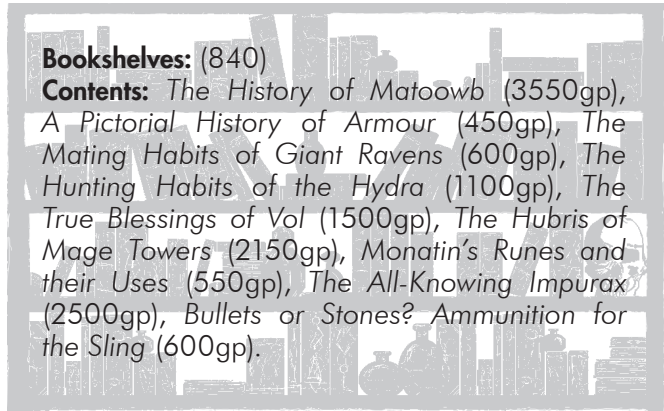
The myrmidite repeating crossbows fire two bolts per round. Each cartridge has four bolts. It takes one round to reload the crossbow.

2. The Lower Scroll Archive: The walls of this room are lined with shelves filled with scrolls.

Scrollshelves: (560)
Contents: *Early Migration to the Northern Reaches* (700gp), *Filangee's History of The Nine* (600gp), *The Social Hierarchy of Bugbears: An Illustrated Guide* (850gp), *The Skeletal System of the Gelatinous Cube: A Short Story* (650gp), *Ool's Tales and Myths* (450gp), *The Legends of Valdghar* (1000gp), *Myths and Superstitions Regarding the Lamia's Excretory System* (750gp), *Vitharia's Journal of Adventure* (500gp).

A **Necrolyte of Matoowb** AL: N(E), AC: 3, HD: 7, HP: 32, #AT: 1, DMG: 1d8 or *Dagger +2* (1d4). Spells (3/2/2/1): *Magic Missile*, *Shield*, *Shocking Grasp*, *Darkness Globe*, *Invisibility*, *Lightning Bolt*, *Haste*, *Lesser Globe of Invulnerability*, sits at a desk scribing.

3. The Lower Book Archive: Bookshelves line this room and a bookcase runs like a spine down the center of the room:



Bookshelves: (840)

Contents: *The History of Matoowb* (3550gp), *A Pictorial History of Armour* (450gp), *The Mating Habits of Giant Ravens* (600gp), *The Hunting Habits of the Hydra* (1100gp), *The True Blessings of Vol* (1500gp), *The Hubris of Mage Towers* (2150gp), *Monatin's Runes and their Uses* (550gp), *The All-Knowing Impurax* (2500gp), *Bullets or Stones? Ammunition for the Sling* (600gp).

A **Necrolyte of Matoowb** AL: N(E), AC: 3, HD: 7, HP: 26, #AT: 1, DMG: 1d8 or *Dagger +1* (1d4). Spells (3/2/2/1): *Magic Missile*, *Shield*, *Shocking Grasp*, *Darkness Globe*, *Invisibility*, *Lightning Bolt*, *Haste*, *Lesser Globe of Invulnerability*, is replacing books on the shelves with a cart.

4. Quiet Study: The necrolytes cast a permanent *Silence* spell on this room for quiet study. Small archival cubicles line the walls. Each is equipped with inkpots and parchment.

5. Two **Myrmidites of Matoowb** AL: LE, AC: 3 (*Half-Plate*, *Buckler Shield*) and 0 (*Platemail +1*, *Buckler Shield +1*), HD: 6, HP: 30, 26, #AT: 1, DMG: the first is armed with a *Broadsword +1* (1d6+1), *Light Repeating Crossbow* with Two Cartridges (1d4), *Dagger* (1d4) and a *Potion of Speed* and the second a *Spear +1* (1d6), *Light Repeating Crossbow* with Two Cartridges (1d4), *Dagger* (1d4) and a *Potion of Giant Strength*, guard access to the spiral staircase.

6. This chamber has partially collapsed. A trapdoor in the floor leads down to Room 1, Dungeon 8: Matoowb's Ruined Maze of Epistemology. Two **Flagstone Golems** AL: N, AC: 6, HD: 6, HP: 45, 36, #AT: 2, DMG: 1d8/1d8, will attack anyone who attempts to access the trapdoor without bearing the symbol of Matoowb. The golems are located on either side of the door along the eastern wall.

7. Four columns support his chamber. An illusion of a pedestal holding a massive tome bearing the symbol of Matoowb stands in the center of the room. The illusion is designed to deceive would-be thieves. Anyone who approaches the pedestal will fall down a 20-foot pit that teleports anything that hits the bottom to a random location (Referee's discretion) in Room 31, Dungeon 8: Matoowb's Ruined Maze of Epistemology.

8. Casting Chamber: This chamber is locked. Matoowb's apprentices used this room to practice casting spells. A dais marked with a magic circle (protection) rests near the southern wall and a swirling black void hovers near the northern wall. Apprentices stood protected on the dais and cast spells into the void, which absorbs magical energy. Only arcane energy can pass through the void.

9. The necrolytes use this room as a scribing chamber. There are four desks, a small shelf with blank scroll parchment, and a shelf with quills and six inkwells. Two of the inkwells are magical. The first duplicates any spell transcribed onto a scroll (two uses) and the second increases the duration, effect, and distance of any spell transcribed by two levels (two uses).

10. Scrying Camber: Two **Necrolytes of Matoowb** AL: N(E), AC: 3, HD: 7, HP: 25, 29, #AT: 1, DMG: 1d8 or *Dagger +1* (1d4). Spells (3/2/2/1): *Magic Missile*, *Shield*, *Shocking Grasp*, *Darkness Globe*, *Invisibility*, *Lightning Bolt*, *Haste*, *Lesser Globe of Invulnerability*, are scrying using large, broad bowls of water on pedestal stands (one is listening to a conversation between two Mystics in Thatchum and the other is observing two high-ranking **Volsectum Cultists**).

11. This is a small study hall with two wooden desks.

12. Two **Myrmidytes of Matoowb** AL: LE, AC: 2 (*Half-Plate +1*, *Buckler Shield*) and 0 (*Platemail +1*, *Buckler Shield +1*), HD: 6, HP: 20, 29, #AT: 1, DMG: the first is armed with a *Spear +1* (1d6), *Light Repeating Crossbow with Two Cartridges* (1d4), *Dagger* (1d4) and a *Potion of Heroism* and the second a *Hand Axe +1* (1d6), *Light Repeating Crossbow with Two Cartridges* (1d4), *Dagger* (1d4) and a *Potion of Invulnerability*, are dueling in this training room. There is a weapon rack containing one of each type of sword and shields (with ancient heraldic devices) hang on wall pegs.

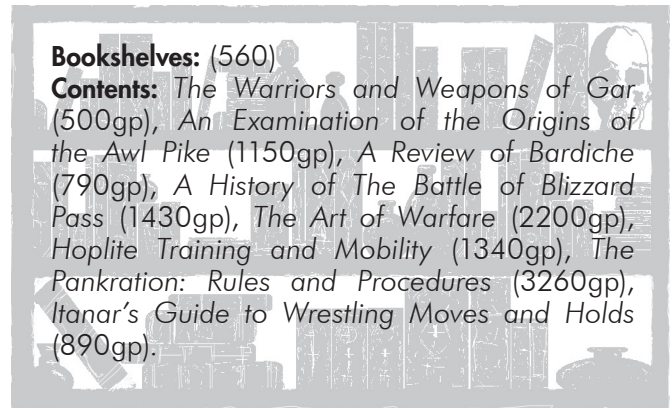
13. This chamber has partially collapsed. A small hole has cracked in the ceiling and very faint flickering torchlight can be observed through it.

A search of the rubble (1 on d6 per attempt) will uncover the *Mark of Matoowb* buried in the rubble. The *Mark* is a Platinum Necklace that offers +1 to AC and 10% magic resistance. The myrmidytes in Room 1, Level 2 will hear sustained noise.



14. This is a weapons training room. Racks on the walls contain blunt weapons including hammers, maces, flails, and clubs. Two decaying and ancient triangular swallowtail pennants hang from crossed long spears on the western wall. The first is emblazoned with a brown bear and the second a red griffon.

15. The Martial Book Library: The walls of this room are lined with bookshelves with a single small desk in the center. This specific library is devoted to the myrmidytes and the study of weapons, armour, and military tactics:



16 and 17. Like Room 14 these are training rooms for the myrmidytes. The former is equipped with an array of polearms including the halberd, glaive, glaive-guisarme, lucern hammer, bec-de-corbin, and guisarme-voulge. The latter contains archery targets. On the walls hang the following weapons: longbow, composite longbow, shortbow, light crossbow, heavy crossbow, repeating crossbow, and hand crossbow. Pots containing ammunition for each of these (20 each) sit on the floor below them.

Level 2

1. Two **Myrmidytes of Matoowb** AL: LE, AC: 3 (*Half-Plate*, *Buckler Shield*) and 0 (*Platemail +1*, *Buckler Shield +1*), HD: 6, HP: 41, 31, #AT: 1, DMG: the first is armed with a *Broadsword +1* (1d6+1), *Light Repeating Crossbow with Two Cartridges* (1d4), *Dagger* (1d4) and a *Potion of Speed* and the second a *Spear +1* (1d6), *Light Repeating Crossbow with Two Cartridges* (1d4), *Dagger* (1d4) and a *Potion of Giant Strength*, guard the stairwell in this room. The chamber has partially collapsed.

2. Two **Myrmidytes of Matoowb** AL: LE, AC: 2 (*Mithril Chain +1*, *Buckler Shield +1*) and 1 (*Half-Plate +1*, *Buckler Shield +1*), HD: 6, HP: 39, 29, #AT: 1, DMG: the first is armed with a *Spear +1* (1d6), *Dagger* (1d4), and a *Potion of Extra-Healing* and the second a *Hammer +1* (1d6), *Light Repeating Crossbow with Two Cartridges* (1d4), *Dagger* (1d4)

and a *Potion of Giant Strength*, are seated on mats in quiet meditation. There is nothing of value in this room.

3. This chamber is empty.

4. This room is decorated with faded murals of Matoowb that depict his rise as an apprentice to his advancement to the Council of HighFell Grand Mages. He is depicted in spell combat with exotic creatures like giants, dragons, and demons in far away lands. The chamber has partially collapsed.

5. Empty.

6. A single desk sits in the center of this room. The **Librarian Emeritus of Matoowb** AL: N(E), AC: 3, HD: 7, HP: 50, #AT: 1, DMG: 1d8 or Staff of Striking (1d6 with 30 charges). Spells (3/2/2/1): *Magic Missile, Shield, Shocking Grasp, Darkness Globe, Invisibility, Lightning Bolt, Haste, Lesser Globe of Invulnerability* (second in command to the **Archivist Emeritus**), 22ap, sits scribing at a desk.

He is accompanied by two **Myrmidytes of Matoowb** AL: LE, AC: 2 (*Mithril Chain +1, Buckler Shield*) and 3 (*Half-Plate, Buckler Shield*), HD: 6, HP: 29, 28, #AT: 1, DMG: the first is armed with a *Hand Axe +1 (1d6), Dagger (1d4)*, and a *Potion of Speed* and the other a *Hammer +1 (1d6), Dagger (1d4)*, and a *Potion of Heroism*, that serve as his personal guards.

7. The Western Book Archive. The walls of this room are lined with bookshelves. Three short perpendicular bookcases also run down the center of the room:

Bookshelves: (900)
Contents: *The Social Hierarchy of Bugbears: An Illustrated Guide (250gp), The Poet Silandro: His Life and Times (400gp), Asedortz's Millennial Review (300gp), Literary Disasters of the Last 1000 Years (450gp), Defending Against of Advanced Abjurations (150gp), The Sleeping Patterns of the Manticore: A Case Study (400gp), Lumaurga's Important Alchemy (250gp), Classic Alteration Incantations (450gp), Fortuna and the Gambling God's Prayers (1225gp), The Thunder Goddess' Heretics (450gp), The Minor Economic Chronicles of the Northern Reaches (200gp). There is also a Manual of Quickness of Action and The Lesser Tome of Fire (All fire-based magic-user spells Levels 1-3).*

A **Necrolyte of Matoowb** AL: N(E), AC: 3, HD: 7, HP: 25, #AT: 1, DMG: 1d8 or *Dagger +1 (1d4)*. Spells (3/2/2/1): *Magic Missile, Shield, Shocking Grasp, Darkness Globe, Invisibility, Lightning Bolt, Haste, Lesser Globe of Invulnerability*, is ordering the bookshelves.

8. The Eastern Book Archive. The walls of this room are lined with bookshelves. Three short perpendicular bookcases are lined down the center of the room:

Bookshelves: (1020)
Contents: *The Manual of Arcane Enlightenment (1300gp), The Ecology of the Gray Ooze (900gp), Gingers: Touched by Fire (2500gp), Zombies and their Programming (1450gp), Rotawn's Millennial Review (1300gp), The Northern Reaches: History and Culture (1020gp), A Necromancer's Guide to Black Magic (2400gp), Yolo's Guide to The Forbidden Zone (1200gp), A Thesis on the Merchant Goddess of Coin (800gp), The Earldom of Haruun: A Philosophical Position on Crime (1300gp).*

Two **Necrolytes of Matoowb** AL: N(E), AC: 3, HD: 7, HP: 47, 39, #AT: 1, DMG: 1d8 or *Dagger +1 (1d4)*. Spells (3/2/2/1): *Magic Missile, Shield, Shocking Grasp, Darkness Globe, Invisibility, Lightning Bolt, Haste, Lesser Globe of Invulnerability*, are discussing spell research at a long rectangular table while pouring over ancient tomes.



9. The Central Scroll Archive. The walls of this room are lined with shelves filled with scrolls:



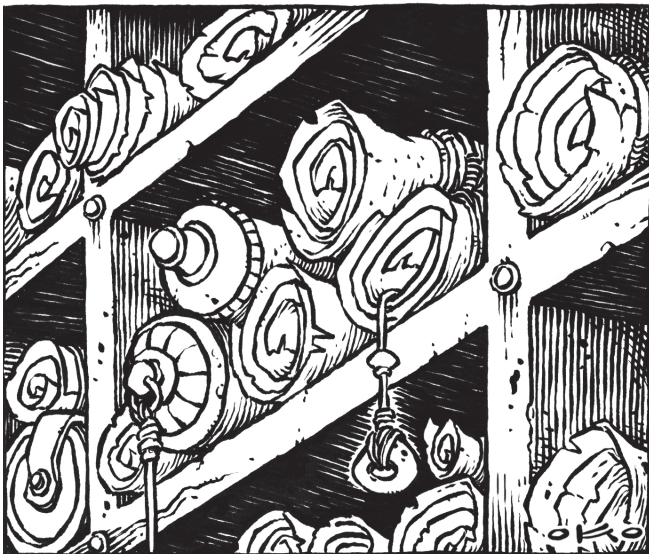
Scrollshelves: (2080)

Contents: *An Illustrated Guide to Magecraft* (1400gp), *The Death of Nergal* (3300gp), *The Shallow Fifth* (1150gp), *Fortuna and the Gambling God's Prayers, Volume 2* (1735gp), *The Scream of the Harpy* (1100gp), *Excretory System of the Dragonne and the Wyvern: Unexpected Similarities* (1125gp), *Post-Structural Study of Alteration* (1650gp), *Sanctuaries of the All-Powerful Storm God* (2300gp), *Tales of the Barrowmoor* (1300gp), *Famous Heroes from the Duchy of Aerik* (1250gp), *A Study of Shadow Monsters and their Magic* (4200gp), *Cladurgha's Treatise on the Art of the Mage* (2200gp), *The Manual of Arcane Enlightenment* (1800gp), *The History of the Five Rings* (1400gp), *Fishing on the Isenduin* (1000gp), *Carnivorous Apes: Vivisection Results* (2350gp), *A History of Recent Warlords from the Kingdom of Ur* (1150gp).

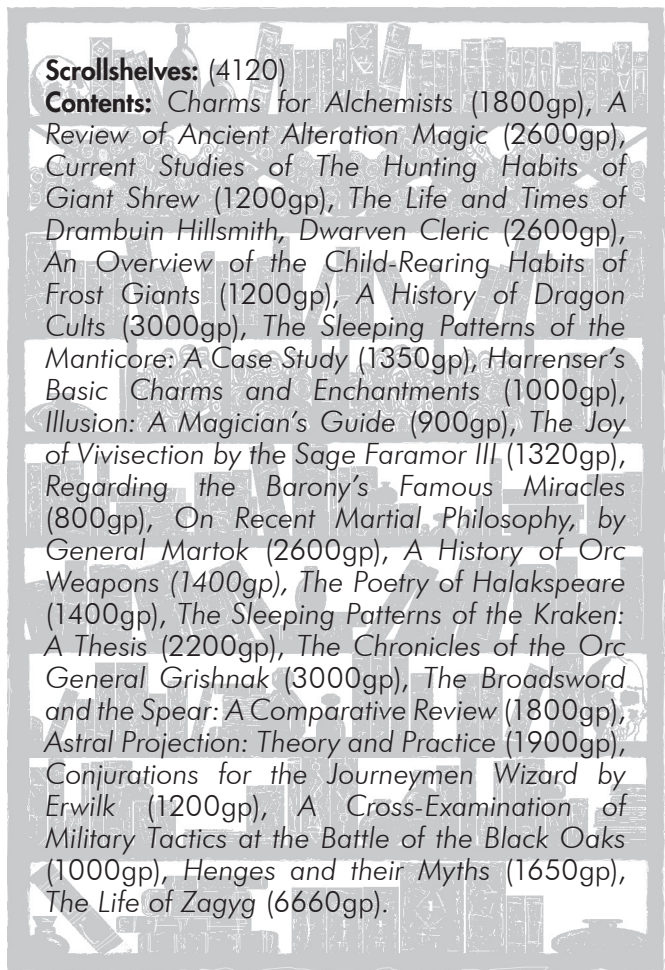
10. This is a meditation chamber. Four mats are neatly rolled in the center of the room.

11. The chamber has partially collapsed. There is nothing of value.

12. A massive seated telescope dominates this chamber. The telescope rotates 360 degrees through hand-cranked and pedals. The ceiling is domed and shines and sparkles with stars. Despite no external window or port, the magical ceiling allows the telescope operator to apprehend the constellations of the night sky.



13. The Western Scroll Archive. The walls of this room are lined with shelves filled with scrolls:



Scrollshelves: (4120)

Contents: *Charms for Alchemists* (1800gp), *A Review of Ancient Alteration Magic* (2600gp), *Current Studies of The Hunting Habits of Giant Shrew* (1200gp), *The Life and Times of Drambuin Hillsmith, Dwarven Cleric* (2600gp), *An Overview of the Child-Rearing Habits of Frost Giants* (1200gp), *A History of Dragon Cults* (3000gp), *The Sleeping Patterns of the Manticore: A Case Study* (1350gp), *Harrenser's Basic Charms and Enchantments* (1000gp), *Illusion: A Magician's Guide* (900gp), *The Joy of Vivisection by the Sage Faramor III* (1320gp), *Regarding the Barony's Famous Miracles* (800gp), *On Recent Martial Philosophy, by General Martok* (2600gp), *A History of Orc Weapons* (1400gp), *The Poetry of Halakspeare* (1400gp), *The Sleeping Patterns of the Kraken: A Thesis* (2200gp), *The Chronicles of the Orc General Grishnak* (3000gp), *The Broadsword and the Spear: A Comparative Review* (1800gp), *Astral Projection: Theory and Practice* (1900gp), *Conjurations for the Journeymen Wizard by Erwilk* (1200gp), *A Cross-Examination of Military Tactics at the Battle of the Black Oaks* (1000gp), *Henges and their Myths* (1650gp), *The Life of Zagyg* (6660gp).

Four **Necrolytes of Matoowb** (AL: N(E), AC: 3, HD: 7, HP: 48, 41, 35, 25 #AT: 1, DMG: 1d8 or *Dagger +1* (1d4). Spells (3/2/2/1): *Magic Missile, Shield, Shocking Grasp, Darkness Globe, Invisibility, Lightning Bolt, Haste, Lesser Globe of Invulnerability*, are currently in the archive. Two are pulling scrolls while the other two are conducting research on delaying the blast of a *Fireball* at a long rectangular table in the center of the room.

Level 3

1. The Grand Chamber of Matoowb:

This large room is supported by a ring of columns around a large statue of Matoowb that stands on a broad round dais. Six hooded figures are engaged in prayer around the statue. They include:

Archivist Emeritus of Matoowb AL: N(E), AC: 2 (Mark +1), HD: 9, HP: 64, #AT: 1, DMG: 1d8 or *Staff of Wizardry +3* (1d6) with 32 charges. Spells (3/3/3/2/1): *Magic Missile, Shield, Shocking Grasp, Darkness Globe, Invisibility, Mirror Image, Lightning Bolt, Haste, Blink, Lesser Globe of Invulnerability,*

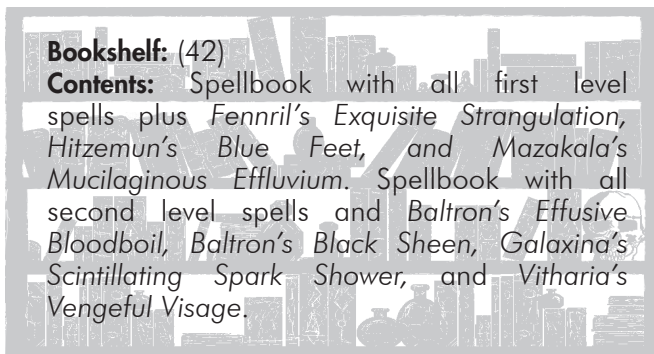
Animate Statue, Conjure Elemental. Treasure: *Gaxiluke's Reptile-Eye Headband of Seeing, Ring of Feather Fall, and a Dagger +3 Frost Brand.* He also wears a *Mark of Matoowb* (see Room 13, Level 1).

Attendants to the Archivist Emeritus, Necrolytes of Matoowb (2) AL: N(E), AC: 3, HD: 7, HP: 36, 31, #AT: 1, DMG: 1d8 or *Dagger +1* (1d4). Spells (3/2/2/1): *Magic Missile, Shield, Shocking Grasp, Darkness Globe, Invisibility, Lightning Bolt, Haste, Lesser Globe of Invulnerability.*

Allok, Master Myrmydyte of Matoowb AL: LE, AC: -5 (*Platemail +2, Shield +2, and Coif +3*), HD: 8, HP: 50, #AT: 2, DMG: *Broadsword +1 Flame Tongue* (1d6+1). Treasure: *Metznward's Golden Coif of Protection +3* and a *Potion of Invulnerability.*

The Master's Personal Guard, Myrmydytes of Matoowb (2) AL: LE, AC: 2 (*Platemail, Buckler Shield*) and 2 (*Mithril Chain +1, Buckler Shield +1*), HD: 6, HP: 28, 24, #AT: 1, DMG: the first is armed with a *Flail +1* (1d6), *Light Repeating Crossbow with Two Cartridges* (1d4), *Dagger* (1d4) and a *Potion of Giant Strength* and the other a *Broadsword +2* (1d6+1), *Dagger* (1d4), and a *Potion of Extra-Healing.*

2. This is the personal chamber of the **Archivist Emeritus**. It contains a meditation mat, braziers, a bookshelf, and a large wooden desk:



A secret compartment behind the shelf contains 300gp and a scrap of parchment that reads "Power through Knowledge" (see Room 7). The desk contains a trapped secret compartment (*Poison Needle save versus Death or die*) with a *Deck of Many Things.* The mat is a *Carpet of Flying.*

3. This chamber contains a teleportation pad to Tower 9, Level 3, Room 2. The pad is located on a rectangular dais atop a short staircase.

4. This is a robing chamber for the ichor bath located in Room 5. Six necrolyte robes hang on wall pegs.



5. Two short curved staircases lead up to a heated bath of black ichor. The necrolytes and myrmydytes must bathe in the black ichor weekly to sustain their decaying bodies and preserve their mortality. Upon exiting the baths, they use long wooden sticks called strigils to scrape off the ichor and preserve it in small clay pots for consumption. Two **Necrolytes of Matoowb** AL: N(E), AC: 3, HD: 7, HP: 31, 29, #AT: 1, DMG: 1d8 or *Dagger +1* (1d4). Spells (3/2/2/1): *Magic Missile, Shield, Shocking Grasp, Darkness Globe, Invisibility, Lightning Bolt, Haste, Lesser Globe of Invulnerability,* are exiting the baths and scraping themselves off.

6. The Upper Book Archive:



7. This secret room is Matoowb's Personal Library. Both entrances are concealed by book/scroll shelves and can only be opened by brandishing a *Mark of Matoowb* and reciting "Power through Knowledge":

Scroll and Bookshelves: (200)

Contents: *The Doctrines of Dogma* (1050gp), *Magical Magecraft for the Enchanter* (1000gp), *A Thesis on the Merchant Goddess of Coin* (820gp), *The Graveyard Grimoire* (1300gp), *Rituals of Malachai (Frumentus)* (1340gp), *Excretory System of the Dragonne and the Wyvern: Unexpected Similarities* (800gp), *The Word of Cromm Cruach* (1450gp), *A Grimoire of Remedial Black Magic* (100gp), *The Luminous Scroll of One Hundred Inscriptions* (2150gp), *Watercraft on the Isenduin* (400gp), *The Warriors of Umet* (860gp), *Ghadzar's Gnollish Bestiary* (650gp), *Notes on Invisibility: A Practical Volume* (1430gp), *The Founding of Barrowmaze* (5050gp), *Mating Habits of the Cyclops* (1340gp), *The Origin of Black Tongue: The Dark Language* (8620gp).

In addition to the above, the following scrolls and books are also present:

Scroll with *Zozomir's Stentorian Shout*, *Ool's Broiling Exhalation*, and *Animate Statue*, Scroll with *Aztazibar's Acrid Finger*, *Mazakala's Imperfect Panic*, *Zu-Pang's Protracting Eyeball*, *Mikda-Err's Practical Tilt*, and *Demambala's Sepulchral Soup*, *The Unabridged Tome of Cold* (contains all cold-based MU spells), *The Unabridged Tome of Fire* (contains all fire-based MU spells), a *Libram of Dark Magic*, a *Libram of White Magic*, a *Manual of Martial Skillfulness*, a *Manual of Gainful Exercise*, a *Manual of Bodily Health*, a *Manual of Quickness of Action*.

8. Potion laboratory: This chamber is lined with tables and glass laboratory equipment. Wall-mounted shelves contain bottles, powder boxes, pots, and vessels of every manner, shape, and size:

Spell Components and Ingredients: (646)

Contents: *Finger Nails of Taer* (300gp), *Nose of Azer* (400gp), *Fingers of Wight* (800gp), *Pickled Eyes of Night Hag* (500gp), *Heart of Succubus* (1450gp), *Heart of Mummy* (300gp), *Beak Shards of Giant Snowy Owl* (400gp), *Eyes of Giant Cockroach* (200gp), *Broken Bones of a Fallen Hero* (400gp), *Ear of Lamia* (1052gp), *Femur of Doppelganger* (700gp), *Horn of Tricerotaur* (650gp).



The **Necrolyte Potion-Master** AL: N(E), AC: 3, HD: 7, HP: 29, #AT: 1, DMG: 1d8 or *Dagger +1* (1d4). Spells (3/2/2/1): *Magic Missile*, *Shield*, *Shocking Grasp*, *Darkness Globe*, *Invisibility*, *Lightning Bolt*, *Haste*, *Lesser Globe of Invulnerability*, is busy consulting a reference volume potion research.

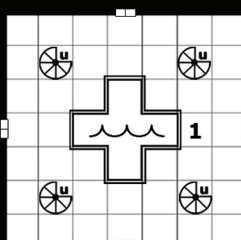
9. The Upper Scroll Archive:

Scrollshelves: (2140)

Contents: *An Encyclopedia of Oozes* (1560gp), *An Expose of the Histories of the Orc Tribes* (1430gp), *Current Studies of the Muscular System of Frettin* (2160gp), *Magical Magecraft for the Enchanter Volume 2* (1230gp), *Ramming Speed: Satyrs' Courtship Rituals* (3210gp), *The Eternal Light: A Goddess' Story* (940gp), *The Awe-Inspiring Plague of 340 Common Era* (760gp), *The Song of the Sirens* (1210gp), *An Overview of the Child-Rearing Habits of Frost Giants* (2540gp), *The Chronicle of the Free City of Caldur's Gate* (1450gp), *The Luminous Scroll of One Hundred Inscriptions Volume 2* (1230gp), *Classic Alteration Incantations* (800gp), *Practical Alchemy for the Expert Mage* (870gp), *The Founding of Ironguard Motte* (740gp), *Theory for Alchemists* (450gp), *The Respiratory System of the Dust Digger* (3450gp), *A History of the Wall* (560gp), *The Bodily Humours of Jabberwocky* (590gp), and a *Tome of Leadership and Influence*.

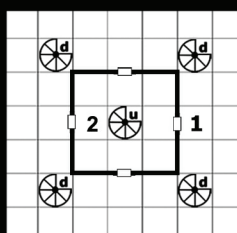
10. This area is an open balcony. Sitting on the railing are four inanimate gargoyles. Fifteen feet above the balcony are six **Gargoyles** (6) AL: CE, AC: 5, HD: 4, HP: 28, 24, 22, 20, 18, 16, #AT: 4, DMG: 1d3/1d3/1d6/1d4, that will leap down and surprise PCs not looking up.

TOWER 9: THE MYSTERIOUS KEEP OF EGURESEL

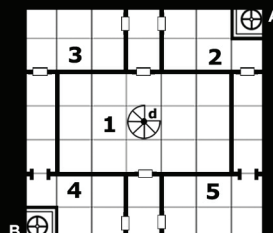


LEVEL 1

A: From tower 8, level 3, room 3



LEVEL 2



LEVEL 3

B: To dungeon 11, room 39



TOWER 9: THE MYSTERIOUS KEEP OF EGURESEL

The Mysterious Keep of Eguresel (Levels 3-5) is a square structure. The spire is made of grey flagstone and shimmers with a protective energy shield. The tower is untouched by the ravages of weather and time. The spire is 100 feet tall (each level is 20 feet high with 20 foot spiral staircases between each level). The roof is a gable structure and shingled. Double doors are located on all four sides of the tower. They are all made of wood and reinforced with iron. The mark of Eguresel is branded above each set of doors. **Show HighFell Illustration #9.**

Eguresel the Abjurer (a specialist in protection magic) was a kind, generous, and ordered human mage. He was tall, thin, had a warm broad smile, and wore the white robes of the order of abjuration. Eguresel specialized in glyphs and shields. His familiar was a bloodhound blink-dog named Blue.

Level 1

1. Just inside the northern door to this room is a lever in the up position. Pulling the lever down deactivates the force field surrounding the tower. Only a mage bearing *Eguresel's Key* located in Tower 7: Room 5, Level 4 or wearing *Eguresel's Brilliant Beret* located in Tower 4: Room 4, Level 5 (see New Magic Items) can pass through the energy shield.

A large central cross-shaped pool lies in the center of this room. A very dim bluish light emanates from the water. Four spiral staircases (that also serve as support structures) ascend to Level 2. The entrance to each of the spiral staircases faces the pool. Several items float in the water, including two potion bottles and two scroll tubes. Close inspection will reveal two gleaming swords and several gemstones at the bottom (8-foot deep).

Long ago, Eguresel summoned two large **Water Weirds** (2) AC: 5, HD: 4+4, HP: 32 each, #AT: 1, DMG: Special, to protect the entrance to his tower.

They will wait to strike until a PC attempts to ascend one of the staircases or climbs into the pool. The treasure includes the following: *Potion of Plant Control*, *Potion of Treasure Finding*, *Scroll: Protection from Undead*, *Scroll: Secret Library Location* (Total Value of Books and Scrolls, 8,000gp), a *Broadsword +2*, *Giant Slayer*, and a *Cursed Longsword -2*.

The gems at the bottom include: Medium Light Green Jade (1000gp), Finely-Cut Smokey Quartz (75gp), Tiny Exquisite Blue Quartz (50gp), Tiny Pale Green Tourmaline (80gp), Large Flawed Pure Black Onyx (65gp), Huge Exquisite Clear Rock Crystal (200gp), Huge Exquisite White Chalcedony (150gp), Very Large Flawed Pink Coral (290gp), Large Pale Blue Quartz (30gp), and a Large Exquisite Banded Agate (70gp).

Level 2

1. The spiral staircases open into a large room with an inner chamber. The inner chamber (Room 2) has four iron doors. Each door is marked with 8 glowing white wizard mark glyphs around a flowing central circle. They include those of Argotzed, Matoowb, Berambold, Isholdonna, Zadukalu, Furnaclon, and Faustinaud.

The eighth glyph is 1/4 of Eguresel's wizard mark. When a glyph is touched it pulls away from the door three inches and can be moved within a foot of the central circle in any direction. In order to open the door, one PC must stand at each of the four doors and drag their 1/4 of Eguresel's wizard mark into the circle at exactly the same time. Failure to combine all four of the glyphs inside the circle simultaneously results in 1d6 points of electrical damage (no save) for any PC touching a glyph.

2. A central spiral staircase is the central feature of this room. In each of the four corners, 10 feet off the floor, gargoyles sneer in bas-relief. Two are merely stone and two are monsters: **Gargoyles** (2)
AL: CE, AC: 5, HD: 4, HP: 28, 18, #AT: 4, DMG: 1d3/1d3/1d6/1d4.

Level 3

1. This room is empty.
2. This chamber is empty with the exception of a round teleportation pad on a square dais. This pad receives incoming transfer only from Tower 8, Level 3, Room 3.
3. Scroll Library:

Scrollshelves: (280)
Contents: *St. Ygg of the Cudgel: Thoughts on Prayers and Shrines* (1200gp), *Basic Protection Magic: A Beginner's Guide* (900gp), *The Courtship Rituals of Black Dragons* (1400gp), *The Courtship Rituals of Gold Dragons* (1200gp), *Up in Smoke: The History of Long Bottom Leaf* (1500gp), *Rainbows and Leprechauns* (800gp), *Baldur's Eight Years in the Far North* (800gp), and a sealed scroll containing a *Glyph of Warding* (Fire, 24 points of damage, save for half). The blast of fire will light the scroll library ablaze in less than one turn and cause smoke to fill the level.

4. This chamber is empty with the exception of a round teleportation pad on a square dais. Merely stepping into the circle will activate the teleportation mechanism to Dungeon 11, Room 39.

5. Book Library:

Bookshelves: (360)
Contents: *Manooooil's Everyday Use of Alchemy Volume II* (1650gp), *The History of Illusion Magic* (1100gp), *Lumaurga's Important Alchemy* (1730gp), *The Major Political Histories of the Kingdom of Darmoor* (1540gp), *The Barbarian Rituals of the Tribe of the Raven Claw* (450gp), *The History of the Five Kings* (650gp), *Daggers and Dark Alleys: A History of Thieves' Guilds* (1200gp), and *A Necromancer's Guide Exhumation* (500gp).

TOWER 10: THE SPELLTOWER OF ARGOTZED

The Spelltower of Argotzed (Levels 3-5) is a stout, rounded square constructed of opaque blue crystal. The tower is 60 feet high (20 feet per level with a 20 foot square staircase between the two levels). The roof is conical, shingled, and is disrepair.

Argotzed of Many-Colours was a flamboyant, creative, and philosophically relativistic human illusionist. He was handsome, fit, and had a sparkle in his eye. He wore yellow robes consistent with his school of magic designed primarily to deceive the senses. Argotzed specialized in the summoning of shadow phantasms of various types. His familiar was a Phantom Stalker named Mutattik.

The double doors that enter the structure are made of stone and the wizard mark of Argotzed is engraved across them. The doors are slightly ajar.

Show HighFell Illustration #10.

**TOWER 10:
THE SPELLTOWER OF ARGOTZED**

LEVEL 1

LEVEL 2

⊕ To tower 6, level 2, room 4

Level 1

1. The antechamber of the tower has two large inanimate columns shaped like female wizards. Muddy booted footprints lead to Room 2.

2. With the exception of muddy booted footprints leading to Room 4 this room is empty.

3. The pillars in their room are shaped like wizards. They are inanimate. There is nothing of value.

4. This room smells like death. Four large columns and a square staircase (to Level 2) dominate the chamber. Three **Volsectum Cultists** in an advanced state of decay lay bludgeoned on the floor (35gp, 27gp, and 19gp and each also carries a cultist mask worth 100gp each) in pools of dried blood. The northernmost and southernmost pillars are **Caryatid Columns** (2) AL: N, AC: 5, HD: 5, HP: 22, #AT: 1, DMG: 1d8, that will attack anyone that tries to ascend the stairwell without wearing yellow illusionist robes.

5. This room is empty.

6. The steel door to this chamber is locked. A special round lock mechanism is positioned in the center of the door (the key is located in Room 1, Level 2). The pit in this room is a bottomless Moon Door. At the end of this chamber, on the other side of the pit, is a table laden with dusty treasures. They include: A Decorative Amphora (800gp), a bag with 900ep, and a satchel with 600gp. There is also a *Wand of Fiery Burning* (see *Barrowmaze Complete*), a *Warhammer +2*, an *Amulet of Magic Resistance* (15%), and a *Scroll of Stammering* (Cursed).

Level 2

1. This 50x20 foot room contains two large round pillars and two doors. The pillars, from the floor to the ceiling, depict wizard faces, all wearing various expressions. All the faces (80 total, or 40 on each pillar) have their mouths closed except one on the southern pillar near the ceiling. The mouths are magical and have been enchanted with a form of *Magic Mouth*.

If any humanoid intruders enter this room, the faces begin screaming "Intruders!", "Thieves!", "Burglars!", etc., in a loud cacophony of noise. The mouths only stop when the room is vacated. Roll for random monsters every turn they wail an alarm. The single closed mouth remains closed unless her nose is plugged at which time a key will drop from her mouth (Room 6, Level 1).

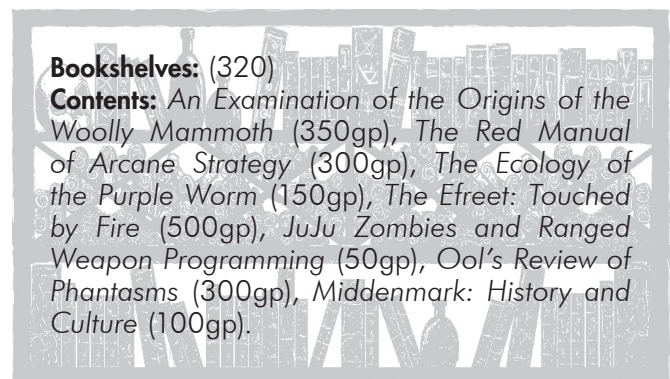
2. The door to this chamber is ajar. The teleport pad in this chamber leads to Tower 6, Level 2, Room 4. Two large **Megalocentipedes** AL: N, AC: 5, HD: 3, HP: 20, 17, #AT: 1, DMG: 1d3 + Poison, cling to the ceiling in this room.

3. Two pillars shaped like wizards support this chamber. Both are **Caryatid Columns** (2) AL: N, AC: 5, HD: 5, HP: 22, #AT: 1, DMG: 1d8. They will attack intruders attempting to open the doors to Rooms 4, 5, or 6.

4. This was once a potion laboratory. Many of the bottles are broken and the room is in disarray (Hazardous Terrain, all combat in this room at -2). On a table in the center is an odd-looking metal and glass potion-mixing device. It has two inserts for potion bottles that merge into a central metal box (for mixing) and below the box is a spout. Searching the room will scrounge three half-completed potions (*Healing*, *Gaseous Form*, *Delusion* - not effective in unmixed state) and 1d6 empty potion bottles and corks. If the PCs decide to combine the potions consult the following: *Healing* and *Gaseous Form* (functions as both simultaneously), *Healing* and *Delusion* (No effect, imbiber believes s/he healed), *Delusion* and *Gaseous Form* (Imbiber takes gaseous form but believes they are still bodied).

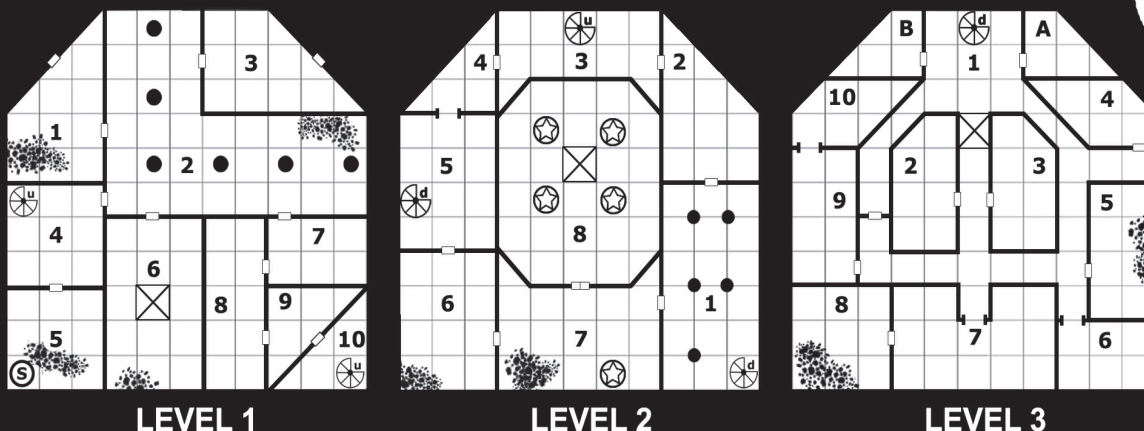
A. The door to A is made of wood and reinforced with steel. A dim glowing magical symbol shines and fades on it every few seconds. The door is trapped with a spell called *Galaxina's Gorgonic Glyph*. If an attempt is made to open or pick the lock the spell will discharge a poison gas cloud similar to the breath of a gorgon. All those within 5 feet must save versus Petrification or be turned to stone. Inside on low shelves are *Bracers of Arrow Deflection* and *Mazakala's Antlered Faluche of Disease* (see *New Magic Items*).

5. Book Library:



6. Small bits of debris and rubbish litter the floor of this chamber. If searched the following can be found: 4ap, Tiny Brown Jasper (50gp), and a Spell Component Box labeled Gray Ooze Poupon (80gp). The pit in this room is 10 feet deep and an **Ochre Jelly** AL: N, AC: 8, HD: 5, HP: 35, #AT: 1, DMG: 2d6, rests at the bottom.

TOWER 11: THE TERRADOME OF ISHOLDONNA



☉ Down to dungeon 11, room 1

TOWER 11: THE TERRADOME OF ISHOLDONNA

The TerraDome of Isholdonna (Levels 5-7) is a hexagonal spire made of rough granite. The tower is 190 feet tall (three levels each 30 feet high with 50 foot spiral staircases in between). The spire is covered in a dome-like structure. The secret trapdoor on Level 1, Room 5 leads down 75 feet to Room 1, Dungeon 11: The Dark Dungeon of Chasms. **Show HighFell Illustration #11.**

Isholdonna the Brown was a female half-elven geomancer who was known as being balanced and calm. She was short, wore narrow spectacles, and used a cane. She wore brown robes with green trim consistent with her mage school. Within the realm of earth magic, Isholdonna specialized in the animation of earth and stone. Her familiar was a Brownie named Crackle.

The interior walls of the Terradome of Isholdonna appears like smooth rock similar to a deep cavern. In addition, the staircases cannot be climbed without the enchanted soil from Room 3, Level 1.

Level 1

1. This chamber has partially collapsed. A large pile of rubble from the ceiling sits against the southern wall.

2. Six pillars that look like natural columns support this L-shaped chamber. There has been a partial collapse in the eastern portion of the room.

Camouflaged in the rubble and stone are **Rock Lobsters** (3) AL: N, AC: 4, HD: 3, HP: 21, 18, 14, #AT: 2, DMG: 1d6+1/1d6+1. Amongst the rubble are the following coins and gemstones four turns to gather): 79cp, 9sp, 7ep, 4gp, Very Large Finely-Cut Red Garnet (600gp), Tiny Exquisite Blue Quartz (50gp), Tiny Flawed Huge Deep Blue Azurite (10gp), Huge Flawed Smokey Quartz (140gp). At the very bottom of the rubble pile (four additional turns) is a Huge Flawed Light Green Jade (3900gp). Be sure to roll for random monsters while searching (4 turns).

3. This is a unique vestuary for geomancers. There are three oversized wooden buckets (3 feet across) filled with enchanted soil: stones, mud, and salt. The geomancers would remove their shoes upon entering the vestuary and dip their feet in the buckets. The soil provides the following abilities (not cumulative):

Soil Enchantments

Stones	Speak with Galeb Duhr	Ascend Level 2
Mud	Speak with Mudman	Ascend Level 3
Salt	Speak with Salt Weird	Ascend Level 2&3

4. The doors of this chamber are open. This room contains a spiral staircase that ascends to Level 2. The staircase cannot be accessed without the soil enchantments from Room 3.



5. The door to this chamber is open. A partial collapse of this chamber has left a rubble pile and several large chunks of stone on the floor. Two of the large chunks are **Uk and Gruhe the Galeb Duhrs** (2) AC: N, AC: -1, HD: 8, HP: 58 each, #AT: DMG: 3d6. They are the guardians of the secret entrance into Room 1, Dungeon 11: The Dark Dungeon of Chasms. They will demand tribute in the form of 3000gp in gems for access to the secret trapdoor.

6. This chamber is empty and has partially collapsed along the southern wall. The concealed pit is 40 feet deep with spikes (5d6 damage).

7. This was once a sitting room with natural stone shaped into stools and benches. An old campfire ring sits in the center.

8. Broken bunk beds line this chamber. There is nothing of value.

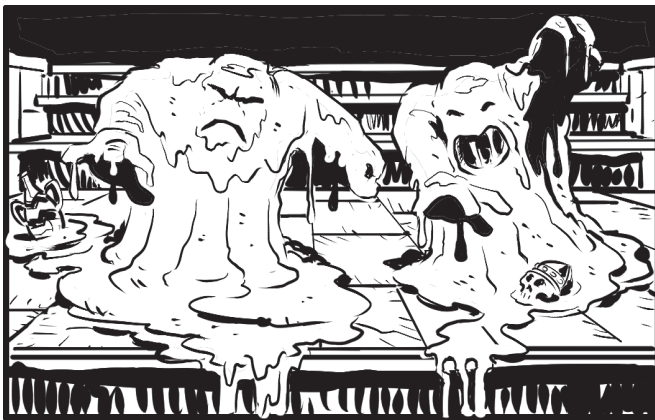
9. This room is filled with a dozen stalactites and stalagmites. Four of the former are **Archaian Piercers** AL: N, AC: 3, HD: 3, HP: 15 each, #AT: 1, DMG: 3d6 and four of the latter are **Stalagbites** AL: N, AC: 4, HD: 4, HP: 28, 25, 22, 20, #AT: 1, DMG: 2d8.

10. This room contains a spiral staircase that ascends to Level 2. The staircase cannot be accessed without the soil enchantments from Room 3.

Level 2

1. The pillars that support this room look like roughhewn earthen warriors.

2. The geomancers used this strange room for gathering and sorting of enchanted seeds. There are tables with wooden bowls and sorting trays. The north wall has four shelves lined with small leather seed bags (100 total bags). For every 10 searched there is a 1 on d6 chance of finding enchanted seeds and a 1-2 on d6 chance a bag is labelled (consult the following chart):



	Seed Pouch Contents	Label
1	Goodberries (3d4)	Yummy
2	Baltron's Beguiling Birdseed	Birds
3	Haste	Quick
4	Delusion	Vision
5	Poison	Yucky
6	Beanstalk (14d+1 x100 feet)	Be Careful
7	Plant Control	Veggie
8	Carnivorous Vine	Vines
9	Water Breathing	Water
10	Vegepygmie*	Mate

*Within minutes of being planted a little vegypygmie will be born of the earth. It will immediately identify the planter and follow him/her like a child. Abandoning the little tyke will result in an alignment change (if good). Referee's are encouraged to incorporate the creature as a familiar or follower.

3. A spiral staircase ascends to Level 3. The staircase cannot be accessed without the soil enchantments from Room 3. Level 1. The floor of this chamber is coated in mud. The mud appears mundane but are actually a group of **Mudmen** (8) AL: N, AC: 10, HD: 2, HP: 10hp each, #AT: See entry, DMG: See entry, bound to protect the keep. They will allow passage if the PCs are wearing the appropriate soil enchantments, speak their language, and offer tribute (Referee's discretion, this could be gold, magic items, or simply water and earth).

4. Barrels and wooden crates have decomposed. They are covered in mineral and salt deposits.

5. A spiral staircase descends to Level 1.

6. The door to this scroll library is ajar:

Scrollshelves: (420)

Contents: Crom's Battle Cries (1550gp), Berkaf's Higher Transmogrifications (900gp), The Mythology of Herne the Hunter (890gp), The Skeletal System of the Stun Jelly (465gp), The Call of the Irrelevant Zeal by Pindar (2625gp), Red Dragon to Common Dictionary (3238gp), and a Tome of Knowledge.

The room has partially collapsed in the southeastern corner. Sitting in the rubble pile completely camouflaged is a **Rock Reptile** (1) AL: N, AC: 3, HD: 5, HP: 32, #AT: 1, DMG: 2d4+5.

7. There were two 10-foot tall statues of Isholdonna standing on plinths in this room along the southern wall. It appears a deadfall stone located above the western-most statue was triggered and crushed the statue. The ceiling is 30 feet high and dark. The easternmost statue is intact. In order to open Room 8, a secret button behind the head of the statue must be pressed. However, the statue is trapped. If any additional weight is put on the plinth beyond that of the statue, poison gas will shoot out from small holes in the seams of the statue. Anyone within five feet of the statue must save versus Death or die.

8. The double doors to this chamber are locked (see Room 7). A faint haunting sound of "Help. Heeeeelp meeeee." Can occasionally be heard on the other side of the door if a Hear Noise check is made.

An exquisite mage-staff is magically suspended in a blue aura in the center of this chamber (above the pit). Four statues of roughhewn stone warriors with swords and shields surround the staff facing inward. The weapon is a *Staff of Wizardry*.

The statues are **Greater Barrow Guardians** (4) AL: N, AC: 1, HD: 6, HP: 40 each, #AT: 1, DMG: 1d8+2. They will activate only after the concealed pit trap (20 feet deep) has been triggered. At the bottom of the bit is a ravenous **Carnivorous Vine** (30x30) AL: N, AC: 6, HD: 5, HP: 28, #AT: See entry, DMG: See entry. The monster is mimicking the voice of its last victim, a cleric of Crom. His now desiccated body holds a *Shield of the Golden Hawk*, *Platemail +2*, and a *Mace +2 of Disruption*.

Level 3

1. If the PCs have failed to avail them of the correct soil enchantments, a *Magic Mouth* will appear on the wall and wail "Intruders!" for 1 turn. This will activate the elementals to attack from A and B.

A. Earth Elemental AL: N, AC: 2, HD: 8, HP: 40 each, #AT: 1, DMG: 1d8.

B. Earth Elemental AL: N, AC: 2, HD: 8, HP: 40 each, #AT: 1, DMG: 1d8.

2. A large bubbling mud pit, surrounded by a magic circle, dominates this chamber. The air is hot. This is a summoning chamber. The geomancers used this gate to communicate with (and practice summoning), beings from the Elemental Plane of Earth. For every 1 turn spent in the chamber there is a cumulative 10% chance that the presence of the PCs will draw interest from the other side of the gate. Consult the encounter chart below, if required:

Mud Gate Random Monsters

1 Earth Elementals (1d2)

2 Storoper (1)

3 Xorn (1d2)

4 Ropers (1d3)

3. This chamber is empty.

4. Empty.

5. This room has partially collapsed. The exterior wall on the eastern side of the room has crumbled and a gap of 20x20 feet is wide open to the elements.

6. This is a stone sculpting room. There are large pieces of stone, along with chisels, ladders, and tools. It appears a statue was in mid-construction, possibly a golem.

7. Arboretum: The geomancers used this chamber for growing the plants necessary for their spell components. They summoned and bound a family of **Pixies** (4) AL: N, AC: 3, HD: 1, HP: 8 each, #AT: 1, DMG: 1d4, to care for and harvest their plants.

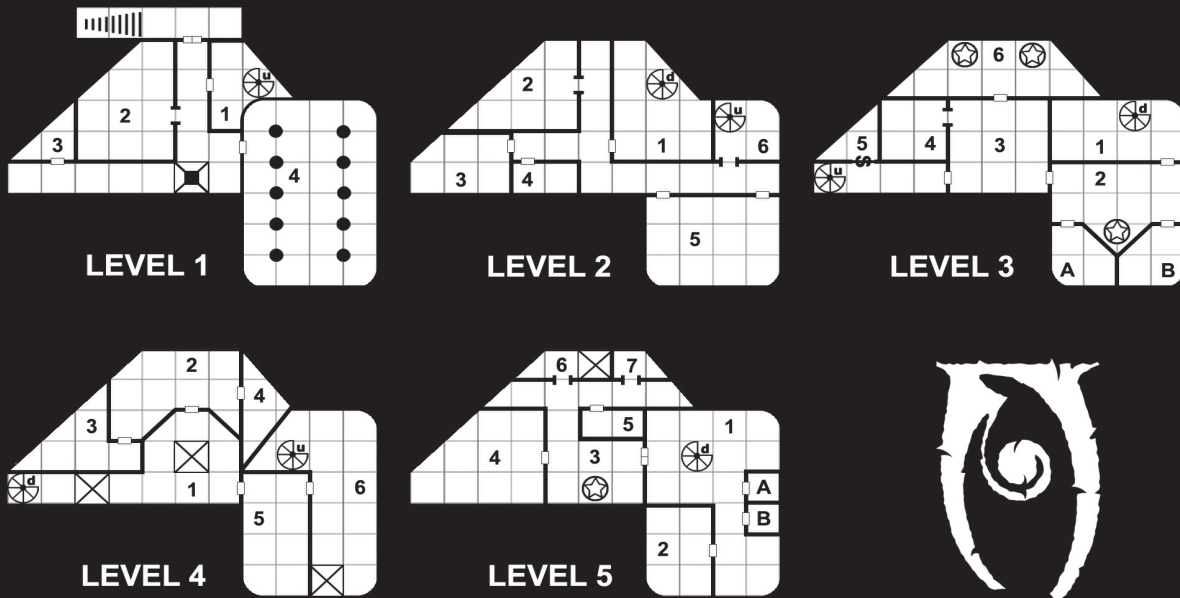
The **Pixies** are desperate for conversation but will be defensive about anyone touching their precious "babies." Over the years they began experimenting on hybrid plants that they might be willing to barter. They include **Miniature Potted Shriekers**, **Blooderflies** that only attack to specific races, and **Miniature Incendiary Mantraps**. The **Pixies** are bound to stay on Level 3.

8. A partial collapse in this chamber has left a gap in the southern wall (10x15 feet). Amongst the rubble is a *Stone of Controlling Earth Elementals* (8 turns of searching).

9. This room is filled with open barrels of salt. Salt marks and deposits also cover the floor and the walls. Sitting in one of the barrels is a huge **Salt Weird** AL: N, AC: 3, HD: 8, HP: 50, #AT: 2, DMG: 2d6.

10. This small side chamber contains a Wooden Chest and a Small Metal Coffin. The former is trapped with a small but extremely sharp scything blade (3d6 points of damage, save versus Death for half) and contains four potions: *Healing*, *Extra-Healing*, *Sweet Water*, and *Giant Strength* as well as *Gauntlets of Ogre Power*. The coffin contains a *Tome of Martial Knowledge* and a *Dagger +2*.

TOWER 12: THE FORGOTTEN SPIRE OF BERAMBOLD

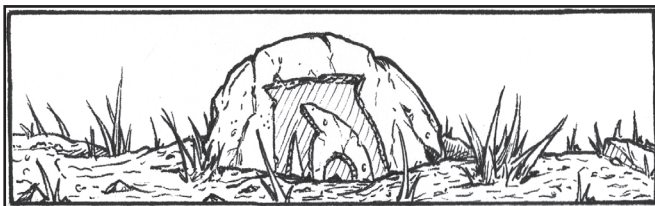


TOWER 12: THE FORGOTTEN SPIRE OF BERAMBOLD

The Forgotten Spire of Berambold (Levels 3-5) is a trapezoidal structure with a secondary wing in the shape of a rounded rectangle. The structure is made of steel with spikes. Rust marks the tower walls at several points. The spire is 180 feet high (a 20 foot staircase to level 1. Each level is 20 feet in height with 20 foot spiral staircases between the levels). The roof is Dutch gable above the trapezoid and barrel shaped above the rounded rectangle.

Berambold the Evoker was an intense, serious, single-minded human wizard. He was handsome, with short black hair, a goatee, and a masculine frame. He wore the red robes of an evoker and specialized in the conjuration and manipulation of acid and fire. His familiar was a Magman named Lochran.

The double doors are made of bronze, dented, battered, and wide open. The wizard mark of Berambold is engraved on a large circular disc that formerly hung above the door but now rests on the



ground near the stairs, half buried in earth. **Show HighFell Illustration #12.**

Level 1

The open pit south of the main entrance is a Moon Door (bottomless). Wind whistles down the hallway.

1. A spiral staircase leads to Level 2. The room is otherwise empty.
2. A grand ornate wooden chair stands against the northwestern wall. The chair was once a glorious carving by is now partially broken and damaged.

A lever on the southern wall is in the up position. Dropping the lever will open the door to Room 3 for five seconds. The PCs will hear an audible squeak as the door opens and a loud noise as the door swings shut. Roll for random monsters each time the lever is used. In order to make it to the door in time the PCs may have to double move (no armour) and jump the Moon Door or climb or fly across it.

3. The door to this room is made of steel and emblazoned with the symbol of Berambold. The door is mechanical and rigged to the lever in Room 1. It cannot be pried open or broken down.

Four red evocation robes hang on wall pegs. They look identical but one is a *Robe of Fire Resistance*. In the pocket of the robe is a key to the Lower Archive (Room 5, Level 2).

4. Ten pillars support this vast chamber. A large rubbish pile (almost 20x20) consisting of stone, broken wood, cloth, and bone sits in the center of the room. Coins lay scattered from two broken wooden chests (354gp, 489sp, 229ep, 20pp) at the base of the pile. In addition, for every four turns searching there is a 1 on d6 change of finding the following items (be sure to roll for random monsters): *Ool's Rusty Corinthian Helm of Jumping*, *Folding Boat of Flying* (see New Magic Items), *Helm of Opposite Alignment*, *Wand of Light*, *Potion of Super-Heroism*, *Two-Handed Sword +2*.

A terrifying **Carcass Scavenger** AL: N, AC: 7, HD: 3+1, HP: 18, #AT: 8 (stingers), DMG: Paralysis, hangs 10 feet above the door in the darkness. Unless detected, the creature will wait until the PCs move into the room to search the rubble pile. It will then descend (in a manner to block the doorway) and attack from behind.

Level 2

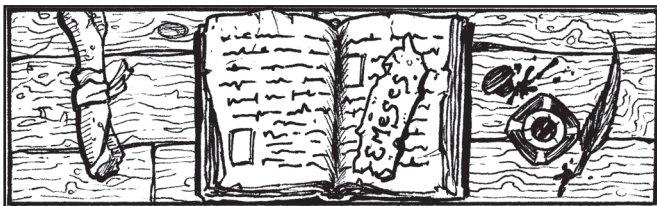
1. The skeleton of a **Voldrax Dragonman** (no treasure) lies on the floor close to the door. A **Large Grey Ooze** AL: N, AC: 6, HD: 5, HP: 32, #AT: 1, DMG: 2d8, hangs on the ceiling immediately above the exit from the spiral staircase.

2. The primary feature of this dusty room is a large magic circle surrounding a dais covered in evocation runes. The walls depict apprentice evokers standing on the pedestal casting spells. If the dust is removed the runes glow a faint red colour. If a magic-user stands on the pedestal and casts any evocation spell they will gain 1000 experience points (the magic circle protects against harmful effects to anyone in or outside of the circle. This happens only once.

3. With the exception of broken furniture this chamber is empty.

4. The door to this room is trapped with a tripwire connected to a Pendulum Axe inside and above the door. The axe strikes as a Level 4 Fighter and causes 2d8 points of damage (Dexterity Check for half).

This room is a spell component closet. Most of the contents have been removed and dust covers everything. There are two tiers of shelves around the outside walls of the room.



Spell Components: (130)

Contents: Drider Silk (485gp), Wemic Blood (350gp), Brimstone (25gp), Land Shark Fin (150gp), Nut Shells (10gp), Remorhaz Fur (648gp), Hen's Teeth (200gp), Dried Fireflies (15gp), Axe Beak Feathers (100gp), and Violet Fungi Spores (150gp).

5. The door to the Lower Archive is magically sealed. The door can only be opened with the Lower Archive Key (Room 3, Level 1). Bookshelves line the outer walls:

Bookshelves: (420)

Contents: *Nisvan's Amazing and Essential Spell Components* (660gp), *Sneaky Buggers: The Social Organization of Kobolds* (540gp), *Understanding Invocation* (350gp), *Migration Patterns of the Centaur and the Satyr: Dissimilarities, Volume 2* (320gp), *Sporceror Magecraft* (780gp), *The Life of Zagyg, Volume 4* (860gp), *The Integument of the Griffin: A Dissertation* (320gp), and *Bildar's Call of the Mountains* (210gp).

Two large tables with six chairs stand in the center of the room. Two undead creatures dressed in tattered dark red robes shuffle back and forth bringing books from the shelves to the desk. The librarians, **Josalok Suun** and **Amarinkal the Aged** are **Wights** (2) AL: C, AC: 5, HD: 3, HP: 20 each, #AT: 1, DMG: Drain. They are accompanied by **ZogZrollzol**, a snooty, high-brow **Quasit** AL: CE, AC: 2, HD: 3, HP: 18, #AT: 3, DMG: 1d2/1d2/1d4.

The two librarians were bound to the library and charged by Berambold himself with researching the greater mysteries of the arcane. They will continue their work despite the presence of the PCs. If interrupted they will loudly "Shush!" the PCs and point to a sign on the wall in common that reads "Quiet Study Only." Josalok and Amarinkal exchange books from this library and request books from the Upper Book Library (Room 4, Level 5) through a device called the Tome Lectern. The Tome Lectern teleports books back and forth between the two libraries. Written on a small scrap of paper, at the back of a book sitting on the table, is the word "Emeses." This is the password for the secret door in Room 5, Level 3. The Tome Lectern cannot be moved or removed from the room.

6. This stairwell leads to Level 3.

Level 3

1. Empty

2. A large iron statue of Berambold's wizardly mentor, his name lost to the ages, stands proud and erect in this chamber nestled between Room A and B. The wizard, with long robes, goatee, and skullcap stands with his staff looking into the distance. The figure is an **Iron Statue** (1) AL: N, AC: 4, HD: 4, HP: 30, #AT: 2, DMG: 1d8/1d8 and attacks anyone not dressed in evoker's robes that attempts to exit the room.

A. Frigidarium: This is a magically cold room with low benches used as a spa by the wizards of the tower.

B. Thermae: This is a magically warm room with stone seats used as a spa.

3. The center of this empty room is trapped with a pressure plate. Stepping on the plate drops a 10x10 net covered in paralytic power onto anyone in the area. All those caught in the net must save versus Paralyzation or be immobilized for 1d4 rounds. Simultaneously, the door to the north will open and the **Fire Mephits** (Room 6) will emerge and attack intruders.

4. Vestuary: This room is lined with robes, cloaks, capes, and furs hanging on wall pegs. There are 40 total pegs (15 are empty, 8 have red evoker's robes, 13 have capes, and 4 have cloaks. Two of the latter are ravenous **Cloakers** (2) AL: CE, AC: 6, HD: 5, HP: 34, 29, AT#: 2*, DMG: 1d4+1/1d6*. One of the others is a *Cloak of Protection* +2.

5. The secret door into this room is obvious to any passing elf, gnome, or dwarf. The stone around the door has cracked with pressure and age. In order to open the door safely, one merely needs to say the password "Emeses" (see Room 5, Level 2). The door can be pried open; however, this will activate a trap. A magical corrosive acidic power will gently fall from the top of the doorframe and cover the first 1d3 characters. Within 1d4 rounds they will begin to smell the disintegration of their metal and clothing. All metal items exposed (headwear, armour, shields, and weapons) must make saving throws (Death) or be destroyed. Items save at the same level of the player character and all bonuses (including a character's magical save bonus, apply).

Inside the secret room is a dress-form mannequin, a metal chest, and a weapon stand. A *Robe of Scintillating Colours* and a *Belt of Speed* hang on the mannequin. Inside the locked chest are a *Cloak* and *Boots of Elvenkind* and a **Clockwork Cobra** (1) AL: N, AC: 2, HD: 1, HP: 8, #AT: 1, DMG: 1d3*. On the weapon rack is an *Axe +2 of Throwing*, a *Longbow*

+1, and a *Dagger +1 Flame Tongue*. Under the chest, under a loose stone, is the Upper Library Key (Room 4, Level 5).

6. The door to this room is magically sealed. It can be opened with the Lower Archive Key only. Two statues of Berambold hold large bowls with a magical red flame.

The flames function as stasis prisons for **Fire Mephits** (4) AC: CE, AC: 5, HD: 3+3, HP: 20, 19, 17, 15, #AT: 2, DMG: 1d4/1d4. If the trap in Room 3 is triggered, the door to Room 6 will open and the mephits will be released.

Level 4

1. This room is empty. The pit closest to the stairwell is 10 feet deep. The pit in the center of the room is 20 feet deep with spikes.

2. The walls of this room are lined with 20 sealed clay pots. Use the following random chart to determine the contents:

Clay Pot Contents

- | | |
|----|--|
| 1 | Nothing |
| 2 | Nothing |
| 3 | Random Potion |
| 4 | Random Ring (once only) |
| 5 | 1d4 Gems |
| 6 | 1d4 Jewelry |
| 7 | <i>Runic Tablet</i> * |
| 8 | Clockwork Cobra or Centipede |
| 9 | Yellow Mold |
| 10 | Grateful Leprechaun (once only) |

*See Barrowmaze Complete

3. The door to this room is ajar. The walls and floor of this chamber are marked with salt that has crystalized and covered most of the stone. The room appears to have been covered in beautiful murals of casting sorcerers, now largely destroyed by salt accumulation.

One of the marks immediately opposite the door is a **Salt Pudding** AL: N, AC: 6, HD: 6, HP: 30, #AT: 1, DMG: 2d6.

4. This room is empty.

5. This chamber was once a barracks for apprentice evokers. The beds have been destroyed. A small locked coffer contains a scroll with three level 3 magic-user spells.

6. A **Shadow Mastiff** AL: NE, AC: 6, HD: 4, HP: 25, #AT: 1, DMG: 2d4, skulks behind the opening of the stairwell in this chamber.

Level 5

1. A **Flagstone Golem** AL: N, AC: 6, HD: 6, HP: 28, #AT: 2, DMG: 1d8/1d8, guards this chamber from intruders. The golem is situated opposite the door to Room B and north of the door to Room 2.

A. This room contains four wooden crates. The crates contain Giant Beaver Pelts (value: 500gp per crate).

B. This chamber contains three wine barrels. The wine soured long ago.

2. The room has a large, unmade, poster bed, a wooden nightstand, and a desk with drawers left open. Torch scones on the wall ignite upon entrance. Sheets of parchment are haphazardly spread on the floor. One of the sheets of parchment is a partial dungeon map (Referee's choice).

3. The statue of a clockwork knight with sword and shield stands at attention on a plinth in this room. Engraved on the base of the plinth is the following commemoration:

*Ser 1025 appeared one day
Mighty Berambold he sought to slay
The fool! The fool! He thought himself clever
Now he stands on guard forever.*

Ser 1025, or **Five**, is a **Clockwork Paladin of St. Ygg** AL: LG, AC: -2, HD: 6, HP: 48 #AT: 1, DMG: *Two-Handed Sword* +3 of *Dismembering* (1d10). **Five** is ancient, even by elvish standards. He began life in a distant age, and in a distant land, as a **Uleas de Wolfe**. **Uleas** was a diligent, determined, hard-working, freckle-faced son of a minor noble. As a fourth son, and with no mantle to inherit, he was sent to the home of another noble house to become a squire and, eventually, a knight.

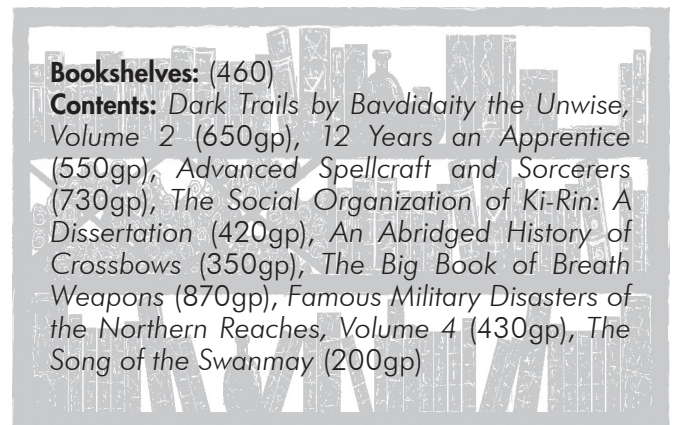
Ser Uleas proved an adept student with horse, sword, and bow. Through his strength of arm, and his faith in St. Ygg, he advanced to Knight-Errant and pursued the holy vision of his god. In a great battle against a lich of tremendous power, **Ser Uleas** was mortally wounded. Through his devout faith, and the divine and arcane magic of his companions, his spirit was transferred to a clockwork body. **Ser Uleas** died that day and arose as **Ser 1025**, the clockwork paladin. He dedicated his new incarnation to defeating that which killed him: evil sorcerers and their magic. After years of ridding the world of evil wizards, Berambold the Evoker defeated and imprisoned him as a trophy

in his mage tower. If freed he will be grateful and wish to join the PCs and continue his quest against evil sorcery.

Ser 1025 weighs 500 pounds and his movements are somewhat mechanical. He must be oiled every day and moves no faster than a rate of 20. He possesses all the skills and traits of a **Level 6 Paladin**.

Ser 1025 speaks an antiquated form of the Common Tongue and tends to proclaim his words rather than speak them casually. He uses individual words like *odds bodkins* (curse), *hither* (come), *thither* (there), *perchance* (perhaps), *prithee* (please), *anon* (later on), *grammarcy* (thank you), *mayhap* (maybe), *pitch-kettled* (puzzled), *beauteous* (beautiful), *huffy-huffy* (braggart) that communicate his age.

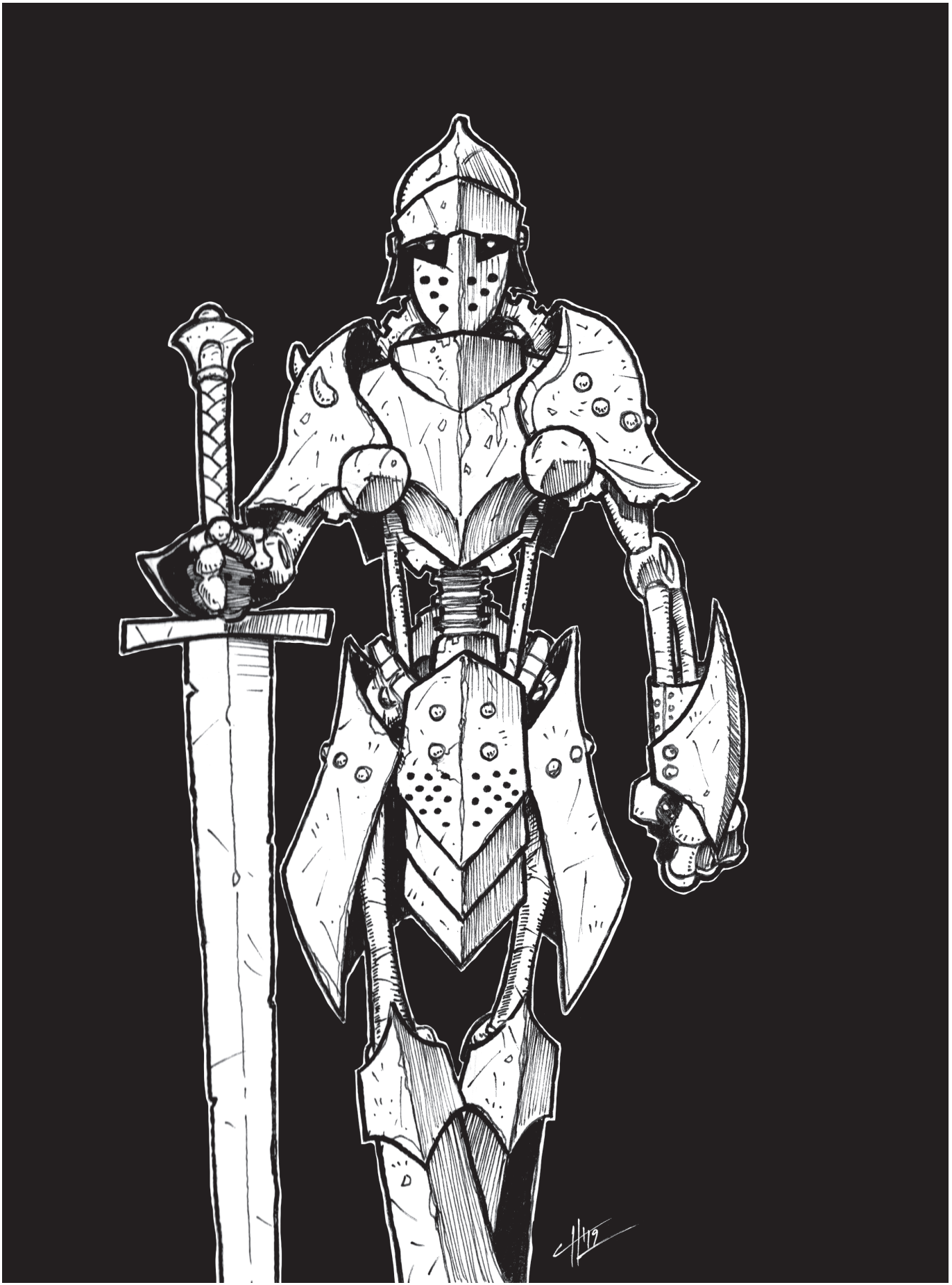
4. Like the Lower Archive, the door to the Upper Archive is magically sealed and can only be opened with the Upper Archive Key (Room 5, Level 3).



One large table with four chairs stands in the center of the room. The table has four stacks of books (40 total). Four undead sit almost motionless reading at the table. The librarians, **Malot Mok**, **Huulet Naton**, **Durakal the Accursed**, and **Ellistol the Evil** are **Wights** AL: C, AC: 5, HD: 3, HP: 20 each, #AT: 1, DMG: Drain, are bound to the library and charged with the study of the magical weave. They dialogue and share books with the librarians of the Lower Archive through the Tome Lectern. They may (50%) not consider the PCs a threat initially, but will become irritated if they are disturbed.

5. This room appears 10x10 and the door is locked. An illusionary wall hides the remaining 10 feet. Behind the illusion is a spellbook containing four level 1 spells, four level 2 spells, three level 3 spells, and three level 4 spells (Referee's choice).

6. This room is empty. The pit is 10 feet deep and filled with **Brown Mold** AL: N, AC: Always Hit, HD: 2, HP: 14, #AT: 1, DMG: 2d8.



7. A **Mimic** AL: N, AC: 7, HD: 9, HP: 42, #AT: 1, DMG: 3d4, shaped like a chest sits against the northern wall.

TOWER 13: THE MOONGATE

The Moongate (Levels 1-3) is a rectangular structure. The tower is made of simple red brick, cracked and chipped with the ravages of time. The tower 120 feet tall (a 20 foot staircase leading to the main level plus another leading to the first spiral staircase. Each level is 20 feet in height and there are 20 foot staircases between the levels).

The wizard who constructed the tower, Insanidelle the Summonatrix, is lost to the ages. She specialized in a long forgotten sub-school of magic called Abominancy that combined summoning the spirits of creatures from other planes into twisted necromantic constructs. Her wizard mark is engraved into the stone entranceway in front of the double doors. **Show HighFell Illustration #13.**

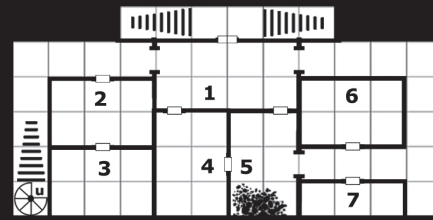
Level 1

The wooden double doors to The Moongate were cut down and bashed in with axes and sledgehammers long ago.

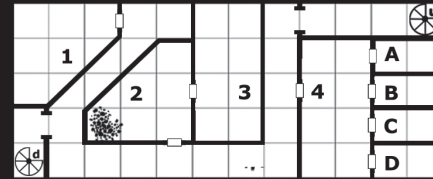
1. Stones, bones, and earth litter the floor of this antechamber.
2. This chamber is barren with the exception of a kiln. Inside the kiln is a small Silver Statuette of a skull with spider legs (100gp).
3. This chamber is empty.
4. The door to this chamber is ajar. In the center on the floor is a rubbish pile that includes two loose gemstones, a Large Broken Banded Agate (175gp) and an Exquisite Blue Quartz (200gp), as well as an Electrum Broach (50gp). Hanging from the ceiling are three sleeping **Giant Bats** AL: N, AC: 6, HD: 2, HP: 2x10, 8, #AT: 1, DMG: 1d4. They will attack if disturbed. There is enough dust and dirt that the beating of their wings in this room will cause blindness during combat (-2 penalty).



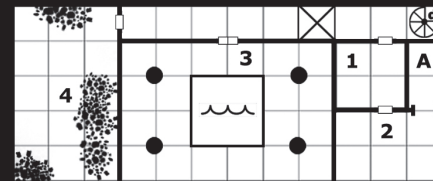
TOWER 13: THE MOONGATE



LEVEL 1



LEVEL 2



LEVEL 3



5. This chamber has partially collapsed. There is nothing of value.
6. A magical kiln, once used to harden and enchant metal, rests against the north wall of this room. Rusty metal pipes extend upward from the kiln into the ceiling. The kiln automatically heats up when the door is open and closed.

The kiln has one final use before its magic fades forever. If a mundane weapon is placed in the kiln for 3 hours it will become magical (+1). If a magical weapon is placed in the kiln it will gain an additional enchantment (+1). If a mundane ring, broach, etc., is placed within the kiln it will gain a minor enchantment. The nature of the enchantment is subject to the Referee but could include +1 to saving throws, *Feather Fall* ability, or *Protection* +1). The heat from the kiln is intense and may draw the attention of random monsters.

7. The door to this chamber has been cut down with axes. Several crates have been destroyed and lay in ruin. The skeletal body of a **Volsectum Cultist** lies face down on the floor. The skeleton bears a holy symbol on a chain (tucked under his body) and the face is covered by a metal mask with horns. A **Giant Tick** AL: N, AC: 3, HD: 3, HP: 16, #AT: 1, DMG: 1d4 + special, hangs on the ceiling above the skeletal remains. The mask and unholy symbol of Vol are both made of electrum and worth 100 and 75gp respectively.

Level 2

1. This chamber is lined with scroll and bookshelves. There are nine bookcases. In addition, books have been randomly pulled off the shelves and haphazardly thrown into a pile in the center of the room.

Bookshelves, Scrolls, and Book Pile: (270)

Contents: *The Social and Cultural Aspects of Salt* (130gp), *The Cities of the South* (200gp), *Ancient Demi-Gods and their History* (140gp), and *Pautafan's Ice and Glaciers* (80gp).

2. There is a partial collapse in this room. Searching the rubble for three turns will reveal a long, dented metal case. Inside the case is a *Wand of Magic Missiles* with 15 charges.

3. A dead brigand lies in the doorway to this room. He was struck in the chest by a bolt fired by a crossbow wire trap set into the wall opposite the door. The body has been looted. There is nothing of value in the room.

4. A band of evil human brigands called The Blood Pact, currently occupy this room. The Pact are led by **Billman Brigandine, Level 4 Human Fighter** AL: NE, AC: 2 (Platemail and Shield), HD: 4, HP: 32, #AT: 1, DMG: Broadsword (1d6+1) and Hand Axe (1d6). He also has a *Potion of Flying*.

The Blood Pact includes a group of ten **Level 1 Human Fighters** (10) AL: NE, AC: 6 (Studded and Shield), HD: 1, HP: 6 each, #AT: 1, DMG: Five with Short Swords (1d6) and Five with Spears (1d6). Each has a Dagger (1d4) and Sling with 10 Stones (1d4).

Four of their number (including **Billman**) are currently examining treasure and planning their next move by torchlight in the center of this room. One of them is standing guard by the main door. Six of them (two each) are asleep in A, B, and C (D is empty). They will view the PCs as a group of rival brigands who

want to steal their treasure. They were sponsored by the Mystics to recover arcane lore.

Their hoard includes Gold Earrings (100gp), two Decorative Amphora (300gp and 435gp), a Dented Gold Goblet (85gp), a Tapestry of Insanidelle the Summonatrix (150gp), a *Ring of Feather Fall*, and 87pp.

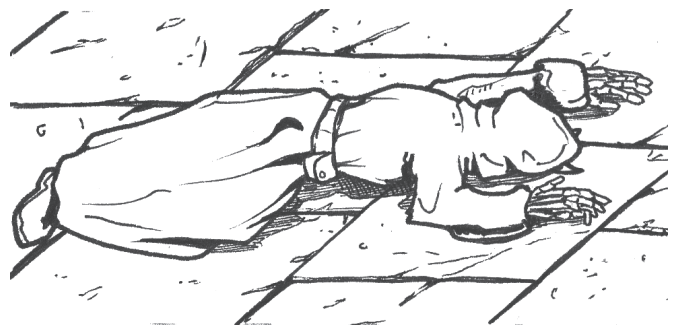
Level 3

1. This chamber is empty with the exception of metal exhaust pipes that extend from the kiln on Level 1. The pipes are ancient and about to burst. If the kiln was activated there is a 1-3 on d6 chance that any movement in this room will cause the pipes to burst and fill the room with scalding hot steam causing 1d4 points of damage per character level. PCs can save versus Breath Weapon for half damage.

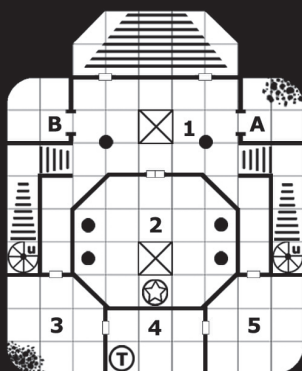
2. This chamber is empty.

A. This closet contains a six foot tall mirror in a heavy bronze frame shaped like a demon. **Show HighFell Illustration #24.** The mirror is magical does not show the reflection of the PC who stares into it. Instead, the mirror functions akin to a *Bag of Holding* (up to 1000gps) and displays that which it contains. In this case, it shows two large coin bags (100sp and 100gp respectively), a Spell Component Bottle titled *Shrieker Screams* (1 turn), a key (Level 3, Room 3), a Dwarven crafted *Hand Axe +1* (10), and small chest containing a *Bandolier of Darts +1* (10), two *Potions of Healing*, and a *Potion of Growth*. Hidden behind the chest is a **Clockwork Cobra** AL: N, AC: 2, HD: 1, HP: 4, #AT: 1, DMG: 1d3*. PCs merely have to reach into the mirror to grab or deposit items. However, the mirror weighs 800 pounds.

3. The double doors to this 40x60 foot rectangular room are locked (see Level 3, Room 2A). In the center is a strange, magical pool. The pool has a slimy green colour and three bodies float in it, face down. The pool functions like a stasis prison. Once someone (or something) is thrown in the pool they are caught in a stasis that can only be broken by pulling them out.

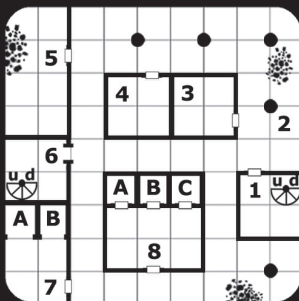


TOWER 14: THE NECROHOLD OF ZADUKALU

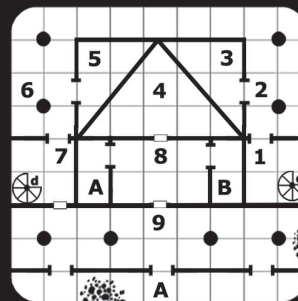


LEVEL 1

Ⓣ Down to dungeon 14, room 1



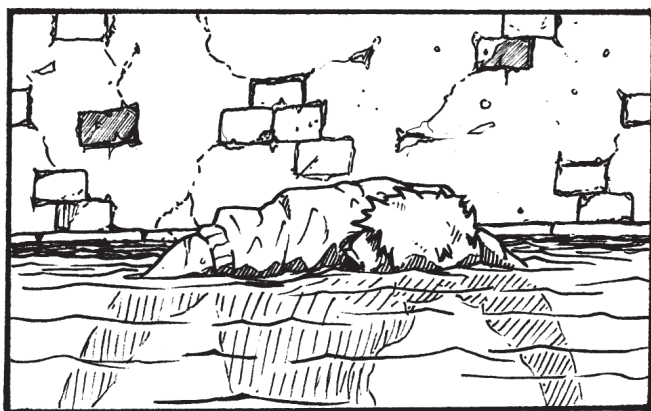
LEVEL 2



LEVEL 3

The three bodies consist of a **Zombie** AL: CE, AC: 8, HD: 2, HP: 7, #AT: 1, DMG: 1d8 clutching a bag of 10gp, a **Shadow** (appears like a black mass) AL: CE, AC: 7, HD: 2+2, HP: 9, #AT: 1, DMG: 1d4*, and **Simond the Silvertongue, a Level 3 Human Thief** AL: N, AC: 4 (Studded Leather and Dex), HD: 3, HP: 17, #AT: 1, DMG: Broadsword (1d6+1) and Dagger +2 (1d4), Ability Scores: S 12, I 14, W 12, D 18, C 13, Ch 14. **Simond** is an interesting character and may join the party for a time until he recovers some of his memories. He has partial amnesia from being clubbed over the back of the head after sneaking into the Magefort (the last thing he remembers). All he can recall are his thieving abilities. He insists all party members turn the other way while he "employs the ancient art of his thieves' guild." **Simond** has a backpack with 25 feet of rope, two bags of caltrops, thieves' picks, and a steel vial of acid.

4. This room has partially collapsed in three places. The floor is covered in debris and bones. A group of **Skeletons** (6) AL: CE, AC: 4, HD: 1, HP: 8, 8, 8, 7, 5, 4, #AT: 1, DMG: 1d6, will rise and attack those who enter. Note the possibility of further collapse is a 1-2 on d6 chance (per turn) while in this room.



TOWER 14: THE NECROHOLD OF ZADUKALU

The Necrohold of Zadukalu (Levels 1-3) is a three-level rounded square. The tower is crafted of yellowed bone and a broad 20 foot tall staircase leads to two double single doors. The exterior walls, as well as the stairs, have been chipped and cracked by stones thrown against its walls in the wind. The tower is 170 feet tall (the exterior stairs plus each level is 30 feet in height). The two spiral staircases are also 30 feet in height). The roof ends in a boney phalange-like protrusion. The massive skull wizard mark of Zadukalu is set into the wall between the doors. The trapdoor in Room 4, Level 1 leads down 75 feet to Dungeon 14: The Skull-Catacomb of the Undying (Levels (1-3)).

Zadukalu the Despised was an obsessive, humourless, withdrawn human necromancer. He wore the black robes of a death mage and looked the part: his skin was pale white, his eyes sunken into his face, with exceptionally long arms and fingers. Within the study of the necromancy, Zadukalu specialized in animation and programming, especially for zombies. His familiar was a Vampire Bat named Dhamphir.

The two single doors are both made of an unknown black stone. At some point in the past the westernmost was broken down with sledgehammers. The easternmost remains sealed. **Show HighFell Illustration #14.**

Level 1

1. The antechamber of The Necrohold is strewn with debris. The pit in the center is a mechanical Moon Door that resets moments after activation. The pillars on either side are shaped like massive femurs.

A. This side chamber has partially collapsed. Worn painted frescos depict the worship of Nergal, the former God of Death, Undeath, and the Underworld. The room is otherwise empty. Two torch scones ignite upon entrance.

B. A half-dozen dusty black robes hang from pegs in this robing chamber. In the pocket of one of the robes is *The Necklace of Bones*. This magical item protects the wearer against three level drain attacks, but also drains 1d3hps permanently each time. Two torch scones ignite upon entrance.

2. A 10-foot tall stone statue of Nergal dominates this large octagonal worship chamber. Massive Black Diamonds (500gp each) are set into its eyes. Six partially decayed, blue-skinned goblin bodies lay at the feet of the statue. The stone pillars on either side of the room detect as magical and are decorated with alternating skulls and thighbones.

Although it may appear the statue will animate and attack, the skull pillars are the primary threat. The pillars will spawn undead every other round if anything approaches within 20 feet of the statue without wearing black necromancer robes. Consult the table below:

Undead Spawned

1-2 Skeletons (1d6)

3-4 Shadows (1d4)

5-6 Zombies (1d4)

3. This chamber has partially collapsed. Three turns of searching will reveal a Dented Bronze Goblet (35gp). When grasped and the words "I Thirst" are spoken in Elvish (engraved on the underside) the goblet will fill with a *Potion of Healing*. The goblet has 1d4+1 uses remaining.

4. This room is empty with the exception of a trapdoor in the floor that leads down 75 feet to Room 1, Dungeon 14: The Skull-Catacomb of the Undying.

5. A large skull-pile sits in the center of this room. The skulls are human, goblin, reptilian (dragonman), and others that are broken and unrecognizable. Three turns of searching will reveal a key (to Level 2, Room 8A) at the bottom of the pile.

Level 2

1. This room is empty.

2. This open exterior chamber has partially collapsed in two places and is supported by five pillars. There is a 1-3 chance on d6 that light in this chamber will provoke the Shadows in Room 5 to attack.

3. This chamber is empty with the exception of a small key in the northeast corner of the room (8B).

4. Salt Experimentation: Two human skeletons lay in low flat basins filled with salt. There are four large clay pots against the southern wall. Two are sealed with salt. The **Salt Skeletons** (2) AL: CE, AC: 4, HD: 2+2, HP: 13 each, #AT: 1, DMG: 1d6, will not attack unless they are disturbed.

5. The ceiling along the western wall has partially collapsed. Vengeful **Shadows** (4) AL: CE, AC: 7, HD: 2+2, HP: 11, 10, 10, 9, #AT: 1, DMG: 1d4*, lurk in the darkness of the room. Under the rubble (four turns of searching, are a Diamond Ring worth 500gp and a Leather Satchel with 135gp.

6. Written in chalk on the wall is the message "Life in Death." This is a reference to Nergal, God of Death.

7. This room is a zombie closet. It smells of rot and the first character into the room must save versus Poison or vomit uncontrollably for 1d3 rounds. There are two **Zombies** in A and three in B (5) AL: C, AC: 8, HD: 2, HP: 14, 11, 10, 9, 7, #AT: 1, DMG: 1d8. One carries a clerical scroll with *Cure Light Wounds* (x3).

8. Two wooden statues of Nergal stand in the southeast and southwest corners of this room. The statues are **Wood Golems** (2) AL: N, AC: 7, HD: 2+2, HP: 15, 10, #AT: 1, DMG: 1d8, who have been commanded to protect the treasures behind doors A, B, and C. The doors are locked. The keys are located throughout the Necrohold. The statues will not move unless attacked or the doors are forced opened or the locks are picked.

A. This room contains a cushioned pedestal with a Bejeweled Egg worth 450gp.

B. A Gold Statuette of Zadukalu worth 250gp sits on a shelf at the back of this room.



C. A Black Leather Spellbook rests on a reading stand in the center of this room. The book contains the following spells: *Protection from Evil*, *Spider Climb*, *Shield*, *Pyrotechnics*, *Grell's Acidic Arrow*, and *Fly*. On the back page of the spellbook, written in Black Tongue, are the words, "Life in Death." At the base of the stand, covered in a layer of dust, is a **Clockwork Scorpion** AL: N, AC: 2, HD: 1, HP: 8, #AT: 3, DMG: 1d2x2/1d2*.

Level 3

1. At the top of the stairway, near the arch, sits a **Brass Jackal**. A decaying blue-skinned goblin lies dead on the floor. In its pocket is a Skeleton Key (Level 3, Room 4). It will activate and attack all those not wearing black necromancer robes. **Brass Jackal** AL: N, AC: 3, HD: 2, HP: 10, #AT: 1, DMG: 1d8.

2. This hallway is empty. The torch scones ignite magically. The pillars are adorned with skulls and femurs similar to Level 1, Room 2.

3. A small chest sits in the northeast corner of this room. The chest is locked and trapped with a poison needle (save at +1 or die). The chest contains a Gold Circlet (100gp) and a Small Exquisite Bone Sculpture worth 250gp. The chest has a false bottom with an Obsidian Skull Pendant (400gp).

4. This chamber is locked. This was Zadukalu's research laboratory. He studied the possibility of creating necromantic chalk and the room is equipped for that purpose. The chamber is lined with small barrels, six with powder for chalk, six with powdered bone, and six with salt. There are a number of tables with bowls and pestles of various sizes, as well as molds for creating chalk-sticks. A necromantic magic circle has been drawn in the center of this room and lined with candles.

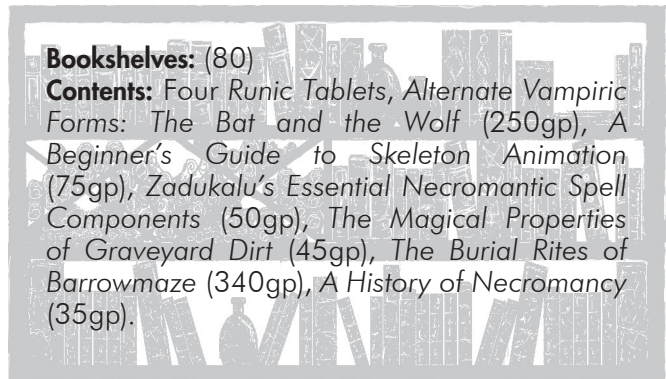
Zadukalu the Despised was only partially successful. He created two sticks of necromantic chalk. Each stick can summon a total 4 HD of undead (specifically, skeletons or zombies). The chalk functions by drawing undead on a floor or wall (Referee's should make players draw the undead on a sheet of paper). The undead then spawn and remain under the control of the summoner until destroyed. Note that good-aligned clerics, rangers, and paladins will refuse to use this magic item.

5. This chamber is empty.

6. This hallway is empty. The torch scones ignite magically. The pillars are adorned with skulls and femurs similar to Level 1, Room 2.

7. A **Brass Jackal** sits atop of the stairway, near the arch. It will activate and attack all those not wearing black necromancer robes. **Brass Jackal** AL: N, AC: 3, HD: 2, HP: 7, #AT: 1, DMG: 1d8.

8. A large single closed eye is engraved above the stone door to this room. The eye will open and inspect all those who stand in front of the door. If anyone is wearing necromancer robes and utters the Nergal's doctrine "Life in Death" the door will open. If not, the eye will close and the door will remain locked. The door is magical and cannot be broken by any mundane means. This room contains two bookcases on the eastern and western walls:



Bookshelves: (80)

Contents: Four Runic Tablets, Alternate Vampiric Forms: *The Bat and the Wolf* (250gp), *A Beginner's Guide to Skeleton Animation* (75gp), *Zadukalu's Essential Necromantic Spell Components* (50gp), *The Magical Properties of Graveyard Dirt* (45gp), *The Burial Rites of Barrowmaze* (340gp), *A History of Necromancy* (35gp).

There are two dark red leather chairs and a table in this room. An area rug, once lavish, covers the floor. A thick layer of dust covers everything in the room. The door to Room 4 is metal and locked. The dead goblin in Room 1 has the key.

A. This small room is lined with narrow shelves. The shelves are stocked with 100s of beakers, jars, vessels, small metal boxes, pouches, and bottles. For every turn spent searching, one of the following random necromantic spell components can be found:

1. Shrunken Zombie Heads (25gp),
2. Claws of a Black Cat (25gp),
3. Eye of Newt (50gp),
4. Graveyard Earth (50gp),
5. Dried Rot Grubs (200gp),
6. Broken Vampire Fangs (1500gp).

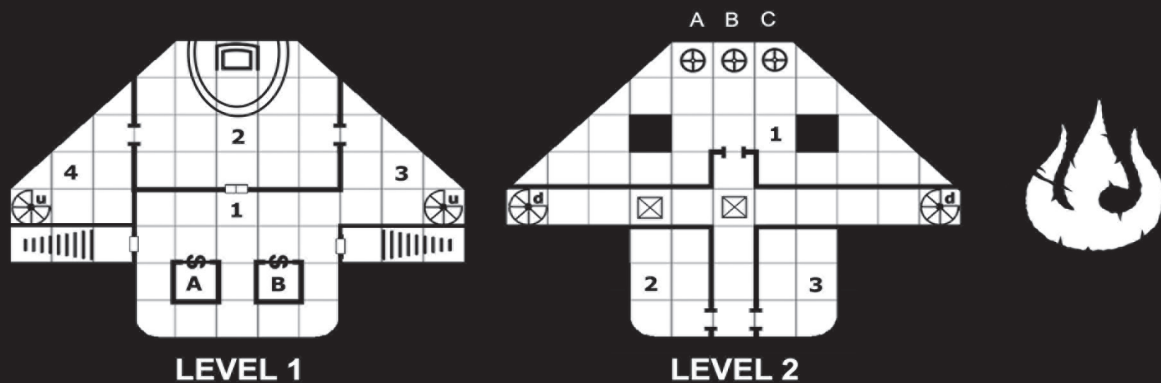


B. This small room is lined with narrow tables covered in laboratory equipment (glass beakers, etc.), loose parchment, and dust. There is nothing of value.

9. This open chamber contains four large pillars shaped like bones and there has been a partial collapsed of the eastern wall and a small beam light breaks the darkness. See Room 8 for a description of the door on the north wall.

A. Amidst the rubble (4 turns of searching) is a key (Level 2, 8C).

TOWER 15: THE FLAMING FORTRESS OF FURNACLON



A: To ziggurat 20, level 3, room 8
 B: To / From dungeon 6, room 20
 C: From dungeon 16, room 49

TOWER 15: THE FLAMING FORTRESS OF FURNACLON

The Flaming Fortress of Furnaclon (Levels 5-7) is a trapezoidal tower made of magically reinforced obsidian. The spire is 80 feet tall (a 20 foot staircase to level 1, each level is 20 feet high with a 20 foot tall staircase in between the levels). The roof is conical and made of single piece of steel. The tower appears completely intact and licked with flame.

Furnaclon the Firemancer was short-tempered, fearless, and impulsive human mage. He was extraordinarily gifted in the area of pyromancy and was one of the youngest wizards to ever raise his own tower in HighFell (a privilege reserved for more senior mages). He specialized in summoning constructs of fire. He was young, in his 20s, extremely intelligent, and teased his hair like fire. He wore the bright red robes with black trim consistent with fire wizards. His familiar was a Fire Bat named Pyro.

The tower radiates immense heat. All vegetation within a radius of 50 feet has withered and died and the ground appears blackened and burnt. All those within the radius are subject to a permanent *Heat Metal Spell*. The two doors that enter into the tower are made of red-hot steel. Furnaclon's wizard mark is outlined in flame on both doors. **Show HighFell Illustration #15.**



Level 1

1. Entryway: The heat inside the tower is overpowering. PCs can hear the loud bellowing of Musalgot the Efreeti from beyond the double doors.

A. Long ago Furnaclon hid a weapon of power behind this secret door and summoned a **Fire Elemental** AL: N, AC: 2, HD: 8, HP: 60, #AT: 1, DMG: 1d8, to protect it. A *Hammer +3, Frost Brand* hangs on a peg on the back wall.

B. Similar to A, a powerful magic item was hidden behind this secret door. The item is protected by a **Smoke Elemental** AL: N, AC: 2, HD: 8, HP: 60, #AT: 1, DMG: 1d8. A *Wand of Cold* (53 charges) sits inside a trapped wooden box (Poison needle, save or die).

2. Seated on the throne is **Musalgot the Efreeti** AL: CE, AC: 3, HD: 10, HP: 74, #AT: 1, DMG: 2d8. When HighFell first phase shifted to the Demi-Plane of Fire, he and his minions took refuge in the flaming fortress. He is annoyed at his predicament and wants off this cold, backwater, plane of existence. He currently is taking out his frustration on his attendant minions. **Musalgot** is fearsome, boastful, and brash.

He is attended by small beings of magma and flame called **Magmen** (10) AL: CN, AC: 6, HD: 2, HP: 8 each, #AT: 1, DMG: 1d6. **Magmen** possess the ability to join together. Six **Magmen** (2HD each) can join to create a 12HD **Magma Elemental** AL: N, AC: 0, HD: 12, HP: 80, #AT: 1, DMG: 2d8. They will join together if they (or their master) is threatened.

Furnaclon's throne is a magnificent seat and clearly designed for ostentatious display to his fellow mages. The throne is inlaid with Fire Eye Opals (25, worth 200gp each), Finely Cut Rubies (25, worth 300gp each), and Black Peals (10, worth 400gp each).

Prying these out of the throne will take a great deal of time (1 turn per stone or 60 turns). Moreover, any non-thief has a 1-2 on d6 chance of ruining any stone they attempt to remove from the throne.

3. Two **Fire Mephits** AL: CE, AC: 5, HD: 3+3, HP: 20 each, #AT: 2, DMG: 1d4/1d4, guard the stairwell and will aid **Musalgot** if they hear battle.

4. Two **Fire Mephits** AL: CE, AC: 5, HD: 3+3, HP: 20 each, #AT: 2, DMG: 1d4/1d4, are positioned as sentries in this room. Like Room 3, these creatures will fly to the aid of the **Efreeti**.

Level 2

1. Two large square columns support this chamber. Three teleport pads, each branded with their appropriate wizard mark, sit side by side along the northern wall. **Musalgot the Efreeti** instructed four **Steam Mephits** AL: CE, AC: 5, HD: 3+3, HP: 19 each, #AT: 2, DMG: 1d4/1d4, to guard the pads and report any intruders.

2. The Chamber of Faces: This room contains magical metal masks hanging on wall pegs. Consult the following chart:

Metal Masks	Magical Effect*
1 Smooth Metal	Necklace of Adaptation
2 Riveted Plates	Never remove (Wish only)
3 Bronze Gorilla	Polymorph**
4 Bald Eagle	Wings of Flying
5 No Face	Gem of Seeing
6 Secutor	Helm of Underwater Action
7 Fool	Boots of Dancing
8 Red Dragon	Wand of Fire
9 Minotaur	Arrow of Location
10 Rat	Pipes of the Sewer

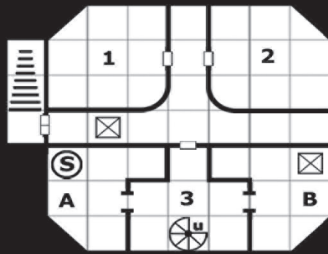
*All masks have 1d3 uses prior to losing their enchantment.

Polymorph into **Carnivorous Ape (1d4+1 rounds).

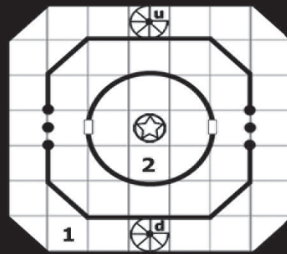
3. This chamber is empty.



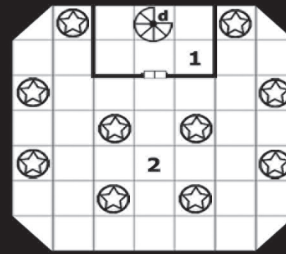
TOWER 16: THE SKY-SHRINE OF ZU-PANG



LEVEL 1



LEVEL 2



LEVEL 3



Ⓢ Down to dungeon 16, room 1

TOWER 16: THE SKYSHRINE OF ZU-PANG

The Skyshrine of Zu-Pang (Levels 3-5) is a stout octagonal spire made of brown cracked brick. The spire is 90 feet tall (a 20-foot staircase to level 1. Each level is 10 feet in height with 20-foot spiral staircases between the levels). The roof (Level 3) is open and lined with statues and battlements. The secret trapdoor in Room 3A, Level 1 leads down 150 feet to Dungeon 16: The Black Tunnels of Transmutation (Levels 3-5).

Zu-Pang the Transmogrifier was a curious, sharp-minded, analytical human wizard. He was short, thin, weak, disheveled, and wore thick spectacles that magnified his eyes. Zu-Pang wore the orange robes of alternation magic and focused specifically in the area of human transmutation. His familiar was a miniature Mimic named Buboe.

The double doors are made of Glassteel. Zu-Pang's wizard mark is set into the stone on Level 2 on the outside wall of the tower. **Show HighFell Illustration #16.**

A special patrol of **Volsectum Cultists** currently occupies the bottom level the tower. They fought a pitched battle against a warband of luft banderlogs and are healing and tending their wounds. The cultists advanced to the second level but failed to obtain the key (Room 2, Level 2) required to ascend the staircase to Level 3. They hastily reset the 10-foot spiked pit trap just beyond the double doors on Level 1 after one of their members fell in and died. There is a 1-2 on d6 chance of spotting the concealed pit without searching.



Level 1

1. A group of **Level 3 Volsectum Cultists** (4) AL: LE, AC: 4 (Chain and Shield), HD: 3, HP: 18 each, #AT: 1, Weapon: Shortsword (1d6) and Dagger (1d4), Spells (2/1): *Protection from Good*, *Dragon Fire* and *Hold Person*. Treasure: 5d10gp, Gold Masks (100gp each), are at rest and prayer.

2. **Arcturan, Level 5 Volsectum Cultist** AL: LE, AC: 2 (Plate and Shield), HD: 5, HP: 35, Weapon: *Broadsword +2* (1d6+1), *Dagger +1*, and *Sling with 10 Stones* (1d4), Spells (3/2/1): *Command*, *Dragon Fire*, *Protection from Good*, *Hold Person*, *Bless/Harm*, *Striking*, Treasure: 5d4pp and a **Platinum Mask** (500gp) and **Sizantim, Voldrax Dragonman** AL: LE, AC: 2, HD: 6, HP: 40, #AT: 1, Weapon: *Great Two-Handed Flail +1* (1d8) and a *Spear* (1d6), Treasure: Gold Necklace worth 400gp, are considering their next move to get back to the Ziggurat of Vol without getting killed by the luft banderlogs.

3. Low level cultists are resting in this room: **Level 2 Volsectum Cultists** (4) AL: LE, AC: 6 (Studded and Shield), HD: 2, HP: 12 each, #AT: 1, Weapon: Shortsword (1d6) and Dagger (1d4), Spells (2): Each has *Dragon Fire* and *Protection from Good*, Treasure: 3d30sp. Silver Mask (25gp each), **Level 3 Volsectum Cultists** (4) AL: LE, AC: 4 (Chain and Shield), HD: 4, HP: 18 each, #AT: 1, Weapon: Shortsword (1d6) and Dagger (1d4), Spells (2/1): *Protection from Good*, *Dragon Fire*, *Hold Person*. Treasure: 5d10gp and Gold Mask (100gp each).

A. The cultists piled three of their dead brothers overtop of the secret trapdoor that leads down to Dungeon 16: The Black Tunnels of Transmutation (Levels 3-5).



B. The two **Level 3 Volsectum Cultists** AL: LE, AC: 4 (Chain and Shield), HD: 4, HP: 18 each, #AT: 1, Weapon: Shortsword (1d6) and Dagger (1d4), Spells (2/1): *Command, Dragon Fire, Hold Person*. Treasure: 5d10gp and Gold Mask (100gp each) responsible for handling a **Troll** AL: CE, AC: 4, HD: 6+3, HP: 30, #AT: 3, DMG: 1d6/1d6/1d10, are temporarily stationed here.

One uses a long metal pole clasped around its neck while the other spurs it forward with fire. There is a 1-2 on d6 chance the troll will turn on its harsh masters if released to fight the PCs. The troll is deathly afraid of fire. The cultists they have yet to detect the pit (10 feet deep).

At the bottom of the pit is the key to deactivate the energy shield blocking the spiral staircase on Level 2.

Level 2

1. This room is effectively an outer ring. A portcullis made of powerful crackling magical energy (one on the east wall and one on the west), bars entry into the central chamber (Room 2).

Any contact with the portcullis will result in immediate disintegration (no save). A metal box (with a deactivation lever) can be seen adjacent to each door. Only stone may pass through the portcullis. Unless the PCs have a unique spell or magic item, they will need to seek help from the **gargoyles** on Level 3.

A spiral staircase on the other side of the level is blocked by an energy shield (ascends to Level 3). A small keyhole can be seen just outside the staircase force field recessed into the stone. The key is at the bottom of the pit in Room 3B, Level 1. The lock can be picked (-25% chance).

2. An 8-foot tall statue of Zu-Pang stands in the center of this chamber. The statue holds a large spellbook in his hands, a mage cap sits atop the book, and a staff rests in his arms. The floor immediately around the statue is trapped with pressure plates and will trigger double scything blades to strike anything within three feet in a 360 degree arc around the statue. All those caught must save versus death or be cut in twain. A save results in 3d6 damage.

The spellbook contains all first and second level magic-user spells. The hat is *Grelf's Dented Metal Cone of Power* (see New Magic Items) and the staff is a *Staff +2 of Lightning Bolts* (with 12 charges). The staff cannot be recharged.

Hidden in a secret compartment under the statue, folded in a small box, are *Wings of Flying*. The statue will slide backwards to reveal the compartment when the wrist is turned counter-clockwise three times.

Level 3

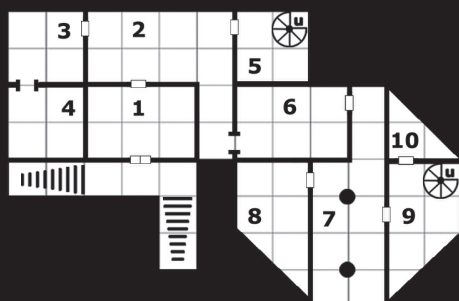
1. This room is empty. Unlocked Glassteel double doors lead to Room 2.

2. This area is open to the sky. It is decorated with 10 gargoyle statues and lined with battlements.

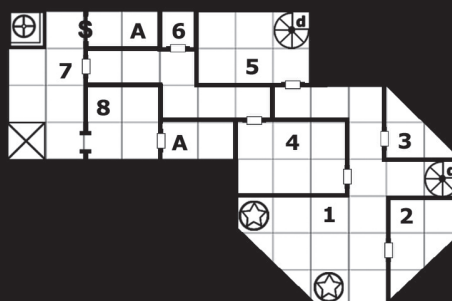
Four of the statues are **Gargoyles** (4) AL: CE, AC: 5, HD: 4, HP: 28, 25, 19, 18, #AT: 4, DMG: 1d3/1d3/1d6/1d4. They were bound by Zu-Pang long ago to protect the tower. The gargoyles are free to do as they wish but must return to their perches from dusk till dawn each day.

As stone creatures they can pass through the energy portcullis on Level 2 without being disintegrated. Their leader, **Fanggrazat**, will demand a +3 magical weapon (or equivalent miscellaneous magical item) and 2000gp in precious gemstones for his assistance.

TOWER 17: FAUSTINAUD'S FROZEN FORT



LEVEL 1



LEVEL 2

⊕ From dungeon 19, room 33



TOWER 17: FAUSTINAUD'S FROZEN FORT

Faustinaud's Frozen Fort (Levels 3-5) is a rectangular structure with an octagonal side-wing. The tower is made of magically-hardened glacial ice. The structure is 100 feet tall (consisting of 20 foot staircase to Level 1, each level is 30 feet high, and a spiral staircase 20 feet tall between the two levels).

Faustinaud the Frost-Mage was an aloof and passionless elven wizard. He wore snow-goggles, and his long white hair hung to his belt. As a cryomancer, he wore pale blue robes with white trim and within the realm of cold magic specialized in the creation of ice constructs. His familiar was a Winter Wolf named Freegya.

The double doors are magical and covered in polar bear fur. The wizard mark of Faustinaud glows, an almost imperceptible pale light blue, above the door. **Show HighFell Illustration #17.**

The ground around the tower is covered in ice and snow including a large frozen tree beside each of the entrance staircases. The trees are **Freants** (2) AL: NE, AC: 3, HD: 6, HP: 30 each, #AT: 2, DMG: 1d8/1d8, and will attack anything that moves toward the stairs to access the Frozen Fort.

All **Frost Men** weapons, unless noted, are made of ice. They are +1 to damage with ice weapons.

All those within 100 feet of Faustinaud's Frozen Fort are subject to a *Freeze Metal* spell.

Level 1

1. Frost Men (2) AL: LE, AC: 5, HD: 3, HP: 18, 15, #AT: 1, DMG: Battle Axe (1d8) and Hand Axe (1d6) as well as two *Ice Globes* each (see Room 4, Level 2 for details), Treasure: One has a pouch with Diamonds (167gp) and the other a bag with Green Crystals (120gp), and Aquamarine Crystals (145gp). Each stands on either side of the door to Room 2. Near their feet is a trained **Polar Bear** AL: N, AC: 6, HD: 6, HP: 33, #AT: 3, DMG: 1d3/1d3/1d6.

2. A fountain with a rounded rectangular basin sits against the northern wall of this room. The water spouts from the head of a white dragon and is freezing cold to the touch. At the bottom of the pool is a *Broadsword +2 Frostbrand*. The blade is made of enchanted ice. The sword is virtually imperceptible in the freezing blue water. Holding a hand in the water will cause 1d4 hit points of damage.

3. This chamber is empty. The door is ajar.

4. Storage Room: The frost men use this as a storage room. There are six furs fashioned into cloaks and robes that offer protection against mundane cold and +1 on saves versus magical cold. There are three spears, two hand axes, and a *Steel Shield +1* with a heraldic device (*Diving Swallow*) taken from a dead paladin the jarl killed weeks ago. Like all frost men weapons, the spears and axes are made of ice.

5. Two **Frost Men** AL: LE, AC: 5, HD: 3, HP: 18, 13, #AT: 1, DMG: *Battle Axe +1* and *Heavy Crossbow* with 5 Bolts (1d8) and *Hand Axe* (1d6) and *Dagger* (1d4), treasure: One has a satchel with *Sapphire Dust* (104gp) and *Sapphire Shards* (171gp) and other a tiny pouch with *Small Diamonds* (154gp), guard the access to the stairwell in this chamber.

6. This chamber is empty.

7. Two large pillars support this inner chamber. They are shaped like muscular elemental humanoids made of ice.

8. Two **Frost Men** AL: LE, AC: 5, HD: 3, HP: 18 each, #AT: 1, DMG: Broadsword (1d6+1) and Hand Axe (1d6) and Battle Axe (1d8) and Dagger (1d4). Each has an *Ice Globe*. Treasure: One carries White Crystal Shards (164gp) in a backpack and the other Diamond Chunks (124gp), White Crystal Shards (119gp), and Black Crystals (165gp) in a satchel over his shoulder, are at rest in this chamber. They are tormenting an **Ice Snake** AL: N, AC: 6, HD: 2, HP: 10, #AT: 1, DMG: 1d4.

9. Two **Frost Men** AL: LE, AC: 5, HD: 3, HP: 20 each, #AT: 1, DMG: Great Hammer (1d8) and a Dagger (1d4). Each has two *Ice Globes*. Treasure: Blue Crystals (104gp), guard the spiral staircase to Level 2.

10. The ice snakes within the tower make their nest in this room. The door is ajar. The nest consists of snow and ice with 1d4+1 eggs. They are worth 300gp each and will not survive temperatures above freezing.

Level 2

1. A great throne stands between two broken statues of Faustinaud in this chamber. Hidden in a secret compartment in one of the statues is a scroll with the spell *Transmute Flesh to Ice* (see New Spells).

Sitting on the throne is **Ulleyorson the Jarl of the Frost Men** AL: LE, AC: 2 (*Half-Plate +1* and *Dex*), HD: 6, HP: 40, #AT: 1, DMG: *Huge Battle Axe +2*, *+3 versus Fire-Based Creatures* (1d8) and a *Heavy Crossbow +1* with 10 *Freezing Bolts* (1d8+2 Points of Cold Damage). Treasure: Platinum Bracers (500gp each) and a Platinum Neck Chain (2000gp).

On either side of the **Jarl** are his two **Frost Men Bodyguards** AL: LE, AC: 3, HD: 4, HP: 20 each, #AT: 2, DMG: One with dual Hand Axes (1d6) and the other with a Long Serrated Spear (1d8). Each has two *Ice Globes*. Treasure: One possesses Diamond Shards (152gp), White Crystals (119gp), Blue Crystals (138gp) and the other has Transparent Crystals (50gp), Diamond Dust (127gp), and Diamonds (120gp). Both in pouches.

2. Bodyguard's Chambers: This room contains two beds with Polar Bear Furs (100gp each).

3. This room serves as the den for **Yuxygg the Ice Troll** AL: CE, AC: 6, HD: 3+3, HP: 18, #AT: 2, DMG: 1d8/1d8. Like the others, **Yuxygg** was stranded in

HighFell after it phased from the Demi-Plane of Ice back to the Material Plane. He has no real love for the frost men, but he serves the jarl until he can flee back to his own desolate plane.

4. Jarl's Chambers: A large poster bed covered in furs (Giant Mink and Taer Fur, value 1800gp) sits in the southwestern corner of this room. The Jarl took **Lasdrall the Ice Hag** AL: NE, AC: 7, HD: 8, HP: 50, #AT: 1, DMG: 2d6. Treasure: 4 *Ice Globes* (1d4+1), as his wife and she is either asleep (50%) or studying a scroll at a small desk (50%). Mounted on the wall is a *Broadsword +1*, *+3 versus Regenerating Creatures* and the head of a human paladin the jarl took it from. On the desk is a small box with *Dust of Appearance*, a vial of *Oil of Etherealness*, and a *Potion of Healing*. A young adult **Winter Wolf** AL: NE, AC: 5, HD: 3, HP: 14, #AT: 1, DMG: 1d4+2, is curled up by her feet.

Through strange lost magic **Lasdrall** has crafted ranged weapons called *Ice Globes*. These enchanted balls of ice glow an eerie blue and can be thrown and explode with force upon a successful attack roll (1d4+1 points of damage). On a successful hit, the target must save versus Paralyzation or fall prone to the ground by the blast.

5. A stairwell descends to Level 1. The room is empty.

6. This is a larder. A halfling and the remains of a luft baboon hang in the freezer. Below the halfling, buried in the ice, is a *Ring of Protection +1*.

7. This room has a teleportation pad (from Dungeon 19, Room 33) and a concealed pit (20 feet deep with poisoned spikes). The frost men in Room 8 know about the location of the pit.

A. The frost men are unaware of this secret door. Pushing inward opens the door. The door then slides down into a recession in the floor.

At intervals of four feet, frozen metal pipes jut into the room where the walls meet the ceiling. Ten feet into the room there is a magical pressure plate on the floor. It can be detected by a Find Traps roll or if a PC gets down on their hands and knees and closely observes the floor (the magical plate hovers an inch above the ground).

If triggered, a *Wall of Ice* will materialize in the doorway and block the exit. In addition, freezing cold air will flood the chamber from the pipes. All those inside the room must save versus Petrification or be frozen. This is akin to petrification and can only be revised by a *Transmute Ice to Flesh* spell.

8. This is a guardroom. Two **Frost Men** AL: LE, AC: 5, HD: 3, HP: 19 each, #AT: 1, DMG: Broadsword (1d6+1) and Spear (1d6) and Battle Axe (1d8) and Dagger (1d4) and each has two *Ice Globes*. Treasure: One has Diamond Dust (157gp), Frosted Crystals (174gp), and Blue Crystal Shards (128gp) in a shoulder bag and the other has Diamond Shards (110gp) and White Crystal Shards (108gp) tucked in a pocket, are stationed here in case anything comes through the teleportation pad in Room 7.

A. The door is open. A trained **Ice Toad** AL: N, AC: 4, HD: 5, HP: 24, #AT: 1, DMG: 3d4, rests within.

TOWER 18: THE SUNSPIRE

The Sunspire (Levels 1-3) is a trapezoidal tower made of sandstone. It is covered in grime and shows the wear of wind and time. The tower has a rhombic spire roof made of wood. The spire is 180 feet tall (a 20 foot spiral staircase leading to level 1, each level is 10 feet tall, with 40 foot spiral staircases between the levels). A hole in the southern wall can be seen from the ground on Level 3. The double doors that enter the tower are made of black steel and reinforced with rusted iron. **Show HighFell Illustration #18.**

Melysset Man'dan'oudo, the enchantress who built The Sunspire, came to HighFell from a deep desert far to the south. She constructed her tower in the north to remind her of the home she left behind. She specialized in a form of magic that concentrated on the summoning of sand creatures and the animation of sand. Her wizard mark, a blazing sun, is engraved on the exterior wall 20 feet above the entranceway.

In the last few months a tribe of **Coldbolds**, the **Sangairean-Cu**, have made a lair in The Sunspire – and have no intention of leaving.

Level 1

1. The double doors are not locked. The coldbolds have set a string with pieces of metal as an alarm if the doors are opened. There is a 1-4 on d6 chance that the noise will alert the guards in Room 3. There is a partial collapse along the western wall.

2. Both doors to this room are open. An 8-foot tall statue of the Sand Mage, stands on a dais along the southern wall. The ceiling has partially collapsed in two places. The door to Room 3 is open (so the coldbolds can hear the alarm).

3. A number of guards are posted at the stairs leading to Level 2. If the coldbolds heard the alarm, one of the warriors will be sent upstairs to alert the rest of the tribe. The remainder will attack and then withdraw up the spiral staircase. **Coldbold Warriors** (4) AL: CE, AC: 7, HD: 1d4hp, HP: 3 each, #AT: 1, Weapons: Club (1d4-1) and Dagger (1d4-1), Treasure: 2ep, 11cp, 4gp, 1pp, and a **Coldbold Patrol Leader** AL: CE, AC: 5, HD: 1+1, HP: 6, #AT: 1, Weapons: *Spear +1* (1d6-1), Treasure: Gold Bracer (15gp).

A spiral staircase leads up to level 2.

4. This room contains 10 large glass vessels filled with different colour sand from across the realm. Two are broken and their contents have spilled onto the floor. In the center of one of the other jars is a wooden box with three unique sand vials (single use) that function like *Dust of Appearance*, *Disappearance*, and *Sneezing and Choking*. Worn wall frescos depict sand dunes and a vast ocean.

Level 2

1. This room is currently empty. It smells of rat feces.

A. This is the den of the **Coldbold Rat Trainer** AL: CE, AC: 5, HD: 1+1, HP: 6, #AT: 1, Weapons: Whip (1d4-1) and *Dagger +1* (1d4-1), Treasure: Silver Earring (50gp), Thin Gold Armband (35gp). Note that any successful attack with the whip requires a successful Dexterity check or the target will be tripped prone. If alerted the trainer will be in Room 1 with his rats ready to defend himself.

2. This room serves as a pen for the breeding and training of **Giant Rats** (7) AL: N, AC: 7, HD: 1d4hp, HP: 2x4, 3x3, 2x2, #AT: 1, DMG: 1d3.

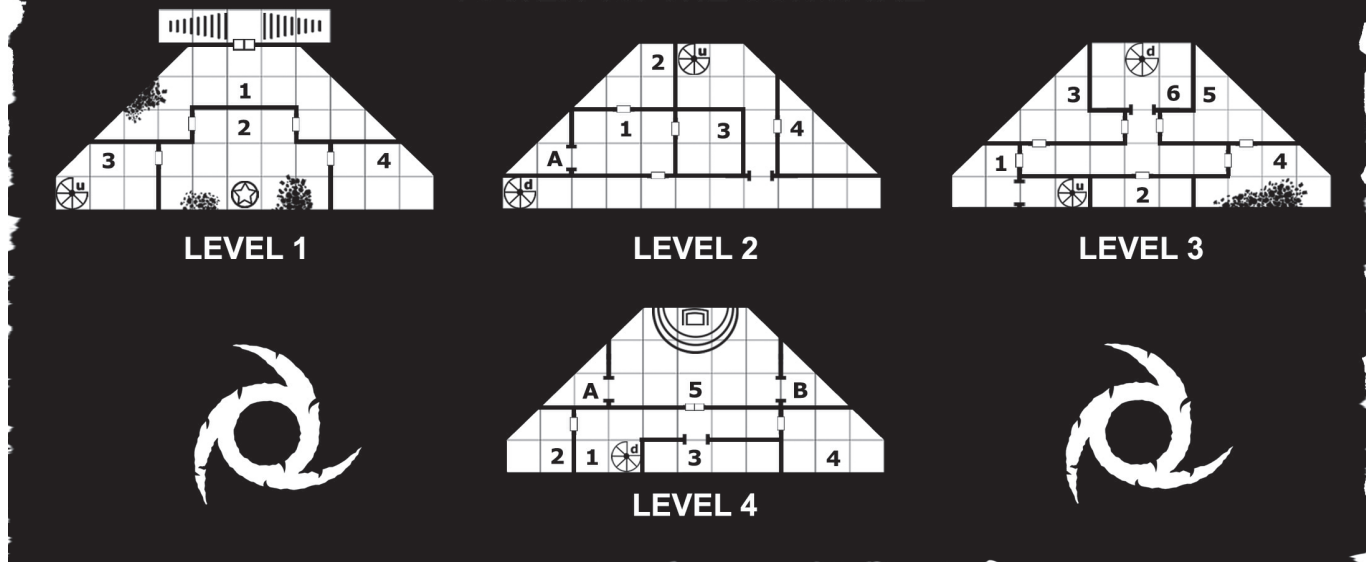
3. This room is a makeshift armoury. There are scavenged wooden shields, thatch shields, and spears in various states of construction.

4. If the alarm has not been raised, there is a 1-4 on d6 chance the **Coldbold Warriors** (3) AL: CE, AC: 6 (Thatch Shields), HD: 1d4hp, HP: 3 each, #AT: 1, Weapons: Club (1d4-1) and Dagger (1d4-1), Treasure: 10sp, 4gp, 8ep. They will hear battle in #1.

Level 3

1. This is a guardroom occupied by a **Coldbold Patrol Leader** AL: CE, AC: 5 (Wooden Shield), HD: 1+1, HP: 6, #AT: 1, Weapons: Spear (1d6-1), Sling (1d4-1) and 10 Stones, Treasure: Electrum Necklace (35gp) and **Coldbold Warriors** (3) AL: CE, AC: 7, HD: 1d4hp, HP: 3 each, #AT: 1, Weapons: Club (1d4-1) and Dagger (1d4-1), Treasure: 5gp, 3pp, 10sp. If the alarm has

TOWER 18: THE SUNSPIRE



been raised, one of the warriors will have fled upstairs to alert the chieftain and the other levels. If not, they will all be here in a circle watching a contest between two scorpions.

2. This chamber is empty.

3. This room is used for food storage and contains small animals and snakes the tribe uses as food. There is also an open barrel filled with scum-covered water. Old frescos depict the Sand Mage casting spells.

4. A **Giant Scorpion** AL: N, AC: 5, HD: 2+2, HP: 10, #AT: 3, DMG: 1d6/1d6/1d3* is penned in this room. The room has partially collapsed along the southern wall.

5. This is the private chamber of the **Coldbold Scorpion Handler** AL: CE, AC: 3 (*Wooden Shield* +1), HD: 1+1, HP: 6, #AT: 1, Weapons: Shortsword (1d6-1) and Dagger (1d4-1), Treasure: Two Gold Rings (25gp each). A pile of furs and grass serves as his bed. Underneath, hidden under a loose stone, is a small metal box with 37ep and a scroll with three random cleric spells.

6. This archway is trapped with a wire near the floor. A single **Coldbold Warrior** AL: CE, AC: 7, HD: 1d4hp, HP: 3, #AT: 1, Weapons: Club (1d4-1) and Dagger (1d4-1), Treasure: 7gp, is posted at the stairway. He possesses a flask of oil, torch, and flint and tinder. If the alarm has been raised he will break the oil, and, when the party crosses the arch, ignite it before running upstairs to the throne room (Level 4, Room 5).

Level 4

1. The stairwell is empty. A tripwire runs along the top stair tied to a bell on the wall.

2. Three **Coldbold Warriors** AL: CE, AC: 7, HD: 1d4hp, HP: 3 each, #AT: 1, Weapons: Spears (1d6-1) and Dagger (1d4-1), Treasure: 3gp, 2pp, 23sp, are posted in this guardroom. If they are alerted, they will stand at the top of the stairs and use their spears as reach weapons to keep intruders from reaching the top level. If a battle turns against them, they will flee to the throne room.

3. A number of spears, thatch shields, sling bullets, and rations are stored in this chamber.

4. Once a library, this room is in disarray. The coldbolds have ripped pages out of most of the books to use as kindling for campfires. The floor of the room is completely covered in loose pages. For every two turns spent searching, there is a 1-2 on d6 chance the PCs will find a single magic-user or illusionist spell of first or second level (to a maximum of three total spells).

5. **Grranghar, the Coldbold Chieftain** AL: CE, AC: 5, HD: 2, HP: 13, #AT: 1, Weapons: *Hammer* +1 (1d6) and Dagger (1d4), Treasure: Gold Necklace (88gp), Silver Arm Bands (45gp each), and Platinum Ring (45gp), uses the Sand Mage's personal audience chamber as his throne room. The throne is completely oversized for him, but he likes the pomposity. On either side of the throne stand his personal **Coldbold Bodyguards** (2) AL: CE, AC: 5, HD: 1+1, HP: 6 each, #AT: 1, Weapons: Spear (1d6-1), Sling and 10 Stones (1d4-1), Treasure: each has a Gold Arm Band

worth 60gp. The chief also wears a metal key around his neck for the chest located in A.

The **coldbolds** have hung a 10x10 foot net on the ceiling just inside the double doors. The net is attached to a rope that hangs, within easy reach, behind one of the bodyguards. Anyone caught in the net will require 1d2 rounds to extricate him/herself prior to engaging in combat.

A. The coldbold tribe uses this alcove as their treasure room. Thrown into large clay pots are 1384cp, 841sp, and 104gp.

There is also a double-trapped metal chest. The first trap will fill A with poison gas. All those within 10 feet of the chest must save at +1 or die. The second is a poison needle (save or die). The chief wears the key around his neck. In order to disarm the two traps the key must be turned twice: once clockwise to disarm the first trap and then once counterclockwise to disarm the second trap. A successful "Find Traps" role will determine two traps are present on the chest.

The chest contains a magnificent double-bladed *Dagger of Venom*, a *Stone of Good Luck*, and **Elvenstar's** equipment.

B. Illanan Elvenstar, Level 2 Half-Elf Ranger, sits chained in a dark corner of this room. Her party was ambushed and she has been tormented and treated cruelly by her captors. She is originally from Lindysfar in the Principality of Brine. She will happily join her rescuers if they are largely of good alignment. She may even serve as a classed henchman for an equal share of party treasure. Her equipment is located in A.

Stats: AL: NG, AC: 4 (Studded Leather, Shield and DEX), HD: 2, HP: 20, #AT: 1, DMG: Broadsword (1d6+1), Longbow +1 and 30 Arrows (1d6), and Dagger (1d4), Ability Scores: S 16, I 12, W 12, D 16, C 15, Ch 17.



TOWER 19: THE SPIRE-STEADING OF GALAXINA

The Spire-Steading of Galaxina (Levels 1-3) is a rounded square tower constructed of magically reinforced rose quartz. The roof is conical, shingled, and in disrepair. The tower is 220 feet tall (a 20 foot stairway leading to level 1, each level is 20 feet high, with 40 foot tall staircases between the levels). From the ground, several holes in the walls of the tower can be seen on levels 3 and 4. The southern wall on Level 4, Room 6 has a spiral steel portal that can open (from the inside) to allow a telescope to extend outward. The stairway located on Level 1, Room 4 extends down 40 feet to Dungeon 19: Galaxina's Broken Laboratory.

Galaxina, a decidedly feminine and charismatic wizardess, constructed a tower that reflected her outward appearance and flamboyant personality.

Galaxina was an astromage, and studied the heavens and celestial bodies, from her observatory on Level 4, Room 6 to inform her magical powers.

The entrance door to the tower is made of obsidian and is ajar. He symbol is branded across it. **Show HighFell Illustration #19.**

Level 1

1. Six barrels line the walls of this room. Two have been bashed in, the rest remain undisturbed. Inside one of the barrels is a **Beetle Swarm** (1) AL: N, AC: 7, HD: 2, HP: 7, #AT: 1, DMG: 2hp, that will pour out of the barrel if broken or disturbed.

2. This room is empty.

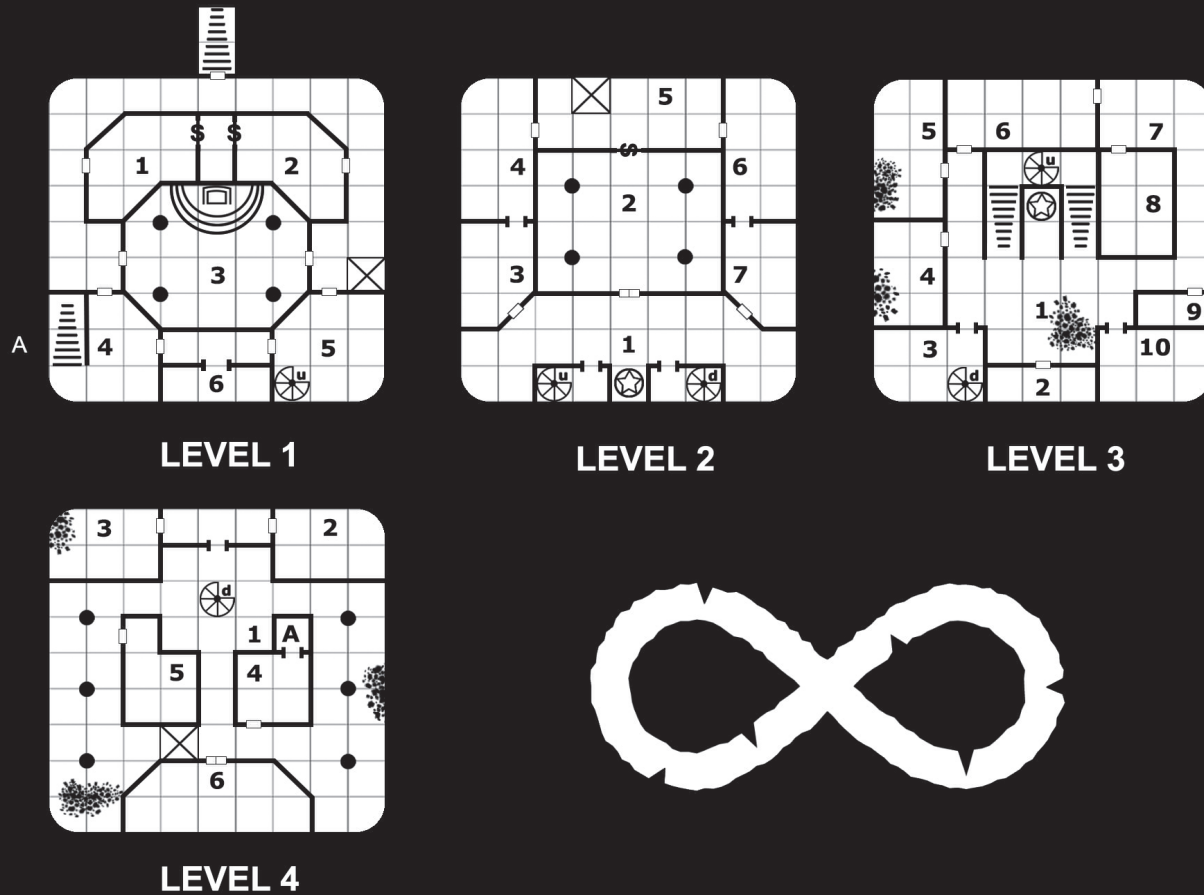
However, a group of **Skeletons** (6) AL: C, AC: 4, HD: 1, HP: 8, 2x7, 6, 5, 4, #AT: 1, DMG: 1d6, are standing behind the secret door. If either door to Room 3 is breached, the secret door will open and the undead will seek and destroy the intruders. One of the skeletons wears a *Cloak of Protection* +1.

3. Galaxina's Main Audience Chamber is a large octagonal room supported by four pillars in the shape of stacked planets.

Her throne detects as magical. The first player character to sit on the throne will gain one point of intelligence. All subsequent attempts will lose one point of intelligence.

4. The staircase leads down to down 40 feet to Room 1, Dungeon 19: Galaxina's Broken Laboratory.

TOWER 19: THE SPIRE-STEADING OF GALAXINA



A: Down to dungeon 19, room 1

5. This chamber is empty. The spiral staircase leads up to Level 2.

6. An everburning brazier stands at either end of this 30-foot rectangular room. Each contains a perfectly camouflaged **Fire Bat** (2) AL: NE, AC: 7, HD: 1, HP: 6 each, #AT: 1, DMG: 1d3 + Flame.

Level 2

1. A crystal statue of Galaxina stands in an alcove between the two spiral staircases. The statue holds a rare amphora (value 1000gp) that commemorates the construction of the spire-steading.

If the amphora is removed the statue will animate and attack: **Crystal Statue** AL: L, AC: 4, HD: 3, HP: 16, #AT: 2, DMG: 1d6/1d6.

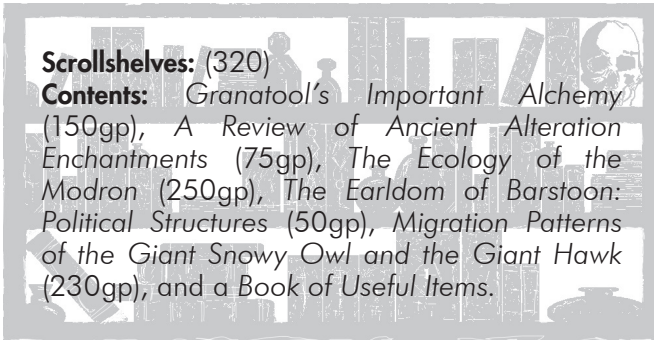
Note that if the PCs engage in combat while carrying the amphora there is a 1–4 on d6 chance it will break.

2. Great wooden double doors open into a wondrous summoning chamber. A large altar, surrounded by a magic circle, occupies the center of the room. Four pillars, all in the shape of the Arcantryl the Goddess of Magic, support the chamber. Each points their right hand, palm up, toward the altar. Any offering placed on the altar (100gp or more) will be rewarded in the form of a *Shield* spell that will last for 24 hours. This will happen only once.

3. This is a study chamber with two chairs and a desk covered in dust. There is nothing of value.



4. Scroll Library:

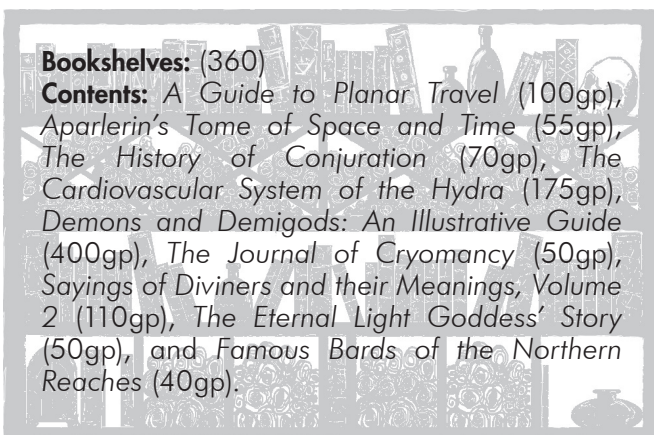


5. This is Galaxina's spell research laboratory. There are two tables, a small summoning circle, and a large spell component rack with 200 different resources (bottles, bags, and tiny boxes) used for spell casting. For every turn spent searching, there is a 1-2 on d6 chance of finding a valuable spell component. Consult the following random list:

Random Spell Components

- 1 Crushed Diamond (400gp)
- 2 Treant Bark (150gp)
- 3 Cat Lord Whiskers (450gp)
- 4 Lizard Man Tongue (75gp)
- 5 Mane of Manticore (250gp)
- 6 Powdered Iron (50gp)
- 7 Invisible Stalker Blood (375gp)
- 8 Algold Spores (100gp)
- 9 Whispers of a Sandman (350gp)
- 10 Thesselhydra Acid (700gp)

6. Book Library:



7. Two rotting couches and a low dusty table furnish this room. Four books are stacked on the table (determine randomly). On a pedestal in the corner is a *Decorative Amphora* (100gp). Strangely, a pristine

red velvet chair sits near the couches. The chair is a **Young Mimic** AL: N, AC: 7, HD: 1, HP: 5, #AT: 1, DMG: 1d4.

Level 3

1. A partial collapse from the ceiling has left a large rubble pile on the floor. A 15-foot tall broken statue of Arcantryl dominates the chamber and is bracketed by two 10-foot staircases leading to a spiral staircase to Level 4. A number of ravenous **Flagstone Spiders** (5) AL: N, AC: 3, HD: 1, HP: 8, 7, 2x5, 3, #AT: 3, DMG: 1d2 + Poison, have made their nests in this room. Of the five nests, three contain treasure: 33cp, 68gp, and a *Potion of Healing*.

2. This room is empty.

3. This stairwell leads down to Level 2.

4. This room has partially collapsed. A basin filled with black scummy water from a leak in the ceiling breaks the silence: drip, drip, drip. A **Salt Skeleton** AL: CE, AC: 4, HD: 2+2, HP: 13, #AT: 1, DMG: 1d6, rests at the bottom.

5. The exterior wall of this room has collapsed and wind can be heard howling from the door. Opening this door will cause a gust of wind to extinguish torches. The rubble pile contains the key for Room 4 on Level 4.

6. This room was once a scroll library but rain, mold, and mildew have all but destroyed the parchment. Four turns of searching will reveal a single scroll of historical value (1-3: 200gp, 4-6: 500gp).

7. A large greenish puddle sits in the center of this room. On the ceiling, a dark greenish water discoloration can also be seen. The one on the ceiling is a **Green Slime** AL: N, AC: N/A, HD: 2, HP: 5, #AT: 1, DMG: Special, awaiting its next meal.

8. The door to this room is ajar. A pedestal stands in the center. A broken crystal ball lies on the floor.

9. This room is empty. Above the door, on a small dusty sill, is a *Ring of Protection +1*.

10. A rubbish pile filled with bones, cloth, rubble, and wood sits in the corner of this room. Near the top is a musty garment: *Mazakala's Cursed Cowl* (see New Magic Items).



Level 4

1. A small round dais with a tiny summoning circle sits in the southeast corner of this room.

2. The door to this room is open. The floor is covered in rubbish. A group of **Giant Cockroaches** (4) AL: N, AC: 4, HD: 1, HP: 7, 2x5, 4, #AT: 1, DMG: 1d6, lurk in the darkness.

3. This chamber contains broken bedroom furniture. The room appears looted.

4. This room is magically sealed by a translucent blue force-field. Anyone standing by the door can see through into the room and it appears empty. The archway leading to A is also sealed with a second force-field. See Room 6 for more information on deactivating the force-fields.

A. This archway is covered in a blue force-field. Several interesting items can be seen sitting on a shelf on the back wall. They include: a black leather headband adorned with a bat face, a metal quarterstaff, and a potion box with four potions.

If the force-field to A is deactivated, a secret compartment will open near the ceiling above the door in Room 4 and two **Clockwork Stirges** (2) AL: N, AC: 2, HD: 1, HP: 4 each, #AT: 1, DMG: 1d3, will attack intruders.

The items include *Shadred's Leather Headband of the Bat* (see New Magic Items), a metal Quarterstaff +1, and four potions (two *Flying*, *Healing*, and *Heroism*).

5. This room is empty.

6. This set of double doors opens into a hexagonal room. In the center of the room stands a large brass gong. A hammer sits on the floor near the gong.

The first force-field (Room 4) can only be deactivated by striking the gong once. Striking the gong twice will deactivate the second force-field (Room 4A) but reactivate the first force-field. Striking the gong three times has the following random effect:

Gong Effect:

- 1 Deafens (1 Turn)*
- 2 Blinds (1 turn)*
- 3 Heals (2d4hps)*
- 4 Summons Random Monster**

*Once only.

**Via summoning circle in Room 1.

Summoning Circle: Random Monster

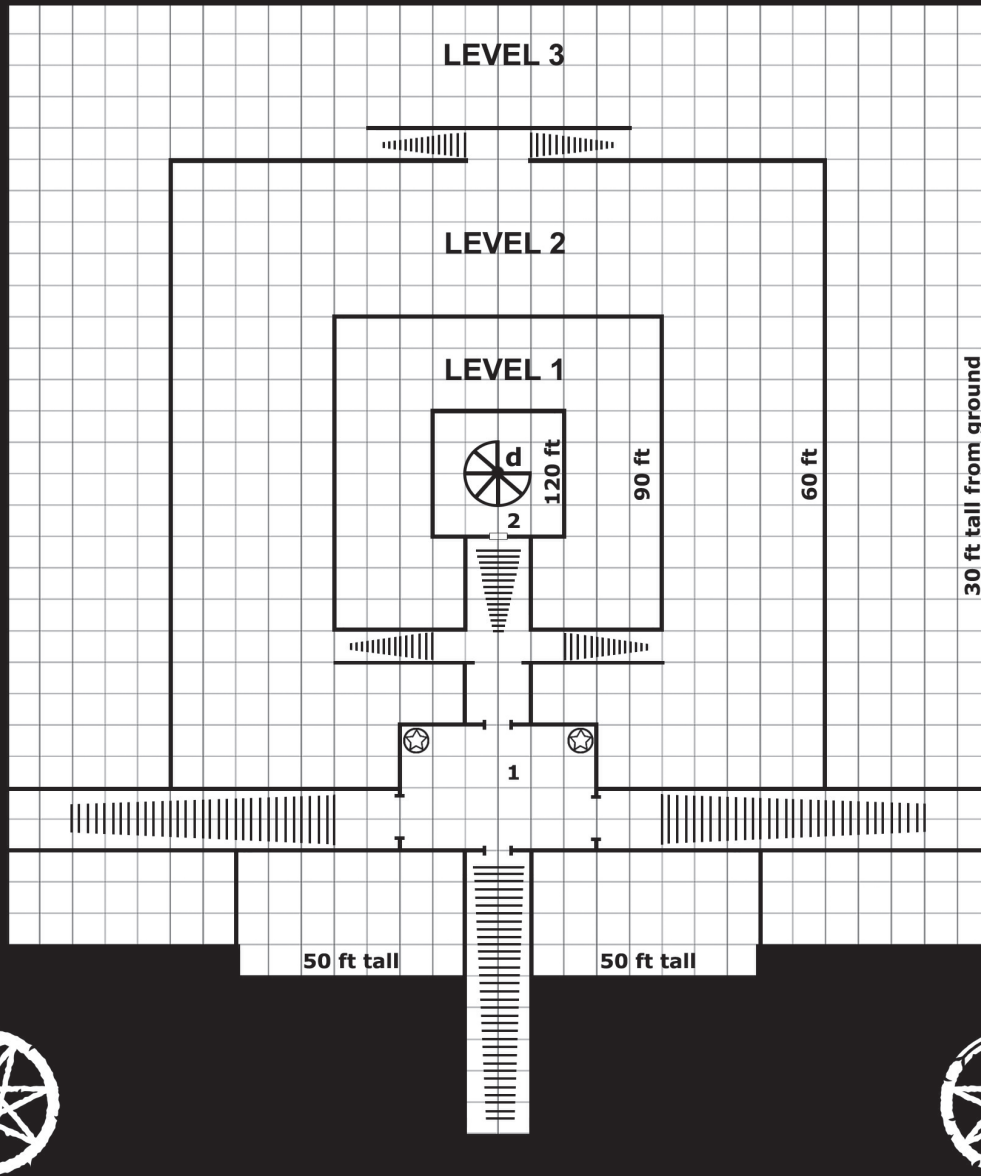
1-2 **Megalocentipede** AL: N, AC: 5, HD: 3, HP: 14, #AT: 1, DMG: 1d3 + Poison.

3-4 **Giant Jumping Spiders** (1d3) AL: N, AC: 5, HD: 1, HP: 6 each, #AT: 1, DMG: 1d6 plus poison.

5-6 **Stirges** (1d4) AL: N, AC: 7, HD: 1, HP: 4 each, #AT: 1, DMG: 1d3.



TOWER 20: THE ZIGGURAT OF VOL



TOWER 20: ZIGGURAT OF VOL

Exterior

Once the Grand Temple of Arcanryl located in the center of HighFell, the dragon cultists occupied and remade the ziggurat in the name of Vol, the Dragon God.

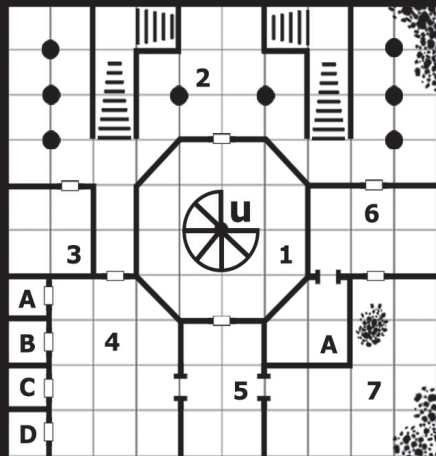
The massive structure is 300 feet in length and width across its lower tier and 120 feet high. The pyramid can be accessed by three long staircases leading to Chamber 1. A massive holy symbol of Arcanryl once stood atop the structure, but the cultists pulled

it down. It rests near the bottom tier of the ziggurat. **Show HighFell Illustration #21.**

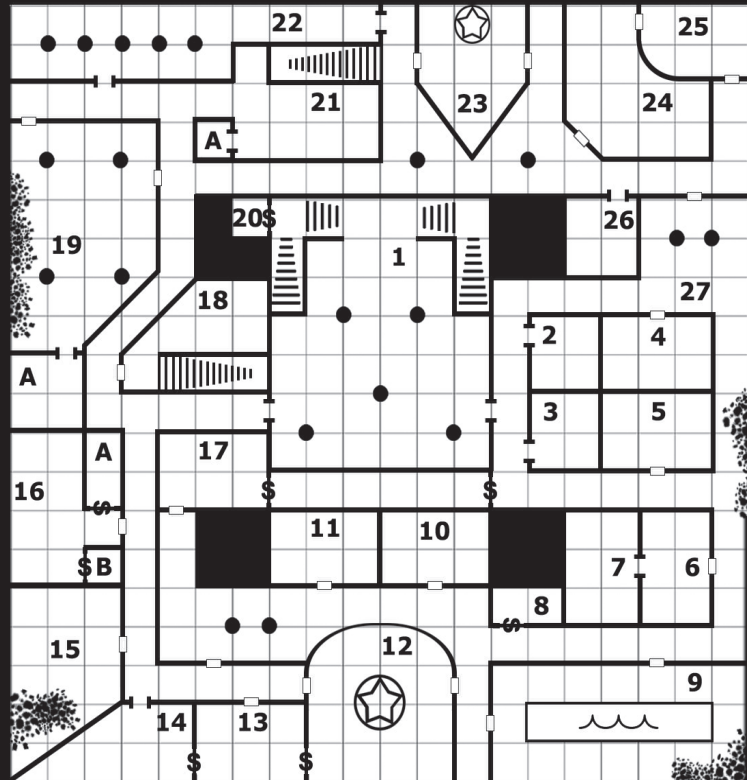
1. Two large statues of Arcanryl have been defaced. The cultists chipped the faces away and broke the arms. **Thrall Dragonmen** (6) AL: LE, AC: 5, HD: 3, HP: 22, 2x21, 2x18, 15, #AT: 1, Weapon: Broadsword (1d6+1) and Spear (1d6) serve as sentries. **Show HighFell Illustration #22.**

2. A 20x20 spiral staircase descends down to Room 1, Level 1.

TOWER 20: ZIGGURAT OF VOL



LEVEL 1



LEVEL 2

TOWER 20: ZIGGURAT OF VOL

Level 1

Mounted wall torches light all three levels of the ziggurat every 30 feet unless otherwise noted.

When the **Volsectum Cultists** occupied the ziggurat they destroyed all of Arcanryl's holy symbols (seven pointed star). They raised tapestries and statues to Vol as well as painted the dragon-wyrm around Arcanryl's mark in The Great Temple (Room 18, Level 3).

1. A massive 20x20 spiral stone staircase ascends 30 feet to the top tier of the ziggurat (Room 2, Exterior Ziggurat Map).

2. Two broad staircases lead down to Level 2. This chamber has partially collapsed in the northeastern corner. A patrol of cultists guard access to the staircases:

Hurtin, Burd, Gran, Bobil, and Farik, Level 4 Volsectum Cultists (5) AL: LE, AC: 4 (Chain and Shield), HD: 4, HP: 22, 21, 20, 19, 18, Weapon: Scimitar (1d8), Dagger (1d4), and Sling with 10 Stones (1d4), Spells (3/2): *Command, Dragon Fire, Shocking Grasp, Hold Person, Scaly Skin*, Treasure: 5d50gp and a Gold Mask (100gp). There is a 10% chance that one armour/weapon is magical (+1).

They are led by **Prefect Jurax, Level 5 Volsectum Cultist** AL: LE, AC: 2 (Plate and Shield), HD: 5, HP: 30, Weapon: *Broadsword +1* (1d6+1), Dagger (1d4), and Sling with 10 Stones (1d4), Spells (3/2/1): *Darkness, Dragon Fire, Protection from Good, Hold Person, Bless/Harm, Animate Dead*, Treasure: 5d4pp and a Platinum Mask (500gp). He also has a scroll with three random cleric spells tied to his belt.

3. This is the personal chamber of **Prefect Jurax**, the patrol leader located in Room 2. The room contains a simple bed, a small table and chair, and a woven tapestry of Vol with his followers arrayed in prayer around him. The table contains a small coffer with a *Potion of Extra-Healing*.

4. This chamber is a common area for the cultist barracks (A-D). There are tables and a Silver Statuette of Vol (450gp) along the south wall. The cultists in Room 2 barrack here. There is a 50% chance they are asleep. Rooms A-D contain simple bunk beds.

A. Bardur, Level 4 Volsectum Cultist AL: LE, AC: 4 (Chain and Shield), HD: 4, HP: 22, Weapon: Scimitar (1d8), Dagger (1d4), and Sling with 10 Stones (1d4), Spells (3/2): *Command, Dragon Fire, Shocking Grasp, Hold Person, Scaly Skin*, Treasure: 5d50gp and a Gold Mask (100gp). There is a 10% chance that one armour/weapon is magical (+1), is asleep in a single bed.

B. This room contains one empty bunk bed.

C. This room has a single empty bunk bed.

D. Nulm, Level 4 Volsectum Cultist AL: LE, AC: 4 (Chain and Shield), HD: 4, HP: 19, Weapon: Scimitar (1d8), Dagger (1d4), and Sling with 10 Stones (1d4), Spells (3/2): *Command, Dragon Fire, Shocking Grasp, Hold Person, Scaly Skin*, Treasure: 5d50gp and a Gold Mask (100gp). There is a 10% chance that one armour/weapon is magical (+1), is sharpening his weapons at a table.

5. This chamber is empty.

6. This is a barrack lined with bunk beds for a patrol of **Thrall Dragonmen** (6) AL: LE, AC: 5, HD: 3, HP: 21, 20, 20, 18, 16, 14, #AT: 1, Weapon: Broadsword (1d6+1) and Spear (1d6). There is a 25% chance they will be asleep.

The dragonmen possess the following treasure in pouches and pockets: 1) a Small Lustrous White Pearl (230gp) and a Huge Exquisite Pink Coral (750gp), 2) Nothing, 3) a *Potion of Gaseous Form*, 4) Nothing, 5 and 6) 5d4gp.

A. This is the personal chamber of the patrol leader, a **Voldrax Dragonman** AL: LE, AC: 2, HD: 6, HP: 40, #AT: 1, Weapon: Two-Handed Mace (1d10), Treasure: 5d10gp and a Leather Pouch with a Flawed Bloodstone (40gp), Small Broken Red and White Sardonyx (40gp), and a Small Broken Green Opal (600gp). He also has a scroll with *Scroll with Hold Person* and *Animate Dead*. The room contains a simple bed.

7. This chamber has partially collapsed. The cultists and the dragonmen use this chamber for weapon practice. Numerous broken shields and weapons lie on the ground.

TOWER 20: ZIGGURAT OF VOL

Level 2

1. Five large rounded columns, that extend 30 feet to the ceiling, support the grand entrance chamber to Level 2. Torch sconces on each of the columns light the room.

2. This is a barrack with two bunk beds. The four cultists here, **Cavin, Juul, Randic, and Surl**, are sleeping (50%) or in prayer (50%). **Level 4 Volsectum Cultists** (4) AL: LE, AC: 4 (Chain and Shield), HD: 4, HP: 25, 22, 20, 19, Weapon: Scimitar (1d8), Dagger (1d4), and Sling with 10 Stones (1d4), Spells (3/2): *Command, Dragon Fire, Shocking Grasp, Hold Person, Scaly Skin*, Treasure: 5d50gp and a Gold Mask (100gp). There is a 10% chance that one armour/weapon is magical (+1).

3. This is an empty barrack with two bunk beds. The occupants are at prayer in The Great Temple (Room 18, Level 3). A scroll with two random clerical spells is tucked into the mattress of one of the beds.

4. Prefect's Barrack: The door is locked. The room contains a single bed, desk and chair, and a small table with books and scrolls. A small salt statue of Vol sits on the table (no value).

5. Prefect's Barrack: The door is locked. The room contains a single bed, a short bookshelf with three random books worth 1d4+100gp each (see the Random Book Table). **Prefect Hutaa, Level 5 Volsectum Cultist** AL: LE, AC: 2 (Plate and Shield), HD: 5, HP: 35, Weapon: Scimitar (1d8), Dagger (1d4), and *Sling* +2 with 10 Stones (1d4), Spells (3/2/1): *Darkness, Dragon Fire, Protection from Good, Hold Person, Bless/Harm, Animate Dead*, Treasure: 5d4pp and a Platinum Mask (500gp), is quietly in prayer.

6. Guardroom: Two **Midiarii Dragonmen** AL: LE, AC: 4, HD: 4, HP: 24, 23, #AT: 1, Weapon: one with a Shortsword (1d6) and Longbow and 20 Arrows (1d6) and the other has a Longsword (1d8) and Longbow with 10 Arrows (1d6), Treasure: the first has pouch with a Very Large Flawed Deep Purple Amethyst (340gp) and a Very Large Finely-Cut Deep Purple Amethyst (400gp) and the second has a satchel with 5d10gp and a Large Flawed Orange Carnelian (65gp), stand guard outside **Prefect Adner's** personal chamber.

7. This is the personal chamber of **Prefect Adner, Level 7 Volsectum Cultist** AL: LE, AC: -1 (*Plate +1 and Shield +2*), HD: 7, HP: 42, Weapon: *Broadsword* +2 (1d6+1), *Dagger* (1d4), and *Sling* +1 with 10 Stones (1d4), Spells (4/3/2/1): *Darkness, Dragon Fire,*

Protection from Good, Shocking Grasp, Hold Person, Bless/Harm, Scaly Skin, Animate Dead, Call Lightning, Cure/Cause Serious Wounds, Treasure: 5d4pp and a Platinum Mask (500gp).

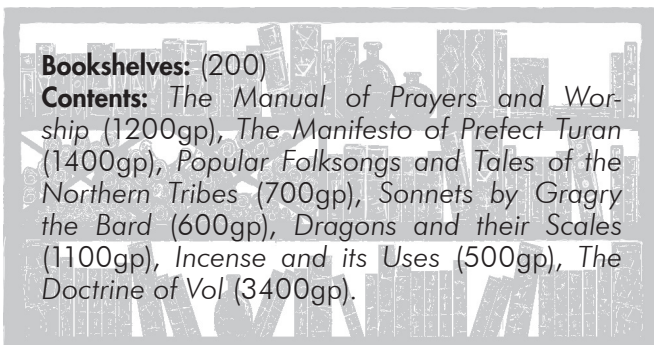
His room contains a lavish bed, a desk with locked three drawers, and a locked steel chest. Two of the drawers are empty. The other contains a **Clockwork Cobra** AL: N, AC: 2, HD: 1, HP: 4, #AT: 1, DMG: 1d3* and a *Ring of Flying*. The chest contains a magic-user scroll with three random third levels spells and a *Potion of Invulnerability*.

8. The skeletal body of a magic-user lies on the floor of this room. A dagger had been plunged into his back. This is the remains of **Themasun the Thaumaturge**.

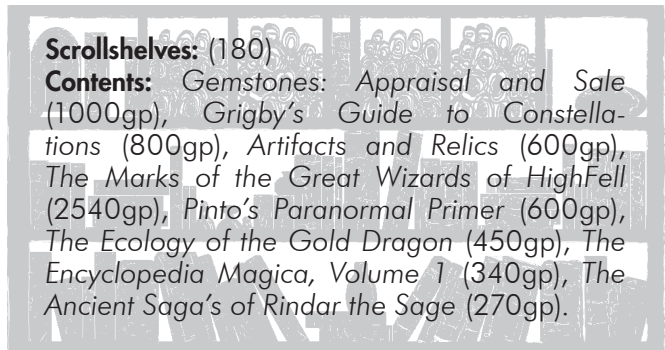
Centuries ago, during HighFell's Golden Age, **Themasun** was slain by his fellow mages. He was the first to learn the truth of the magical nexus. Through study of Ancient Archaian scrolls, **Themasun** learned that sustained exposure to the nexus not only boosted the magical energy and abilities of HighFell mages, but also, very slowly and insidiously, drained their minds and their spells making those who stayed insane. He also learned that the nexus grew in power as a result. The Ancient Archaians understood and thus abandoned the site. **Themasun** was viewed as a heretic and quietly slain. Over time others came to understand his warning and fled HighFell, never to return. Upon being disturbed, **Themasun's** ghost will rise from his bones and convey a cryptic warning. The extent to which the PCs get additional information is subject to convincing role-play and the Referee's discretion. As a result of the trauma of his death, he is fearful, skeptical, and partially insane.

9. A broad rectangular heated pool dominates the center of the room. The pool is magical. Any magic-user or illusionist that bathes in the pool for 3 turns will cast all spells one level greater than their current level for six hours. This happens only twice.

10. Upper Book Library: This chamber is lined with bookshelves. The room is otherwise empty.



11. Upper Scroll Library: Scrollshelves line this chamber. A rectangular table stands in the center of this room. **Muauric** and **Kilm, Level 6 Volsectum Cultists** AL: LE, AC: 0 (*Plate +1 and Shield +1*), HD: 6, HP: 36, 33, Weapon: one is armed with a Broadsword (1d6+1), Dagger (1d4), and *Sling +1* with 10 Stones (1d4) and the other has a Scimitar (1d8) and a Dagger (1d4), Spells (3/2/2): *Darkness, Dragon Fire, Protection from Good, Hold Person, Bless/Harm, Animate Dead, Call Lightning, Treasure: 5d4pp and a Platinum Mask (500gp)*, sit at the table quietly reviewing manuscripts.



12. Lesser Shine of Vol: This 40x40 foot room contains a large 20-foot steel statue of the Vol, the Dragon God. The statue has Large Emerald Eyes (1000gp each). **Cultist Yhannar** is leading a group of dragonmen in prayer. The dragonmen are arrayed on their knees in a circle around the statue.

Yhannar, Level 6 Volsectum Cultist AL: LE, AC: 0 (*Plate +1 and Shield +1*), HD: 6, HP: 36, Weapon: *Broadsword +2* (1d6+1), *Dagger* (1d4), and *Sling +1* with 10 Stones (1d4), Spells (3/2/2): *Darkness, Dragon Fire, Protection from Good, Hold Person, Bless/Harm, Animate Dead, Call Lightning, Treasure: 5d4pp and a Platinum Mask (500gp)*.

Thrall Dragonmen (6) AL: LE, AC: 5, HD: 3, HP: 2x22, 20, 2x19, 16, #AT: 1, Weapon: *Shortsword* (1d6) and *Dagger* (1d4), *Treasure: Three with 3d10ep and three with 4d10gp*, and **Midiarii Dragonmen** (3) AL: LE, AC: 4, HD: 4, HP: 28, 25, 19, #AT: 1, Weapon: *Shortsword* (1d6) and *Longbow and 20 Arrows* (1d6), each has one of the following treasure items: a *Potion of Sweet Water*, a *Leather Bag with a Tiny Exquisite Red-Brown Spinel* (330gp) and a *Small Green Opal* (900gp), and a *Gold Bracelet* (650gp).

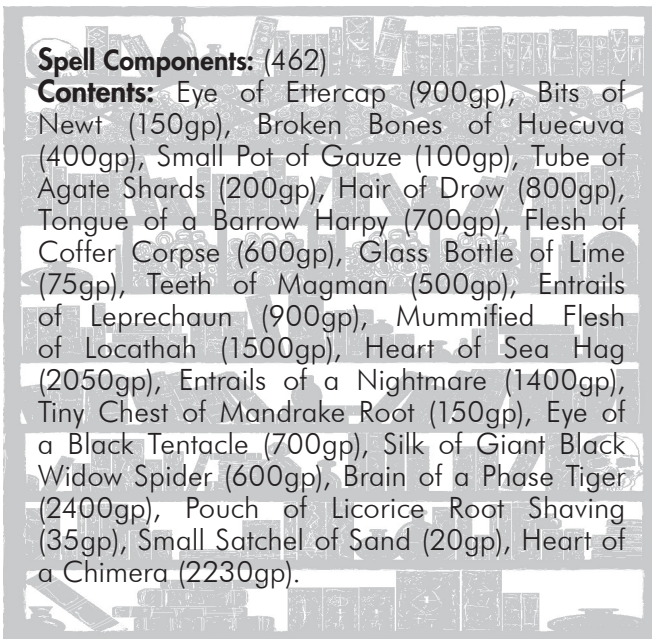
13. This is the quarters of a prelate. There is a simple bed, table, and chair. A tapestry depicts a map of Brine. A small carved effigy of Vol made of salt sits on the table.

14. Six large crates filled with foodstuffs (corn, rice, dried meat) fill this chamber. There are also crates of hard bread. Some of the bread is moldy. Small rats scurry around the floor.

15. This chamber has partially collapsed from above. Hidden in the rubble pile is a decomposing hand with a *Ring of Invisibility* (four turns of searching).

16. Thrall Barracks: Six bunk beds line this room. Two **Midiarii Dragonmen** AL: LE, AC: 4, HD: 4, HP: 2x20, #AT: 1, Weapon: Longsword (1d8) and Longbow (1d6), Treasure: Each has one precious stone: an Exquisite Green Tourmaline (750gp) and a Huge Red-Brown Spinel (500gp), are punishing a **Thrall Dragonman** AL: LE, AC: 5, HD: 3, HP: 16, #AT: 1, Weapon: Spear (1d6+1) and Sling and 10 Bullets (1d4), Treasure: 2d20gp, for disobedience. They are unaware of the secret doors.

A. The secret door to this room is trapped with a pendulum hammer. The hammer will strike a human-sized target in the chest (or a dwarf sized target in the head) for 3d6 points of damage (Dexterity Check to half the damage). Inside is an archive of valuable spell components:



B. This appears to have once been a secret personal library. Most of the manuscripts have been taken except three: a *Manual of Bodily Health*, a *Manual of Gainful Exercise*, and a *Scroll of Stammering*.

17. This is a torture room that includes an iron maiden, a rack, and thumb-screws. Two dead humans, **Elhark's** (21A) former adventuring companions, are chained to the wall. The poor souls suffered prior to their deaths.

18. Stairwell Guardroom: A small detachment of dragonmen are stationed here to protect the stairwell. There is a 25% chance the draconians are circled around two of them in a wrestling match. Otherwise they are sharpening their weapons and teeth:

Midiarii Dragonmen (6) AL: LE, AC: 4, HD: 4, HP: 3x22, 3x18, #AT: 1, Weapon: Three with Broadsword (1d6+1) and Longbow with 10 Arrows (1d6) and three with Short Swords (1d6) and Daggers (1d4), Treasure: 5d10pp, 3d10ep, Nothing, A scroll with two random magic-user spells, Nothing, 4d10gp.

Voldrax Dragonmen (2) AL: LE, AC: 2, HD: 6, HP: 40 each, #AT: 1, Weapon: One with a Two-Handed Flail (1d10) and the second has a Two-Handed Sword (1d10), Treasure: The first has a Gold Bracelet (430gp) and a Scroll with *Dispel Magic* and *Striking* and the second has a *Potion of Invisibility* and a Scroll with *Cause Serious Wounds* and *Sticks to Snakes*. They are led by **Prefect Fasbend, Level 5 Volsectum Cultist** AL: LE, AC: 2 (Plate and Shield), HD: 5, HP: 35, Weapon: *Broadsword +1* (1d6+1), *Dagger* (1d4), and *Sling* with 10 Stones (1d4), *Spells* (3/2/1): *Darkness*, *Dragon Fire*, *Protection from Good*, *Hold Person*, *Bless/Harm*, *Animate Dead*, Treasure: 5d4pp and a *Platinum Mask* (500gp).

19. This chamber is dark, unlit, and has partially collapsed. A clan of **Trolls** (9) AL: CE, AC: 4, HD: 6+3, HP: 36, 35, 33, 32, 30, 27, 2x26, 25, #AT: 3, DMG: 1d6/1d6/1d10, occupies this room. The cultists raise and train them to protect the ziggurat and for their coming war on humanity. Each wears a metal collar. **Kalkkand/Furnig the Two-Headed Troll** leads them. Numerous bedpiles, consisting of mangy and flea-infected furs and bits of clothing are dotted around the chamber. The following treasure can be gleaned from a search of the beds (4 turns): a Very Large Exquisite Red and White Sardonyx (175gp), Tiny Flawed Red and White Sardonyx (20gp), Tiny Exquisite White Chalcedony (80gp), Tiny Bright Green Emerald (750gp), Small Flawed Pale Blue Opal (800gp), Large Flawed Orange Carnelian (65gp), Deep Crimson Ruby (1000gp), Huge Finely-Cut Light Green Jade (4500gp), a *Potion of Extra Healing*, a *Wand of Fiery Burning* (26 charges), and a *Rope of Climbing*.

A. **Kalkk/Furnig the Two-Headed Troll** AL: CE, AC: 2, HD: 8+3, HP: 60, #AT: 3, DMG: 1d8/1d8/1d12 occupies this dank side chamber. He is a massive 9-foot tall brute with disproportionately long arms (can attack a second rank in melee). His treasure hoard is thrown in a corner of the room beside a bed of furs and skins. It contains 3429ep, 1294sp, and 3845gp. In addition there is a *Dagger +5* and a *Heavy Crossbow +3*.

20. The mages of HighFell posted a **Runic Golem** AL: N, AC: 5, HD: 7, HP: 38, #AT: 1, DMG: 1d10, here in case of an assault on the temple. The construct only responds to the commands of a magic-user or illusionist. It will attack if the door is opened.

21. The cultists have tortured and chained four **Luft Baboons** AL: NE, AC: 6, HD: 1+1, HP: 2 each (7), #AT: 1, DMG: Club (1d4), against the eastern wall. The cultists wanted information about their lair and the size of the tribe, especially **Baruunk** the massive **Luft Banderlog Chieftan**. Three have had their tongues cut out and the other only speaks their tribal language.

A. A beaten and emaciated elf, **Elhark of Eastwood**, is chained to the wall in this alcove. The dragonmen and cultists tortured him slowly and broke his fingers to ensure he cannot cast spells.

Elhark is a **Level 3 Fighter/Level 3 Magic-user** AL: CG, AC: 8 (Dex), HD: 3/3, HP: 4 (25), #AT: 1, DMG: Fist (1d4), Ability Scores: S 15, I 14, W 12, D 17, C 13, Ch 15. **Elhark's** hands can only be healed through means of a *Cure Serious Wounds*, a *Potion of Extra-Healing*, or greater spell/magic item. His party was ambushed by the cult. He hopes his comrade, **Garund Greathammer**, might still be alive (Room 11, Level 3). His equipment is held in Room 25. **Elhark** is aware of the secret door in Room 17.

22. The dragonmen on this level use this room for training purposes. There are currently six **Midiarii Dragonman** AL: LE, AC: 4, HD: 4, HP: 4x20, 2x18, #AT: 1, Weapon: Three with Shortsword (1d6) and Longbow and 20 Arrows (1d6) and three with Spear (1d6), Broadsword (1d6+1), and Dagger (1d4), Treasure: 4d4gp each, in archery practice led by a **Voldrax Dragonman** AL: LE, AC: 2, HD: 6, HP: 40, #AT: 1, Weapon: Two-Handed Sword (1d10), Treasure: Gold Necklace (400gp).

Six mundane shields and six broadswords hang from the walls six feet off the floor in this chamber. One of the shields is magical and offers 15% magic resistance but provides no benefit to armour class.

23. This chamber is a small shrine to Vol the Dragon God. Along the northern wall of the chamber is a large rough-hewn statue carved from salt. The eyes of the statue are Large Black Onyx gemstones (500gp each). **Grand Prefect Uleck**, alongside **Prefect Luur**, is conducting the sacred Ritual of Transformation on two of his most devout followers. As the PCs enter the room, the ritual will climax and the cultists will scream in pain as they morph into **Voldrax Dragonmen**.

Grand Prefect Uleck, Level 10 Volsectum Cultist AL: LE, AC: -4 (*Plate +3* and *Shield +3*), HD: 10, HP: 60, Weapon: *Broadsword +3 of Speed* (1d6+1) and *Sling +2* with 10 Stones (1d4), Spells (5/4/3/3/1): *Cure/Cause Light Wounds*, *Darkness*, *Dragon Fire*, *Protection from Good*, *Shocking Grasp*, *Hold Person*, *Bless/Harm*, *Scaly Skin*, *Dragon Mist*, *Animate Dead*, *Call Lightning*, *Dispel Magic*, *Striking*, *Cure/Cause Serious Wounds*, *Summon Monster I*, *Flamestrike*, Treasure: 10d4ap, Key to Room 25, and a Bejeweled Archinium and Platinum Mask (10000gp).

Prefect Luur, Level 7 Volsectum Cultist AL: LE, AC: 0 (*Plate +1* and *Shield +1*), HD: 7, HP: 42, Weapon: *Broadsword +2* (1d6+1), *Dagger* (1d4), and *Sling +1* with 10 Stones (1d4), Spells (4/3/2/1): *Darkness*, *Dragon Fire*, *Protection from Good*, *Shocking Grasp*, *Hold Person*, *Bless/Harm*, *Scaly Skin*, *Animate Dead*, *Call Lightning*, *Cure/Cause Serious Wounds*, Treasure: 5d4pp and a Platinum Mask (500gp).

Voldrax Dragonman (2) AL: LE, AC: 2, HD: 6, HP: 38 each, #AT: 3, Weapon: 1d4/1d4/1d6.

24. Dragonmen Barracks: This L-shaped room is the barracks for a dozen **Midiarii Dragonman** (6) AL: LE, AC: 4, HD: 4, HP: 4x18, 2x16, #AT: 1, Weapon: Shortsword (1d6) Longbow with 20 Arrows (1d6), and Dagger (1d4), Treasure: 4d6gp each. The remaining six draconians are training in Room 22.

25. The doors to the personal chamber of **Grand Prefect Uleck** are locked and magically trapped with *Galaxina's Gorgonic Glyph* (**Uleck** is currently in the Shrine of Vol (Room 23) with the key).

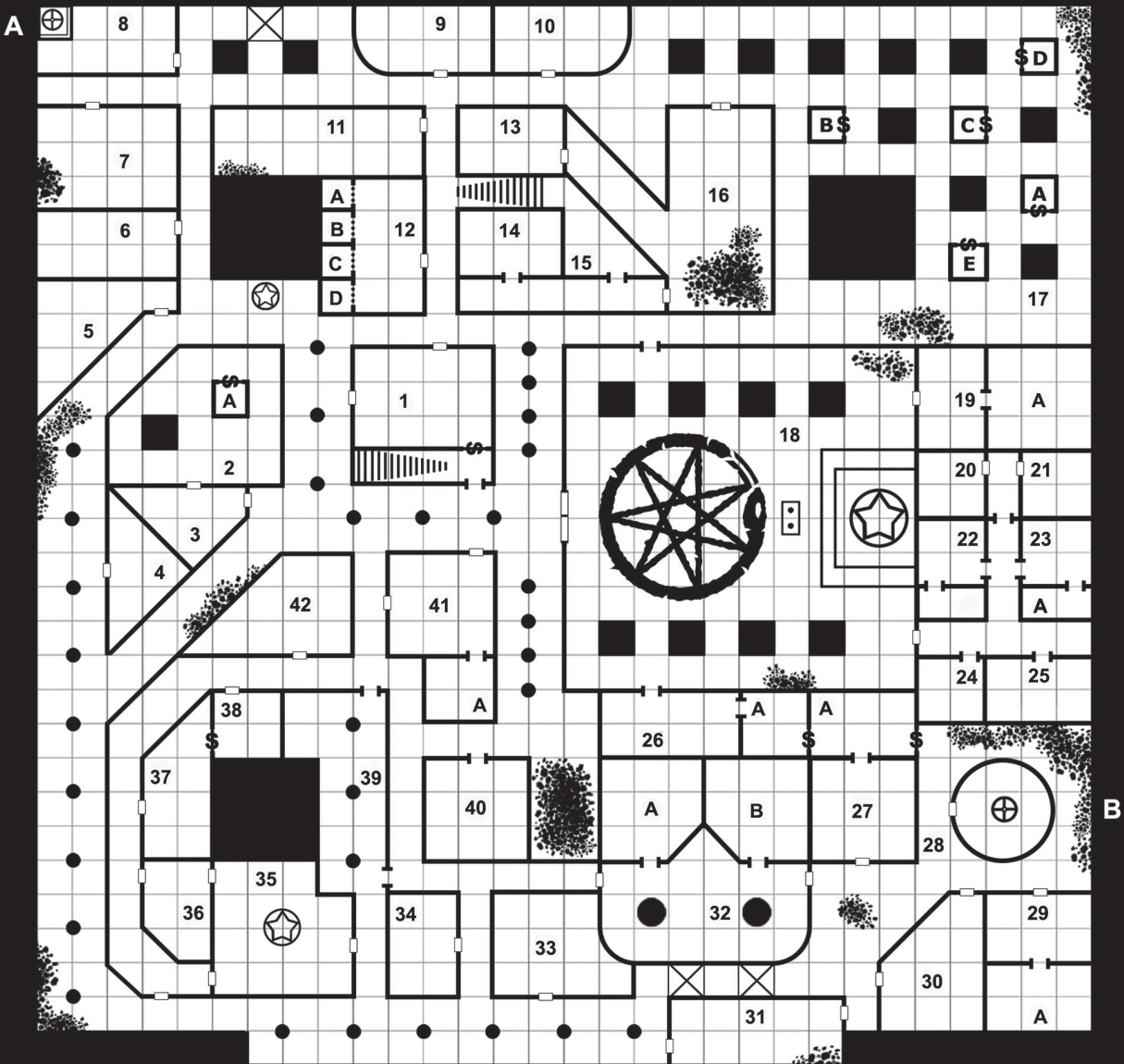
The room contains a large poster bed, two wooden chests, a desk with three drawers, and a small bookcase. Hidden under the pillow is a *Dagger +3*. The first chest is trapped with a poison needle (save or die) and contains 567pp and a *Girdle of Giant Strength*.

The second chest is trapped with a hand-crossbow (1d3) mounted on the inside of the chest. The bolt is covered in a potent paralytic poison (save at -2 or be paralyzed for 6 turns). The chest contains 57ap and **Elhark's** equipment: *Longsword +1*, *Longbow +2*, and *Bracers AC5*.

26. This chamber contains two large barrels of oil and a stack of torches (30) for the wall scones on this level.

27. This chamber has partially collapsed. Two round pillars support it. The bottom third of the pillars are carved to resemble the seven-pointed star of Arcantryl.

TOWER 20: ZIGGURAT OF VOL



Level 3



⊕ A: From tower 15, level 2, room 1

⊕ B: From dungeon 11, room 32



TOWER 20: ZIGGURAT OF VOL

Level 3

The sound of the cultists chanting from the Great Temple of Vol (Room 18) echoes at least 60 feet in all directions within Level 3. The chanting only dissipates toward the edges of the map.

1. Guardroom: A group of elite **Voldrax Dragonmen** (4) AL: LE, AC: 2, HD: 6, HP: 40, 26, 21, 18, #AT: 1, Weapon: Two with Two-Handed Flails (1d10) and two with Halberds (1d10), Treasure: Two-handed Flail +2, 3d10pp, Pouch with a Tiny Lustrous White Pearl (230gp), and a Large Flawed Red Garnet (340gp), Nothing, Gold Ring (500gp), and 5d10ep, are stationed here as guards.

They are led by **Prefect Gadron, Level 7 Volsectum Cultist** AL: LE, AC: 0 (Plate +1 and Shield +1), HD: 7, HP: 42, Weapon: Broadsword +2 (1d6+1), Dagger (1d4), and Sling +1 with 10 Stones (1d4), Spells (4/3/2/1): *Darkness, Dragon Fire, Protection from Good, Shocking Grasp, Hold Person, Bless/Harm, Scaly Skin, Animate Dead, Call Lightning, Cure/Cause Serious Wounds*, Treasure: 5d4pp and a Platinum Mask (500gp). They are busy sharpening weapons and are unaware of the secret door.

2. When the cultists and dragonmen occupied this level of the ziggurat they dragged anything related to the worship of Arcantryl and dumped it in this room. Broken chairs, beds, clothing, books, scrolls, loose parchment, spell components, small boxes, laboratory equipment, tapestries, chests, and candles, among many other things. The piles stand five feet high and small pathways allow access around the room.

For every hour searching there is a 1d6 change of finding any two items from the table below:

Random Dump Contents

- | | |
|---|---|
| 1 | Random Book or Scroll (see 32B) |
| 2 | Clockwork Scorpion or Cobra |
| 3 | Random Potion* |
| 4 | Random Spell Component** |
| 5 | Pouch of Gems* |
| 6 | Box of Jewelry* |
| 7 | Random Miscellaneous Magic Item* |
| 8 | Miscellaneous Weapon* |

*See LL Core Rulebook.

**Referee's Choice.

A. Sitting on a low shelf is a thin Ornate Wooden Box with a Gold Clasp (200gp). Inside the box are three wands: a *Wand of Summoning*, a *Wand of Lightning Bolts*, and a *Wand of Absorption*. Each has 30 charges remaining. The box rests on a pressure plate. If moved it will trigger a mechanical trap that will swing the secret door shut and fill the chamber with poison gas (save or die). Anyone in the doorway is allowed a Dexterity Check to jump out of the way or get caught inside the secret room.

3. This room is empty.

4. The door to this room is open and contains a dozen large sealed clay pots filled with foodstuffs. A few rats scurry along the floor.

5. Troll Cave: Four **Armoured Trolls** AL: CE, AC: 2, HD: 6+3, HP: 30 each, #AT: 3, DMG: 1d6/1d6/1d10, lair in this room. The dragonmen have spiked metal plates to their bodies as armour (the trolls regenerate). The room smells disgusting. There is no treasure.

6. Barrack: This chamber contains eight bunk beds. The dragonmen who occupy this chamber are on patrol. A search of the beds will reveal a Pouch with 3d10pp, a *Necklace of Prayer Beads*, and *Hitzemun's Blue Tuque of Stammering*.

7. This chamber has partially collapsed along the western wall.

8. Teleport Pad and Guardroom: Due to the presence of the Teleport Pad, the Volsectum Cultists have established a strong presence in this chamber. They have encountered fire-based creatures arriving from Tower 15 and have armed themselves with appropriate magic items and a large construct:

Voldrax Dragonman (6) AL: LE, AC: 2, HD: 6, HP: 40, 25, 3x24 19, #AT: 1, Weapon: Three Two-Handed Swords (1d10) and three with Halberds (1d10), Treasure: Nothing, 5d10ep, Nothing, Satchel with a Exquisite Pure Black Onyx (150gp) and a Small Broken Pure Black Onyx (20gp), Nothing, and a Small Exquisite Lime Green Chrysolite (480gp) set into the center of crossing leather chest belts. **Midiarii Dragonman** (3) AL: LE, AC: 4, HD: 4, HP: 25, 20, 17, #AT: 1, Weapon: Broadsword (1d6+1) and Longbow with 10 *Cold Arrows* +1 (1d6), Treasure: 1d10sp, 4d10gp, Nothing. Note: *Cold Arrows* are magical (+1) and provide an additional +1 cold damage.

They are led by **Prefect Candahak, a Level 5 Volsectum Cultist** AL: LE, AC: 2 (Plate and Shield), HD: 5, HP: 30, Weapon: *Broadsword* +1 (1d6+1), *Dagger* (1d4), and *Sling* with 10 Stones (1d4), *Spells* (3/2/1):

*Darkness, Dragon Fire, Protection from Good, Hold Person, Bless/Harm, Animate Dead, Treasure: Wand of Cold (35 charges), 5d4pp and a Platinum Mask (500gp) who commands a **Salt Golem** AL: N, AC: 2, HD: 10, HP: 64, #AT: 2, DMG: 1d12/1d10.*

9. This chamber is used for food storage. There are 10 crates of dried meat and four large barrels each of corn and rice.

10. This chamber is empty.

11. This long rectangular room is used for archery practice. The dragonmen take slaves and prisoners, chain them to the western wall, and shoot arrows until they are slain. The dead include two humans and an elf. A dwarf, **Garund Greathammer**, was pierced by three arrows and left for dead.

Garund is a capable **Level 5 Dwarven Fighter** AL: NG, AC: 9 (Dex), HD: 5, HP: 3 (45), #AT: 1, DMG: Fist (1d4) Ability Scores: S 16, I 10, W 9, D 13, C 17, Ch 11. Prior to being tortured and left for dead, **Garund** was dragged before the **Dragon Lord** in the Great Temple of Vol. He has seen the mighty **Gargonathrax** and the nexus first hand. His items were stowed in Room 13. The chamber has partially collapsed along the southern wall.

12. Cells: Three **Voldrax Dragonmen** AL: LE, AC: 2, HD: 6, HP: 27, 26, 21, #AT: 1, Weapon: Two with a Two-Handed Mace (1d10) and one with a Two-Handed Sword (1d10), Treasure: Nothing, A Leather Bag with a Very Large Brown Jasper (100gp) and a Tiny Clear Rock Crystal (30gp) as well as a Scroll with *Silence 15' Radius* and *Continual Darkness*. The third has a *Potion of Extra Healing*, and a Scroll with *Feather Fall* and *Spiritual Weapon*. In addition to the four cells, there is an iron maiden, a rack, and a thumb press in the room. There is a 1-4 on d6 chance the dragonmen are seated at a table debating which of the prisoners to torture next.

A. Four dead woad goblins. One of the dead goblins, if *Speak with Dead* is cast, has intimate knowledge of Level 3.

B. **Gugtak and Makmok, Luft Banderlogs** AL: N(E), AC: 6, HD: 2, HP: 2 each (16), #AT: 2 or 3, DMG: 1d4+1/1d4+1+Special, have been imprisoned for months and routinely tortured for sport. They are in poor health but if healed will be eternally grateful and owe a Life Debt to their liberators despite their alignment predilection.

C. **Saltwolf, Level 4 Cleric of Crom** AL: CG, AC: 8 (Dex), HD: 4, HP: 5 (28), Weapon: None, Spells (3/2): *Command, Cure Light Wounds, Protection from Evil, Hold Person, Bless*, Treasure: None.

Saltwolf is warrior-cleric of a northern barbarian tribe. The dragonmen have broken his fingers so he cannot cast spells. His hands can only be healed by a *Cure Serious Wounds, Cure Critical Wounds*, or a *Potion of Extra-Healing*.

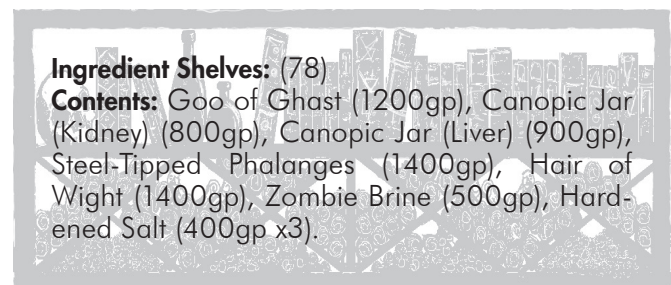
If he is armed and armoured, **Saltwolf** will be eager to return to glorious combat against the draconians and will join the party until they return to Thatchum. If the PCs are courageous in battle, he might be convinced to serve as a henchman for an equal share of treasure. Ability Scores: S 16, I 10, W 16, D 16, C 15, Ch 12.

D. When the PCs first look into this cell they will see what appears to be a long dead mage in tattered robes until he opens his eyes. The dead-looking figure is **Faraduur, a Necrolyte of Matoowb** AL: N(E), AC: 3, HD: 7, HP: 3 (32), #AT: 1, DMG: 1d8. Spells (3/2/2/1): *Magic Missile, Shield, Shocking Grasp, Darkness Globe, Invisibility, Lightning Bolt, Haste, Lesser Globe of Invulnerability*.

Like **Saltwolf**, the dragonmen have broken his fingers and he is subject to the same healing conditions. **Faraduur** wants nothing more than simple revenge on the cultists. He will attempt to flee after reaching the safety of the surface.

13. Skeleton Closet: The cultists are stockpiling undead in preparation for their attack on humanity. A dozen **Salt Skeletons** (12) AL: CE, AC: 4, HD: 2+2, HP: 12 each, #AT: 2, DMG: 1d6, stand here awaiting orders and will attack intruders. They will not attack dragonmen or cultists.

14. The Salt Mortuary: The cultists use this room to construct salt skeletons and zombies. The room has four long narrow tables with corpses in various states of preparation. Shelves on the walls contain materials, such as jars and vessels filled with fluids and ichor, used in the creation of the undead.



15. Zombie Closet: A group of **Armoured Salt Zombies** (8) AL: CE, AC: 3, HD: 3, HP: 16 each, #AT: 1, DMG: 1d8, stands in this room. The cultists have bolted armour onto their decaying corpses to improve their armour class. They will not attack dragonmen or cultists.

16. The cultists use this chamber to construct salt golems. The final stage of enchantment is to cover the golem in a mound of salt (located in the southern end of this room). Underneath is a recently completed **Salt Golem** AL: N, AC: 2, HD: 10, HP: 64, #AT: 2, DMG: 1d12/1d10, that will rise and attack any non-cultist or dragonman.

17. Fourteen 10x10 square columns support the northeastern corner of the chamber. Five of the columns contain secret chambers from the time when the mages and clerics of Arcantryl occupied the ziggurat. The area is unstable and has collapsed in two places.

Hidden under the rubble pile in the northeast corner of the room is a worn, moldy spellbook. When picked up it will literally fall apart. The book contains three random spells and the names *Gamm the Great*, *Zook Zorcerer*, and *Bilk Bakish*. These are the names, and the command words, of the three **Stone Statues** in B.

A. This secret chamber is empty.

B. Three seven-foot tall **Stone Statues** AC: N, AC: 4, HD: 5, HP: 22 each, #AT: 2, DMG: 2d6, carved like wizards stand motionless in this dark chamber.

The statues cannot be activated without their secret names located in the rubble pile in the northeastern corner of Room 17. Once their command name is spoken, they will activate and follow the commands of the PC who spoke their name. If that person dies, they will deactivate until their name is spoken again.

C. This appears to be a robing chamber. Robes, cloaks, and capes, hang from pegs on the northern and southern walls. A low table, with numerous wizard hats, sits against the western wall. There are 20 total garments and four detect as magical.

They include: *Cape of Flying*, *Cloak of Protection +3*, *Robe of Useful Items*, and a *Cape of Cursed Flight*. The table contains mage hats. Four are magical: *Grigby's Woolly Owlbear Cap of Warmth*, *Gir-Shaul's Conical Cap of Eyes*, *Baltron's Be-Cursed Beanie*, *Allirass' Sequined Tuque of Shame*. **Show HighFell Illustration #25.**

D. Standing alone in the center of this chamber is a **Runic Golem** AL: N, AC: 5, HD: 7, HP: 38, #AT: 1, DMG: 1d10. The mages created the construct for additional security in case of the ziggurat was attacked, but they never activated it. Since that time the magic of the golem has waned and failed. It will attack anyone who opens the secret door.

E. The floor of this secret chamber is trapped with a concealed Moon Door. A small mirror sits on a shelf at the far end of the chamber to entice would-be thieves into the trap. The mirror does not show a reflection.

18. Once the Grand Temple of Arcantryl, the **Volsectum Cultists** remade this massive chamber in to the Grand Temple of Vol. Eight 10x10 square columns support this 100x100 chamber. A 25-foot tall stone statue of Vol stands atop a 25x40 foot dais. In front of the statue is a large blood-stained altar. The floor in front of the statue is crowded with cultists and dragonmen chanting loudly and praying on their knees with their arms upraised to the ceiling. The chamber has partially collapsed in the northeastern corner.

The cultists have corrupted the giant seven-pointed star symbol of Arcantryl on the floor by painting a massive dragon-wyrm circle around it. In the center of the star is a pool of blue magical energy --- the great eldritch nexus on which the ziggurat was built. The energy appears much like water and flows and laps against the edges of the pool. Coiled and circling near the ceiling, ever so slowly, is the terrifying **Gargonathrax, the Plane Wyrm of Vol**. **Gargonathrax** is in a state of trans-dimensional hibernation as he prepares to drain the nexus of its energy.

As the PCs enter, the cult will bring their communal ritual to climax whereby **Gargonathrax** will begin draining the nexus of its power. This is the final ritual that will allow the cult to wrest HighFell from its phasing loop above the Great Salt Reach and destroy the Free City of Threshold.

The ritual chanting will increase in pace and volume, there will be a great flash as the energy from the pool will begin spiraling upward toward the **Plane Wyrm** like an inverted tornado. **Gargonathrax** will begin draining the nexus.

The PCs need to act quickly:

1) If they do nothing, **Gargonathrax** will drain the nexus in 20 melee rounds (or 3 minutes and 12 seconds). He will then emerge from the ziggurat and, alongside HighFell and the Dragon Army, destroy Thatchum and Threshold.

2) If they decide to make a stand in the temple they will face a pitched battle. Not only will the PCs face the full force of the dragon cult, they will also alert any remaining cultists throughout the complex. For every round of pitched melee and spell casting within the temple, there is a cumulative 5% chance that they will wake **Gargonathrax** from his trans-dimensional hibernation.

3) The PCs may also decide to target and close the nexus. They can accomplish this by breaking their most powerful magic item – nothing less than, for example, a *Staff of the Power* or comparable magic item. There is a 50% chance such an act will close the nexus, it will also wake up **Gargonathrax**.

4) In the absence of a powerful magic item, PCs can try to affect the nexus by breaking, for example, the *Staff of Ozkadoo* or by destroying the *Medallion of Matoowb* with a +4 or better magical weapon. Consult the chart below to determine the effect of destroying a mid-level magic item on the nexus (d20):

1-15	No effect.
16	Nexus drain slows to 25 melee rounds.
17	Nexus drain slows to 30 melee rounds.
18-19	Nexus drain stops. Gargonathrax awakes.
20	Nexus explodes in a flash of energy and absorbs Gargonathrax . HighFell crashes to the ground.

Thrall Dragonmen (15) AL: LE, AC: 5, HD: 3, HP: 16 each, #AT: 1, Weapon: Spear (1d6+1) and Sling and 10 Bullets (1d4).

Midiarii Dragonmen (10) AL: LE, AC: 4, HD: 4, HP: 20 each, #AT: 1, Weapon: Shortsword (1d6) and Longbow with 20 Arrows (1d6).

Voldrax Dragonmen (5) AL: LE, AC: 2, HD: 6, HP: 35 each, #AT: 1, Weapon: Two-Handed Flail (1d10).

Level 2 Volsectum Cultists (40) AL: LE, AC: 6, HD: 1, HP: 12 each, #AT: 1, Weapon: Shortsword (1d6) and Dagger (1d4), Spells (2): *Dragon Fire* and *Shocking Grasp*, Treasure: 3d30sp and a Silver Mask (25gp).

Level 3 Volsectum Cultists (15) AL: LE, AC: 4 (Chain and Shield), HD: 3, HP: 18 each, Weapon: Shortsword (1d6), Dagger (1d4), and Sling with 10 Stones (1d4), Spells (2/1): *Dragon Fire*, *Protection from Good*, *Hold Person*, Treasure: 5d10gp and a Gold Holy Symbol (100gp).

Level 4 Volsectum Cultists (5) AL: LE, AC: 4 (Chain and Shield), HD: 4, HP: 24 each, Weapon: Scimitar (1d8), Dagger (1d4), and Sling with 10 Stones (1d4), Spells (3/2): *Command*, *Dragon Fire*, *Shocking Grasp*, *Hold Person*, *Scaly Skin*, Treasure: 5d50gp and a Gold Mask (100gp). There is a 10% chance that one armour/weapon is magical (+1).

High Dragon Zoz, Level 8 Volsectum Cultist AL: LE, AC: -1 (Plate +1 and Shield +2), HD: 8, HP: 48, Weapon: *Broadsword +3* (1d6+1), *Dagger +1* (1d4), and *Sling +1* with 10 Stones (1d4), Spells (4/3/3/2): *Darkness*, *Dragon Fire*, *Protection from Good*, *Shocking Grasp*, *Hold Person*, *Bless/Harm*, *Scaly Skin*, *Animate Dead*, *Call Lightning*, *Striking*, *Cure/Cause Serious Wounds*, *Summon Monster I*, Treasure: 5d4ap and a Archinium Mask (5000gp).

High Dragon Ulam, Level 9 Volsectum Cultist AL: LE, AC: -1 (Plate +1 and Shield +2), HD: 9, HP: 54, Weapon: *Broadsword +3* (1d6+1), *Dagger +3* (1d4), and *Sling +2* with 10 Stones (1d4), Spells (4/4/3/2/1): *Darkness*, *Dragon Fire*, *Protection from Good*, *Shocking Grasp*, *Hold Person*, *Bless/Harm*, *Scaly Skin*, *Dragon Mist*, *Animate Dead*, *Call Lightning*, *Striking*, *Cure/Cause Serious Wounds*, *Summon Monster I*, *Flamestrike*, Treasure: 8d4ap and a Archinium Mask (6000gp).

Dragon Lord Zygsdrall of Vol, Level 15 Volsectum Cultist AC: -4 (Plate +3 and Shield +3), HP: 67, #AT: 1, DMG: *Scimitar +3*, +5 versus Good, *Staff of Withering* (1d6), *Potion of Extra Healing*, *Potion of Invisibility*. Spells (7/6/5/4/4/3/1): *Command*, *Darkness*, *Dragon Fire*, *Protection from Good*, *Remove Fear*, *Resist Heat*, *Sanctuary*; *Bless*, *Scaly Skin*, *Hold Person*, *Unholy Chant*, *Silence 15' Radius*, *Dragon Mist*; *Animate Statue*, *Animate Dead*, *Blindness*, *Dispel Magic*, *Prayer*; *Cure Serious Wounds*, *Divination*, *Neutralize Poison*, *Protection from Good 15' Radius*; *Dispel Good*, *Flame Strike*, *Insect Plague*, *True Seeing*; *Blade Barrier*, *Harm*, *Word of Recall*; *Gate*, Treasure: **Zygsdrall** wears an Archinium Mask inlaid with Rubies (10000gp). The mask functions as a *Gem of Seeing*.

Gargonathrax, the Plane Wurm of Vol AL: NE, AC: -4, HD: 14, HP: 112, #AT: 4, DMG: See entry, Spells (3/3/3/3/2): *Magic Missile*, *Darkness*, *Protection from Good*, *Invisibility*, *Mirror Image*, *Pyrotechnics*, *Ool's Broiling Exhalation*, *Zozomir's Stentorian Shout*, *Haste*, *Confusion*, *Ice Storm*, *Summon Monster II*, *Cone of Cold*, *Conjure Elemental*.





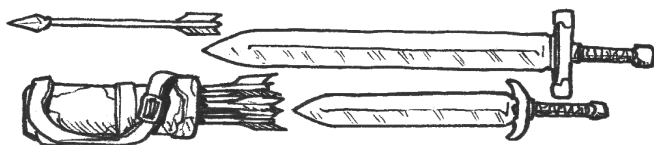
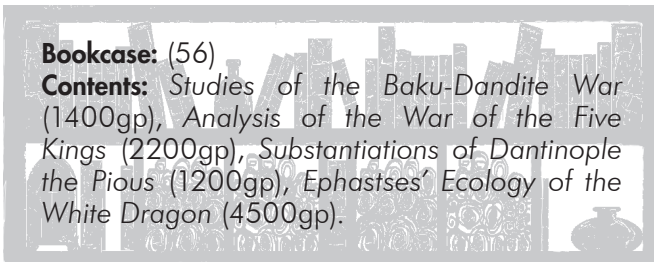
19. This is the audience chamber of **Dragon Lord Zygsdrall**. A large, high-backed chair sits behind a great table. Two smaller chairs, for lesser adepts, sit to the right and left. A great mural of the Northern Reaches was painted on the floor of this room to give the **Dragon Lord** a god's eye view of the land he wishes to conquer. Two **Salt Golems** AL: N, AC: 2, HD: 10, HP: 64 each, #AT: 2, DMG: 1d12/1d10, stand on either side of the archway to his private chambers.

A. This chamber once belonged to the Grand Priest of Arcantryl but was occupied by **Dragon Lord Zygsdrall**. A lavish poster bed sits along the eastern wall. The northern and southern walls are lined with bookcases. Two small Silver Statuettes of Vol (2000gp each) rest opposite the archway. A wooden chest sits beside each of the statuettes. The first is trapped (-10% to Find Traps roll) and will spray acid on the hands of anyone trying to pick the lock without the proper key. If the trap is sprung, a save must be made versus Death for each hand. Failure means the hand has been dissolved and cannot be regenerated. Success means 4d6 damage.

The chest contains 1045ap and "St. Ygg's Fist" a Mace +5 of *Disruption*. The second chest is a pet **Mimic** AL: N, AC: 7, HD: 9, HP: 50, #AT: 1, DMG: 3d4.

20. This is a private bedchamber of a prefect in the cult. It contains a bed, a table, and a chair.

21. Private Chamber: This is the personal room of **Prefect Allomar, Level 7 Volsectum Cultist** AL: LE, AC: 0 (*Plate +1 and Shield +1*), HD: 7, HP: 42, Weapon: Scimitar +2 (1d8), Dagger (1d4), and Sling +3 with 10 Stones (1d4), Spells (4/3/2/1): *Darkness, Dragon Fire, Protection from Good, Shocking Grasp, Hold Person, Bless/Harm, Scaly Skin, Animate Dead, Call Lightning, Cure/Cause Serious Wounds*, Treasure: 5d4pp, Key to Coffers, and a Platinum Mask (500gp). His chamber is spartan with a small table and chair, a bookcase, and a metal coffer (locked with 54ap).



22. Four **Level 4 Volsectum Cultists (Yull, Narm, Fadin, and Bookk)** AL: LE, AC: 4 (Chain and Shield), HD: 4, HP: 24, 23, 20, 19, Weapon: Scimitar (1d8), Dagger (1d4), and Sling with 10 Stones (1d4), Spells (3/2): *Command, Dragon Fire, Shocking Grasp, Hold Person, Scaly Skin*, Treasure: 5d50gp, Chest Key (Room 22A) and a Gold Mask (100gp), are quartered in this room.

They are currently cleaning their weapons and armour (AC 8). A huge tapestry of Vol breathing fire on his enemies (500gp) hangs on the western wall.

A. This the bedchamber of the cultists in Room 22. There are two simply wooden bunk beds in the room and a single communal wooden chest (**Narm** has the key). The chest contains *Potions of Levitation and Plant Control* as well as *Oil of Slipperiness* and 135pp.

23. This is a barrack for cultists currently Room 18. They painted a great mural on the eastern wall depicting the destruction of Threshold.

A. There are two bunk beds and nothing of value in this bedchamber.

24. Three **Midiarii Dragonman** AL: LE, AC: 4, HD: 4, HP: 25, 20, 13, #AT: 1, Weapon: Shortsword (1d6) and Longbow and 20 Arrows (1d6), Treasure: 4d4pp, are posted in this guardroom.

25. This barrack contains five bunks beds for dragonmen currently on patrol. One of the beds contains a *Ring of Fire Resistance* tucked into a mattress.

26. This chamber is decorated with four large braziers and a rectangular table and four chairs.

A. High Dragon Ulam's Personal Chamber: A simple bed and desk furnish this chamber. A wall-length tapestry of Vol hangs from the eastern wall (over the secret door). The desk has three drawers. A *Wand of Magic Missiles* (25 charges) is hidden on the roof of the top drawer. The others are filled with lists of weapon lists, martial materials, and ledgers. **Ulam** is aware of the door and also the secret door in 27A.

27. Weapon Storeroom: 20 quivers of arrows, 20 longswords, and 40 broadswords.

A. Armoury: Across narrow tables in this room are 20 suits of chainmail, 40 sets of leather utility belts, 10 round wooden shields and 12 rectangular steel shields all emblazoned with the flying dragon symbol of Vol.

28. Teleport Pad and Guardroom: Due to the presence of the Teleport Pad (similar to Room 8), the **Volsectum Cultists** have established a strong presence in this chamber. They have posted two **Salt Golems** AL: N, AC: 2, HD: 10, HP: 64 each, #AT: 2, DMG: 1d12/1d10, just outside the locked and barred door with instructions to attack any intruders. This chamber has partially collapsed. In the rubble pile (6 turns) is an Exquisite Ruby in a small box worth 5500gp.

29. This is **Prelate Maladrick's** study. The room contains a small rectangular table and chair on the west wall and scrollshelves along the eastern wall. Lying on the table are scrolls with alternative plans of attack for the city of Threshold. Two **Brass Drakes** AL: N, AC: 3, HD: 3, HP: 19 each, #AT: 1, DMG: 1d8+Special, sit on either side of the archway to guard the chamber.

A. A large bed and a small private shrine to Vol occupy this chamber. **Prelate Maladrick, a Level 6 Volsectum Cultist** AL: LE, AC: 0 (*Plate +1* and *Shield +1*), HD: 6, HP: 36, Weapon: *Staff of Striking* (1d6 with 23 charges), *Dagger +2* (1d4), Spells (3/2/2): *Darkness*, *Dragon Fire*, *Protection from Good*, *Hold Person*, *Bless/Harm*, *Animate Dead*, *Call Lightning*, Treasure: 5d4pp and a *Platinum Mask* (500gp), is currently seated on a mat in prayer. The shrine contains an *Emerald Statuette of Vol* (3500gp) and four candles of *Incense of Meditation*.

30. Guardroom and Barracks: A group of elite dragonmen are garrisoned here to provide support for intruders emerging from the nearby Teleport Pad (Room 28). The chamber is simple with bunk beds and a round table in the center with four chairs. They will hear combat in adjacent rooms. **Voldrax Dragonman** (4) AL: LE, AC: 2, HD: 6, HP: 40, 2x31, 25, #AT: 1, Weapon: Two with *Two-Handed Swords* (1d10) and two with *Halberds* (1d10), Treasure: 5d10ep, *Potion of Super-Heroism*, *Platinum Bracers* (500gp), 3d10gp. **Midiarii Dragonman** (4) AL: LE, AC: 4, HD: 4, HP: 28, 25, 22, 19, #AT: 1, Weapon: *Broadsword* (1d6+1) and *Longbow with 10 Arrows* (1d6), Treasure: 2d10pp, 1d10ep, 4d10gp, Nothing.

31. This chamber has partially collapsed. The room was once a library but the books were piled in the center and burned. There is nothing of value.

32. Two 10x10 foot round pillars support this room. The smell from B wafts into the chamber.

A. Three straw weapon training-dummies stand against the northern wall. The dragonmen use this room for weapons practice. Hanging on the wall pegs are six helmets. One is magical: *Gaidenmorden's Furry Mongol Helmet of Discontent* (Cursed).

B. All those who step into this room must make a save versus Poison or vomit uncontrollably for 1d4 rounds (be sure to roll for random monsters). The dragonmen have dumped the bodies of tortured prisoners here for some time and many are in an advanced state of decay. The bodies include *luft baboons*, *coldbolds*, *goblins*, and *humans*. At the bottom of the pile is a crushed halfling grasping a black handkerchief. The handkerchief is a *Portable Hole*. Inside are 2385gp, 14 books and 21 scrolls. There is a 1-2 on d6 chance of finding a valuable book or scroll. Use the chart on page 34 in concert with the *Random Book or Scroll Title Table* in the Appendix to determine the title and value.

33. This chamber is empty.

34. This room contains a well used to draw water for the complex. There are four large barrels filled with water, six empty barrels, and a wooden wheelbarrow for transporting the water across the complex.

35. A massive 20 foot tall stone statue of Vol (a white dragon) dominates this room. Set into the eyes of the statue are *Huge Exquisite Blue Sapphires* (5000gp each) and the statue is freezing cold to the touch. The statue is trapped. If an attempt is made to pry out the gems the statue will animate as a unique **Stone Golem of Vol** AL: N, AC: 5, HD: 14, HP: 80, AT: 1, DMG: 3d8 (Bite). In addition to a melee attack, once every three rounds the golem can breathe a freezing cloud in a 10x10 square. All those in the cloud must save versus Paralyzation or be frozen akin to *Transmute Flesh to Ice*. It will take an experienced thief 6 turns to remove the gems without damaging them (3 turns each).

36. This is the quarters of **Prefect Vanzar** and **Prefect Talibac, Level 5 Volsectum Cultists** AL: LE, AC: 2 (*Plate* and *Shield*), HD: 5, HP: 40, 30, Weapon: The first has a *Scimitar +1* (1d8) and a *Dagger +2* (1d4) and the other a *Broadsword* (1d6+1), *Dagger* (1d4), and *Sling with 10 Stones* (1d4), Spells (3/2/1): *Darkness*, *Dragon Fire*, *Protection from Good*, *Hold Person*, *Bless/Harm*, *Animate Dead*, Treasure: 5d4pp and a *Platinum Mask* (500gp).

The two prefects oversee the detachment of dragonmen (Room 37) and worship in the shrine (Room 35). The quarters are spartan with the exception of two small chests (both possess the respective keys). The first contains *Potions of Flying* and *Feather Fall*. The other has a *Small Flawed Pale Blue Opal* (800gp) and *Bracers of Deflection*. If possible they will alert the draconians in Room 37.

37. Barrack: A group of four **Voldrax Dragonmen** (4) AL: LE, AC: 2, HD: 6, HP: 32 each, #AT: 1, Weapon: Three with Halberd (1d10) and one with a Two-Handed Flail (1d8), Treasure: a Scroll: *Protection from Elementals* (Fire), 5d10pp, Nothing, and a Pouch with three gems: Large Exquisite Brown Jasper (125gp), Huge Finely Cut Brown Carnelian (125gp), and a Huge Exquisite Red and White Sardonyx (200gp), are cheering on a duel between one of their number and **Huutuk, a Young Troll** AL: CE, AC: 4, HD: 6+3, HP: 25, #AT: 3, DMG: 1d6/1d6/1d10. Two of the draconians are holding the **Troll** by a long rusty chain fastened to a metal collar around its neck. Other than six bunk beds the chamber is empty. The occupants are unaware of the secret door. If possible they will alert the cultists in Room 36. **Huutuk** is forlorn. He takes constant beatings in combat with the dragonmen, only to regenerate and do it over, and over, and over. He would love to exact revenge and be free of the dragon cult.

38. Weapons Storeroom: There are 20 hand axes, 10 battle axes, and 20 daggers. There are also 10 shields and 12 quivers of arrows (20 each).



39. Three tall, round, 30-foot tall columns support this roughly rectangular chamber. The bottom third of the pillars are carved in the shape of Arcantryl, the Lady of Magic. The cultists have chipped off the faces on each pillar. There is a secret compartment in the center pillar (accessed by pushing in a small button at the bottom of the effigy near the floor). Inside the compartment is a Scroll: *Protection from Magic*.

40. This chamber is used as a privy. A long rectangular box of wood with holes sits over a 10-foot deep trench dug below the flagstone. At the bottom of the filth is a *Periapt of Proof Against Disease*.

41. This is a cartography room. The shelves on the outside walls are lined with scroll maps and a large square table stands in the center of the room. A large map of the Northern Reaches is spread across the table. The map is dotted with small wooden figurines that represent castles and holdfasts.

Map Shelves: (1030)

Contents: *The Waterways of the Northern Reaches: A History* (1400gp), *The Star Charts of Kadar the Seer* (3100gp), *The Navigational Charts of Loch Vaneeg* (1550gp), *Armosmard's Survey of the Yggsdril Forest* (1860gp), *The Archipelago of Frozen Tears: A Maritime Survey* (1230gp), *The Lost City Map of Archata* (6500gp), *A Topographical Treatise by Oierwe the Explorer* (1250gp), *The Ancient Roads and Byways of the Burnt Waste of Leenil* (780gp), *The Topography of the Coal Hills* (690gp), *The Trails and Landforms of the Black Peaks* (740gp).

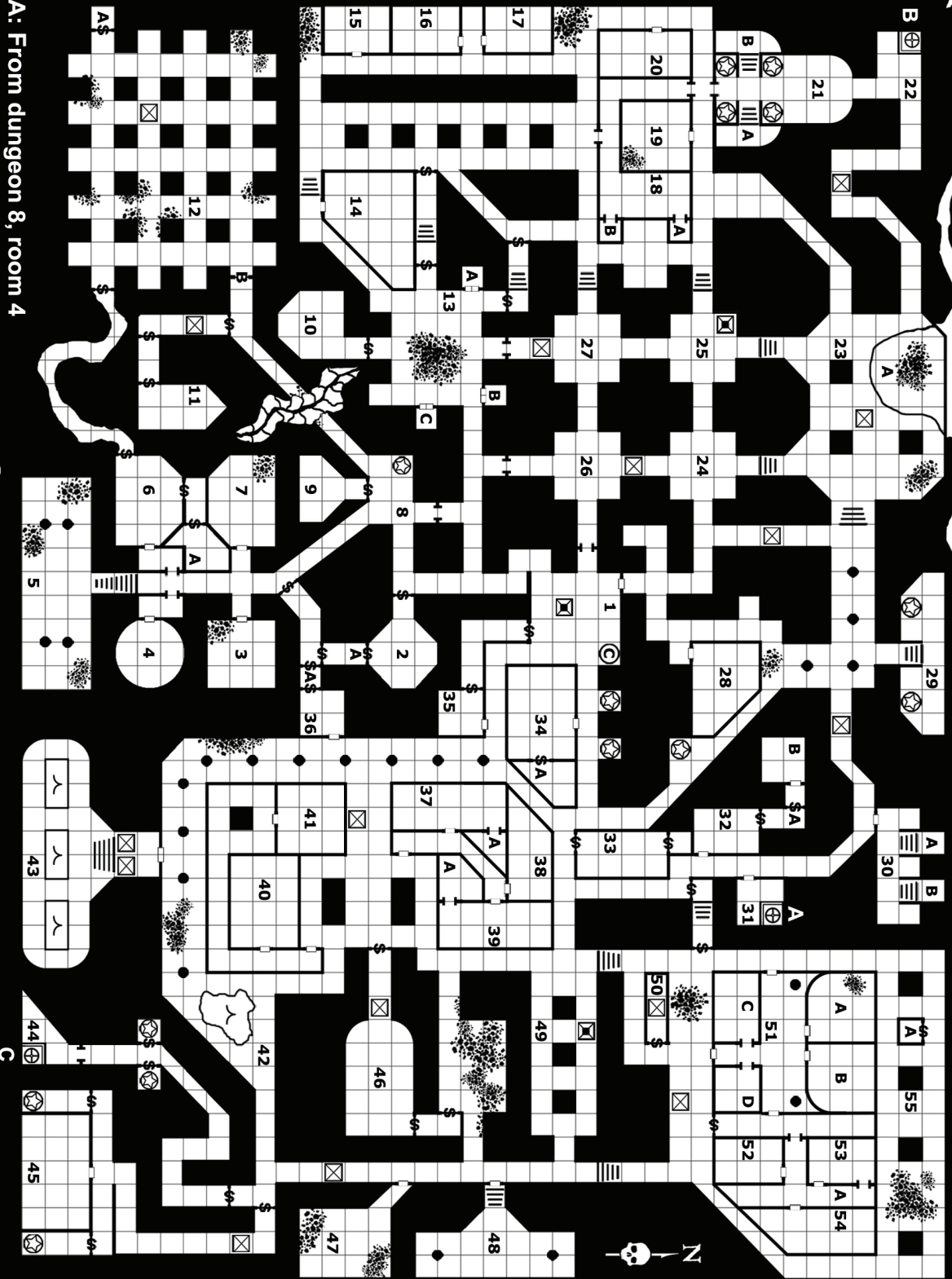
A. Sitting on either side of the alcove into A are two **Brass Drakes** AL: N, AC: 3, HD: 3, HP: 19 each, #AT: 1, DMG: 1d8+Special.

The constructs guard the entrance to the private chamber of **Prelate Battalis, Level 5 Volsectum Cultist** AL: LE, AC: 2 (Bracers AC4 and Dex), HD: 5, HP: 30, Weapon: Scimitar +1 (1d6+1), Dagger (1d4), and Sling with 10 Stones (1d4), Spells (3/2/1): *Darkness, Dragon Fire, Protection from Good, Hold Person, Bless/Harm, Animate Dead*, Treasure: 5d4pp and a Platinum Mask (500gp), who oversees the map library of the dragon cult.

42. Weapons Training Room: Grand murals painted on the walls depict cultists in glorious combat against the forces of humans, elves, and dwarves. There are four wooden weapon training-dummies in this room.



DUNGEON 1: KALGUMMER'S CRUMBLING COLLEGIUM



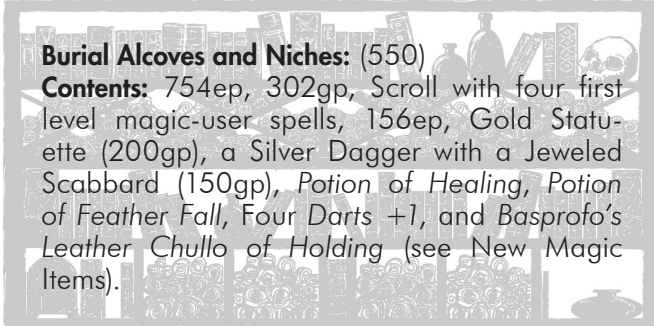
- A: From dungeon 8, room 4
- B: To dungeon 7, room 61
- C: To dungeon 5, room 44

⊙ Up to tower 1, level 1, room 3

DUNGEON 1: KALGUUMER'S CRUMBLING COLLEGIUM

1. This room is empty with the exception of howling wind that rises up from an open Moon Door in the floor. A trapdoor in the ceiling leads up 50 feet via an iron ladder to Room 3, Tower 1: Forgotten Citadel of Kalguumer. See Room 34 for detail on the two statues in the hallway immediately to the east.
2. A stone statue of Kalguumer stands in the center of this room. He is erect with his head down reading, but no book is present. If the book is found and placed in the hands of the statue it will materialize into a magical spellbook that contains three spells each from levels 1-3 and add 10% to any magic-user's attempt to learn a spell (when using this spellbook). The book is covered in the skin of an efreeti and thus serves as a *Ring of Fire Resistance* for the possessor.
- A. This secret room contains two heavy bags of coins: 250gp and 406cp.
3. This chamber has partially collapsed. Hidden in a rubble pile (4 turns, roll for random monsters) is a Gold Ring (500gp).
4. The door is unlocked and trapped with a swinging axe (2d6 damage, Dexterity Check for half) that descends from the wall above the door and into the hallway. The room is otherwise empty.
5. This chamber has filled with water (ankle-deep). The room has partially collapsed in three different places. Bones litter the chamber. Gold gleams in the torchlight along the southern wall near the rubble pile (250gp, Key to Room 28, and a sealed scroll tube with *Command*, *Light*, and *Cure Light Wounds* x3). Once the rubble is disturbed **Skeletons** (6) AL: CE, AC: 4, HD: 1, HP: 4x7, 5, 4, #AT: 1, DMG: 1d6, will rise and attack.
6. This room is empty with the exception of gnawed bones and small bits of rubble.
- A. Torches sconces magically ignite when a magic-user enters this room. Hanging on the walls, a few feet apart, are three masks carved of wood. The first is shaped like a wolf, the second like a bear, and the third like a doppelganger. The wolf and bear masks allow the bearer to *polymorph* into a normal animal for two turns. The doppelganger mask allows the bearer to *polymorph* like said creature for a maximum of two turns. These are one-use magic items.
7. This chamber has partially collapsed.
8. A gargoyle statue stands in the northwestern corner of this room. The statue is sentient and speaks Black Tongue but will likely stay quiet at first to take the measure of the party. The gargoyle has no desire for conflict. It was imprisoned on a dais long ago, and it merely desires *Kalguumer's Magical Pearl* (which it must swallow, Room 55) to break the enchantment and flee the dungeon. If freed he will offer to fly the PCs across the chasm to the south and also tell them about the secret door that leads to Room 11 (but not the pit trap). If PCs push for additional information he may reveal that **Barggro the Blade** is trapped behind the secret door to Room 9.
9. The back wall of this chamber contains the *Skull Mirror Trap of Malsoon*. **Show HighFell Illustration #26**. Inside the mirror is **Barggro the Blade** asleep on the ground in his armour. The environment inside the mirror appears plain and white. When he sees torchlight, he will immediately become excited and start pounding the glass. He will relay instructions (and is aware of the hammer needed to free him) but his voice cannot be heard through the mirror. The PCs need to find the *Hammer of Malsoon* to break the mirror and free him.
- Barggro, Level 3 Fighter** AL: NG, AC: 4 (Chain and Shield), HD: 3, HP: 18, #AT: 1, DMG: *Spear +1* (1d6) and a *Light Crossbow* with 10 Bolts (1d4). Ability Scores: S 17, I 9, W 9, D 10, C 15, Ch 14.
10. A brazier burns with a low purple flame in the center of this room. Murals on the walls depict agonizing pain to those who place their hands in the fire. Any magic-user or illusionist who places their hands in the fire will feel excruciating pain (it will feel as though the flame is melting their hands). If they can absorb the pain for 3 minutes, they will be able to withdraw their hand with a new permanent magical ability. Once per day they may summon purple flame to the hand and throw it up to 30 feet for (1d2) points of damage.
11. This is a treasure room. It contains two large chests and a small metal coffer (30pp). The two chests are trapped. The first has a poison needle (save at +1 or die) and contains 332ep. The second has a scything blade that strikes for 2d4 points of damage (Dexterity Check for half damage). Inside is a *Dagger +1* in an ornate sheath (300gp).
12. A bricked wall bars entry into the catacombs. A green devil face sits atop the archway above the bricked wall. Consult the rules for breaking down the wall provided in the introduction.

This is a catacomb where mages of HighFell were put to rest for centuries. Each of the walls and crannies contains small alcoves or niches, of various shapes and sizes, where small caskets, urns, or bones were laid to rest. There are a total of 650 burial niches. One treasure can be found in the order below for every 50 alcoves searched:



As the catacomb is searched and defiled, undead will rise from their resting places and attack every 1d4 turns: **Zombies** (1d3) AL: CE, AC: 8, HD: 2, HP: 16, #AT: 1, DMG: 1d8. The chamber has partially collapsed in eight different places and the entire catacomb is unstable.

A. Hidden behind a secret door at the back of the catacomb is the resting place **Altrusea the Amazing**. She is laid to rest inside a sealed stone sarcophagus. Her effigy is carved on the top of the sarcophagus. Inside are her skeletal remains, a *Wand of Magic Missiles* (25 charges) and a spellbook that contains six level one spells, 4 level two spells, and 2 level three spells.

The secret door itself is a **Flagstone Golem** AL: N, AC: 6, HD: 2, HP: 16, #AT: 2, DMG: 1d6/1d6. Once the sarcophagus has been disturbed it will stand up off the hinges of the door and attack intruders.

13. This chamber has partially collapsed and a huge rubble pile dominates the center of this chamber. Water drips consistently and slowly from the ceiling high above. There are three small double doors in the room and an archway leading north. In the rubble is a stone book (four turns of searching). This is part of the statue in Room 2.

The doors to **A** and **B** are broken down and empty. **C** is locked and contains a chest with 235sp.

14. This room is empty.

15. A pressure plate just inside the door will drop a stone-wall behind the first person who steps into the room (treat as a bricked wall).

16. This chamber is empty.

17. Several pieces of parchment and a ripped book (no value) have been thrown on the floor.

18. This room is empty.

A. Two small sealed jars sit near the back wall. The jars are filled with a non-magical healing ointment (1d3 points/use, two uses per jar).

B. A **Gray Ooze** AL: N, AC: 8, HD: 3, HP: 15, #AT: 1, DMG: 2d8, is stuck to the back wall of this small chamber. A Platinum Earring sits on the floor (25gp).

19. The door is ajar. A group of **Giant Rats** (12) AL: N, AC: 7, HD: 1d4hp, HP: 2x4, 4x3, 4x2, 2x1, #AT: 1, DMG: 1d3, have made a nest in this rubble pile. They have dragged bits of clothing, and various items, into it. The nest contains a Silver Belt Buckle (20gp), an Ivory Comb (25gp), a Tiny Exquisite Blue Quartz (50gp), a Tiny Flawed Blue Azurite (10gp), and a Huge Flawed Smokey Quartz (140gp). The rubble has fallen from the ceiling 30 feet above and water drips slowly into the room.

20. Broken wooden desks and chairs have been thrown into a corner of the room. There is nothing of value.

21. The Chamber of Statues: This room contains two elevated platforms 10 feet off the floor. On either side of the staircases are stone statues. The two statues on the right are male wizards and the left are female. At the top of the stairs on platform A, hanging on the wall, is a *Mace +1* (and a *Hand Axe +1* on platform B). Touching the stairs or climbing the statues will cause them to animate and defend the treasures. **Lesser Stone Statues** (4) AC: N, AC: 6, HD: 3, HP: 18 each, #AT: 2, DMG: 2d4. These stone statues take 1.5 additional damage from blunt weapons.

22. A teleport pad on a square dais is the only feature of this room. The pad transports to Dungeon 7, Room 61.

23. The floor has sunken in the northwestern corner of the room and filled a large pool of dark water. In the center of the pool is a rubble pile from a collapse in the ceiling above. A second collapse can be found in the northeastern corner.

A group of **Giant Bats** (6) AL: N, AC: 6, HD: 2, HP: 13, 2x12, 10, 2x8, #AT: 1, DMG: 1d4, hang from the ceiling. Some bat guano can be found on the floor. They will attack torch and lantern bearers first.

A. An ornate scroll tube (350gp) can be found in the water clutched by a fossilized skeleton. The current is strong in the water and it will break free causing a PC to wade into the water and rush to follow the tube as it is pulled out of the pool towards the river to the north. The scroll contains the following arcane spells: *Baltron's Black Sheen*, *Fennril's Exquisite Strangulation*, and *Galaxina's Scintillating Spark Shower*.

24. A pile of bones and decomposing organic matter sit in the center of this room. Backed into the southeastern and northwestern corners are two **Shriekers** AL: N, AC: 7, HD: 3, HP: 12, 9, #AT: Special, DMG: Special. Be sure to check for random monsters when they scream.

25. Wind howls from an open Moon Door in the northwest corner of the room.

26. This room is empty except for a thighbone lying on the floor.

27. This chamber is empty.

28. Statue Construction Chamber: This chamber is locked and trapped (poison needle, save at +2 or die). The key can be found in Room 5. This room was used to construct and animate the salt statues. There are chisels and tools hanging on the walls. There is also a lectern with a book containing the final enchantments to animate the statue. A statue stands nearly complete, missing only its head which sits beside it on a stand. If the players place the head atop the body and read the enchantments, they can animate and control the statue. See Room 33 for the monster entry.

29. There are two statues in this room. One of Kalguummer and one of Arcantryl. They are both broken and cracked with age.

30. Two 10-foot staircases ascend platforms A and B:

A. This platform has an empty pedestal. A silhouette of three vials can be seen in the dust.

B. A pedestal with three vials is covered in a shimmering blue force-field. Halfway up the pedestal is a keyhole. The lock can be picked (-15%, the key to deactivate the force-field can be found in Room 32B). The vials are *Potions of Healing*, *Flying*, and *Feather Fall*.

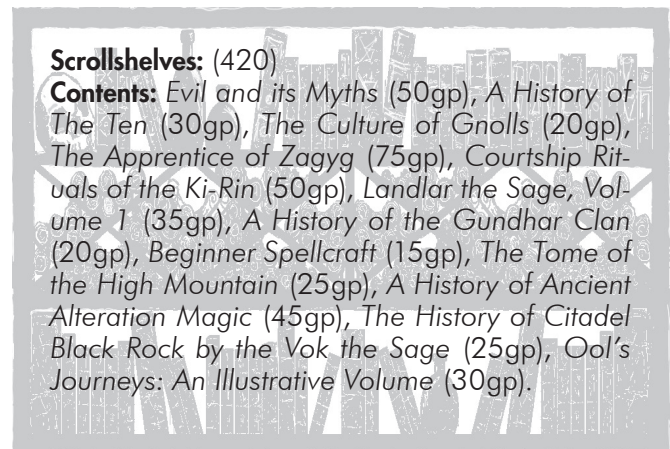
31. A teleport pad stands on a large dais (from Dungeon 8, Room 4).

32. This chamber is empty. Salt deposits have accumulated at several places along the walls.

A. Resting against the north wall of this chamber is a small chest, a suit of armour, a large hammer. The chest is trapped (poison needle save at +2 or die) and contains a suit of *Leather Armour +1*, and the *Hammer of Malsoon +1* (this is the only magical item that can break **Barggro the Blade** from his prison (Room 9)).

B. The door to this chamber is magically trapped with *Galaxina's Gorgonic Breath* (See New Spells) Inside the chamber is a suit of *Chainmail +1* on an armour stand, a weapons rack with a *Broadsword +1*, *Short-bow +1*, and a Bag of 8 *Steel Sling Bullets +1*. There is also a shimmering blue key (for the force-field in Room 30).

33. This is a Secret Scroll Library:



Along the north wall is a secret door to a 10x10 foot room. Inside is a small shrine to Dogma, the God of Knowledge. The shrine includes a Gold Statuette (150gp), Four Vials of Holy Water, and *Incense of Meditation* (2).

Two six-foot tall **Salt Statues** AC: CE, AC: 4, HD: 2, HP: 12 each, #AT: 1, DMG: 1d6, stand on plinths opposite the door to Room 34. The statues will animate and attack if the secret door to Room 34A is opened. Note that these statues take double damage from water-based attacks.

34. With the exception some rotting tapestries depicting the Golden Age of HighFell, the room is empty.

A. Opening the secret door will activate the statues located in the hallway outside Room 34. Inside the chamber is a spell component archive:

Spell Components: (158)

Contents: Small Vial of Mercury (25gp), Small Box of Dried Crickets (15gp), Small Box of Hen's Heart (20gp), Tiny Chest of Rose Quartz Shards (75gp), Small Box of Dried Skunk Cabbage Leaves (30gp), Small Clay Model of a Ziggurat (15gp), Satchel of Broken Bloodstones (45gp), Tiny Chest of Dried Carrots (10gp), Tiny Vial of Sulphur (45gp), Entrails of Norker (60gp), Dried Flesh of Brownie (100gp).

35. The door to this room is open. The floor is covered with salt deposits.

36. The door to this chamber is ajar. **Salt Bats** (6) AL: N, AC: 4, HD: 1+2, HP: 6 each, #AT: 1, DMG: 1d4 appear like large salt deposits on the walls.

A. This secret room contains three scroll tubes on a shelf on the northern wall. One contains three random first level cleric spells, the second three random illusionist spells, and the fourth is a Scroll: *Protection from Magic*.

37. **Giant Cockroaches** (6) AL: N, AC: 4, HD: 1, HP: 8, 7, 3x6, 5, #AT: 1, DMG: 1d6, have crawled into this chamber from a hole in the wall.

A. This small triangular chamber is filled with shelves containing spell components:

Spell Components: (75)

Components: Small Box with Shards of a Broken Dagger (10gp), Small Pouch of Thorns (15gp), Pouch of Fleece (40gp), Sealed Pot of Honey (32gp), Pouch of Crystal Beads (25gp), Small Box of Cat's Paws (20gp), Tiny Chest of Dried Glow-Worms (25gp), Tiny Chest of Forked Metal Rods (40gp), Small Satchel of Dried Tentacles (30gp), Glass Bottle of Graveyard Mist (50gp), Small Pot of Mandrake Root (35gp).

38. This room is empty.

39. The floor of this room is potted with 16 holes in the floor. Each hole is approximately three feet deep. Use the following chart to determine contents:



Floor Hole Contents

- 1 Nothing
- 2 Nothing
- 3 Nothing
- 4 **Spitting Cobra***
- 5 **Rot Grubs*** (1d3)
- 6 **Yellow Mold***
- 7 Moonstone (50gp)
- 8 Green Zircon (10gp)
- 9 Banded Agate (70gp)
- 10 *Random Spell Scroll**
- 11 *Random Potion**
- 12 *Dagger* (1-3: +1, 4-6: +2)*

*Once only.

A. Empty shelves line this side chamber.

40. A Ring +2 lies under a flagstone in this room.

41. There is a narrow well in this room. Fast moving water can be heard about 100 feet below. There is nothing of value.

42. **Giant Leeches** (3 with 2 HD) AL: N, AC: 7, HD: 2, HP: 12, 10, 7, #AT: 1, DMG: 1d6. This chamber has partially collapsed.

43. A broad 10-foot staircase descends down into a long oval room. There are three unique basins of strange water: Green (West), Purple (Center), and Brown (East). A drinking horn hangs on a peg on the wall. Drinking from the Green Basin serves as a *Potion of Diminution*, the Purple Basin like a *Potion of Growth*, and the Brown Basin like a *Potion of Delusion* (PC thinks they have grown (1-3) or shrunk (1-3)). This happens only once.

44. A teleport pad to Dungeon 5, Room 44 stands on a two-tiered square dais. Anyone who passes through the archway will activate the **Archaian Sentinels** (2) AL: N, AC: 3, HD: 3, HP: 18 each, #AT: 1, DMG: 1d6, hidden behind the secret doors to seek and destroy the intruders.

45. A stone above the door depicts a venomous snakehead. The snakehead is enchanted with a form of *Sepia Snake Sigil* that initiates when the door is touched by anyone other than a magic-user. If the trap is sprung, the two **Salt Statues** (2) AC: CE, AC: 4, HD: 2, HP: 12 each, #AT: 1, DMG: 1d6, located behind the secret passages adjacent to this room, will activate and attack.

A magnificent weapon, the “Fang of the Snake,” a *Great Spear +1, +2 versus Reptiles (1d8)*, hangs on the southern wall of this chamber. **Show HighFell Illustration #27.** The floor is trapped and connected to deadfall stones hanging from the ceiling. If the PCs can fly, or climb along the outside walls, they can void the trap entirely. If they have to cross the floor they will trigger a deadfall stone (2d6 points of damage, save versus Death for half) every 10 feet. The pressure plates require the weight of a human, elf, or dwarf to activate. A halfling or gnome could (1-3 on d6) pass without setting them off. However, the final 10 feet in front of the spear is decidedly more sensitive. Any weight put on the final pressure plate will cause a Moon Door to open up below it.

46. A pile of 2d6 random books lies on the floor (see page 34).

47. This chamber has partially collapsed in two places. A bag of gemstones can be found after searching for four turns: Very Large Finely-Cut Red Garnet (600gp), Tiny Exquisite Blue Quartz (50gp), Tiny Flawed Huge Deep Blue Azurite (10gp), and a Huge Flawed Smokey Quartz (140gp).

48. This room is flooded and knee-deep in scum-covered water.

49. A **Green Slime** AL: N, AC: N/A, HD: 2, HP: 10, #AT: 1, DMG: Special, sits on a ledge fifteen feet above the floor along the wall, awaiting its next meal.

50. A small wooden table at the back of this room contains a *Wand of Magic Detection* (20 charges) and the *Tartan Tam of Sustenance* (see New Magic Items), and *Robe of Protection +1*.

51. This room is empty with the exception of two round columns and a small crack in the floor.

A. This chamber is empty. There is a small collapse of the wall near the ceiling.

B. This room has a one-way door. In order to free a trapped PC behind it, the door must be destroyed. Be sure to roll for random monsters.

C. A number of **Giant Centipedes** (6) AL: N, AC: 9, HD: 1d4hp, HP: 4, 4, 3, 3, 3, 3, #AT: 1 (bite), DMG: Poison, are crawling about the rubble and refuse in this chamber looking for food.

D. With the exception of an overturned table and chairs, this room is empty.

52. This room and the hallway **(A)** are empty.

53. The skeleton of a mage rests on the floor (Coin Purse: 25pp). A **Gray Ooze** AL: N, AC: 8, HD: 3, HP: 15, #AT: 1, DMG: 2d8, hangs above the doorway.

54. This room contains 8 rotting sacks of grain, 6 large barrels of spoiled wine and mead, and 25 empty crates. A party of adventurers used the crates to hide equipment and never returned, including a 50' rope, a backpack with 10 iron spikes and a tack hammer, a set of thieves' picks and tools, two vials of holy water, a pup tent, and a *Potion of Healing*.

55. Stirges (7) AL: N, AC: 7, HD: 1, HP: 7, 5, 3x4, 3, 1, #AT: 1, DMG: 1d3. This chamber has partially collapsed. In the rubble pile is *Kalguumer's Magical Pearl* (8 turns). The gargoyle statue in Room 8 must swallow the pearl to break its imprisonment.

A. Secret Scroll Cache: This small room has a table with two clerical and two magic-user scrolls. The first has *Cure Light Wounds x2, Light, and Resist Cold*. The second has *Bless, Delay Poison, and Spiritual Weapon*. The third *Burning Hands, Spider Climb, and Ventriloquism*, and the fourth *Darkness Globe, Knock, and Mirror Image*.



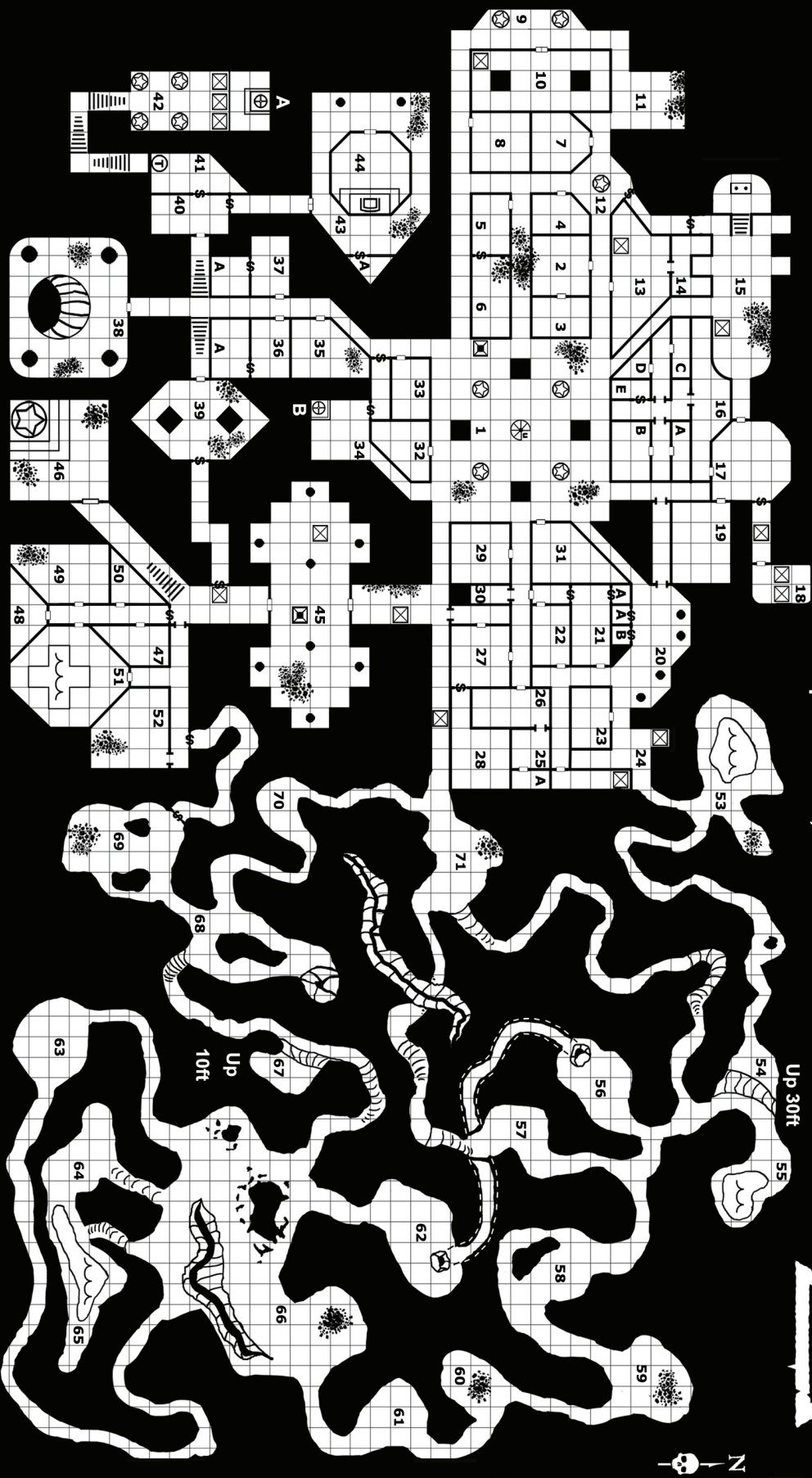
DUNGEON 2: THE LOST LABYRINTH OF ANEMANCY

A: To dungeon 6, room 6A
B: From dungeon 8, room 27

⊕ Up to tower 2, room 1

Up 30ft

Up 10ft



DUNGEON 2: THE LOST LABYRINTH OF ANEMANCY

1. This massive 90x90 foot room is supported by four 10x10 square columns. Four broken statues of long forgotten anemancers stand facing the center of the room. In the center is a spiral staircase that ascends 125 feet to Tower 2, Level 1, Room 1. The chamber has collapsed in three different places. Wind howls ominously from an open Moon Door. Partially buried in the northeastern rubble pile are **Giant Ant Exo-Skeletons** (6) AL: CE, AC: 3, HD: 3, HP: 18, 16, 15, 2x12, 11, #AT: 1, DMG: 1d8, and a Key (Room 43).

2. The door is open and the room is empty.

3. The door to this chamber is barred and locked with a padlock – from the outside. Inside is a **Netseev Essebitte the Ghaist** AL: CE, AC: 4, HD: 3+3, HP: 20, #AT: 3, DMG: 1d4+1/1d4+1/1d8. **Netseev** was once a magic-user. He was sent on a quest and was bitten by a strange undead creature. He killed several apprentices, was imprisoned, and forgotten. He is largely insane, but will have lucid moments. Anytime the PCs interact with him roll a d6. On a 1-4 he will babble gibberish and drool while licking his lips at flesh, on a 5 or 6 he will respond lucidly and intelligently. He possesses limited knowledge of the complex.

4. Broken pieces of wood lie on the floor.

5. This is a small barrack for apprentices. The room is furnished with four beds, a table, and four chairs. All are covered in dust. In the mattress of one of the beds is a Scroll: *Magic Missile* and *Baltron's Black Sheen*.

6. This secret chamber has partially collapsed. The collapse is almost noticeable in the hallway (small hole in the wall) immediately to the north (equivalent to finding a secret door). Three whistles (Brass, Wood, and Clay) hang on wall pegs, as well as a Key (Room 8). They detect as magical and have the following powers (1d3 uses per):

Whistle	Magical Effect
Brass	Color Spray
Wood	Gust of Wind
Clay	Stinking Cloud

7. This room is empty.

8. The door to the Western Apprentice Library is locked (the key is in Room 6). The walls are lined with bookshelves:

Bookshelves: (220)

Contents: *Wind Enchantments* (220gp), *Gaseous Form: A Preliminary Understanding* (175gp), *The Power of the Storm* (100gp), *Lightning and its Uses* (125gp), *The Ecology of the Couatl* (275gp), *The Ecology of the Ki-rin* (145gp), *The Flying Ability of the Manticore: Preliminary Observations* (120gp), *The Summoning of Aerial Servants* (300gp). In addition there are four other books. Consult the Random Book or Scroll Table on page 34.

9. Two statues, devoted to the forgotten demi-gods of Thunder and Lightning, stand against the western wall. They appear dressed in robes with masks over their faces. Hanging on the wall in between the statues is a *Horn of Fear* (as per the spell, 1d4 uses, value 400gp). If the horn is taken, the statues will animate as **Archaian Sentinels** (2) AL: N, AC: 3, HD: 3, HP: 24 each, #AT: 1, DMG: 1d6.

10. The double doors to this room are ajar. This chamber is empty with the exception of a Large Cracked Ruby (450gp) lying on top of the pit.

11. This chamber has collapsed along the northern wall. An **Ochre Jelly** AL: N, AC: 8, HD: 5, HP: 35, #AT: 1, DMG: 2d6, lies in wait amongst the rubble.

12. A statue of Psyruque stands in the center of this passage-room.

13. Empty.

14. The bodies of two decaying **Volsectum Cultists** (bludgeoned) were thrown into this back chamber. They have been looted.

15. This large domed chamber was once a shrine to The Four Winds, an ancient and long-forgotten god of the anemancers. The room has partially collapsed along the northern wall. A cluster of spiders has made a nest in this chamber. Long ago, the spiders were the result of magical experimentation to create flame-resistant spider web (their webs will only light on fire with a 5-6 on d6). The ceiling is covered in spider webs.

There are two **Giant Black Widow Spiders** AL: N, AC: 6, HD: 3, HP: 18 each, #AT: 1, DMG: 2d6* along with their smaller offspring (treat as) **Blood-Thirsty Spiders** (6) AL: N, AC: 6, HD: 2, HP: 3x11, 3x8, #AT: 1, DMG: 1d6.

Hidden in their webs are the bones and the cocoons of previous victims along with the following treasures: *Studded Leather* +2, a *Longsword* +1, three *Volsectum Cultists Masks* (100gp each), *Shield* +1, and a *Potion of Heroism*. There is also a *Pouch* with 24gp.

16. Four chests (made of rusty steel, tarnished bronze, and two made of wood reinforced with gleaming iron) sit along the northern wall. The first two are mundane chests. The last two are **Mimics** (2) AL: N, AC: 7, HD: 9, HP: 50, 42, #AT: 1, DMG: 3d4, attempting to camouflage themselves for an ambush. The rusty steel chest is locked and trapped with a poison needle (save or die) and contains 221pp and a *Dagger* +2 of *Throwing*. The tarnished bronze chest is locked and has 335gp.

A. This room is empty.

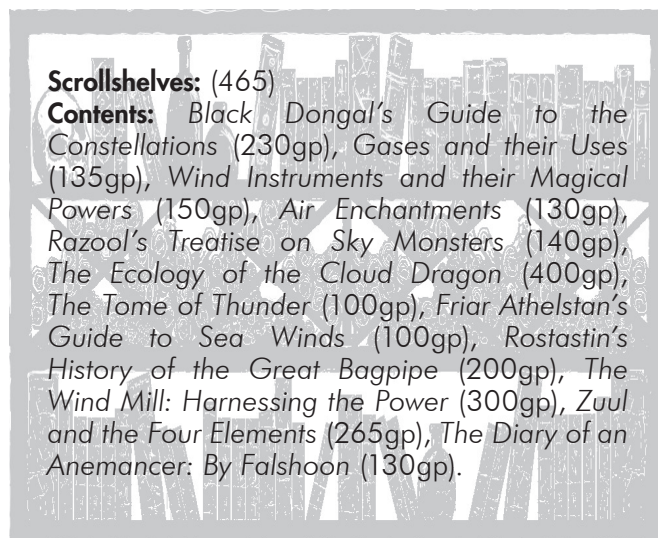
B. A great mural, now worn and cracked, was once painted on the southern wall of this chamber. It depicts a great migration of geese on a blue sky.

C. This is a scribing room. A small broken table, chair, and moldy parchment lie on the floor.

D. This chamber is empty.

E. This secret chamber has an illusionary wall that makes it appear only 10x10 feet. Beyond the illusionary wall is a small alcove that contains *Pipes of the Sewers* and a *Scroll* with *Wall of Vapour* and *Fog Cloud*.

17. Scroll Library of the Anemancers: The doors are locked and trapped with a *Glyph of Warding* (Electricity, 20 points of damage, save for half):



18. This is Psyruque's secret library. The secret door is accessed by a lever behind a loose stone, located behind a scrollshelf in Room 17. The shelf will swing inward with the door.

Referee's should determine the first pit randomly. The other two pits are Moon Doors.

On a single bookshelf along the northern wall are the following volumes: a *Manual of Gainful Conjuration*, a *Manual of Puissant Skill at Arms*, a *Tome of Clear Thought*, a *Tome of Wisdom*, and three *Runic Tablets*. In addition there are 10 other books and scrolls. Consult the *Random Book or Scroll Table* on page 34.

19. The door to the Spell Component Archive is trapped with *Galaxina's Gorgonic Glyph*. The walls are lined with thin shelves containing bottles, beakers, boxes, and pouches with all manner of components both exotic and mundane:



20. Four pillars in the shape of helmed women warriors support the northern portion of this chamber. The two inner pillars are **Caryatid Columns** (2) AL: N, AC: 5, HD: 5, HP: 22 each, #AT: 1, DMG: 1d8, that will attack is either of the secret doors to A or B are opened.

A. This secret room has a small table with a *Broom of Flying*.

B. A bowl with three gems sits on a small table in this secret room. Two of the gems are *Iridescent* and *Pale Blue* the other is a *Gem of Weight*.

21. Reading Room: Torches ignite from scones when a magic-user enters this room. This chamber has a large area rug, now moldy and decaying. Several paintings of the towers of HighFell, now rotting, hang on the walls. There are three large green velvet chairs. Two are rotting and moldy and the third, which looks like new, is a **Mimic** AL: N, AC: 7, HD: 9, HP: 35, #AT: 1, DMG: 3d4.

A. A book, a scroll, and two potion bottles (*Giant Strength* and *Flying*) sit on a shelf at the back of this chamber. Leaning in the corner is a *Staff of Curing* (heals 3d6 hit points of damage a maximum of three times per day and can *Cure Disease* and *Cure Blindness* once per day. The staff has 33 charges remaining). The entire chamber is covered in yellow-tinged dust. The dust is a contact poison. Anyone who steps into the room, or touches an item, will disturb the dust and must save versus poison at +2 or die.

22. This chamber is empty.

23. Empty.

24. In this room dungeon flagstone gives way to a natural cave that leads to the northeast.

25. This is a workshop for the creation of magical *Nesting Golems*. There are tables with wood working tools and a variety of paints all covered in dust. There are a dozen completed *Nesting Golems* (Human Male, Human Female, Bear, Fox, Owl, Eagle, Owlbear, Minotaur, Salt Golem, Iron Golem, Cyclops, Satyr) but only the last two are magical (three dolls each, see *The Forbidden Caverns of Archaia*).

A. Storeroom: This room is empty with the exception of small rotting wood blocks for carving nesting dolls. Workshop aprons hang on wall pegs. There is nothing of value.

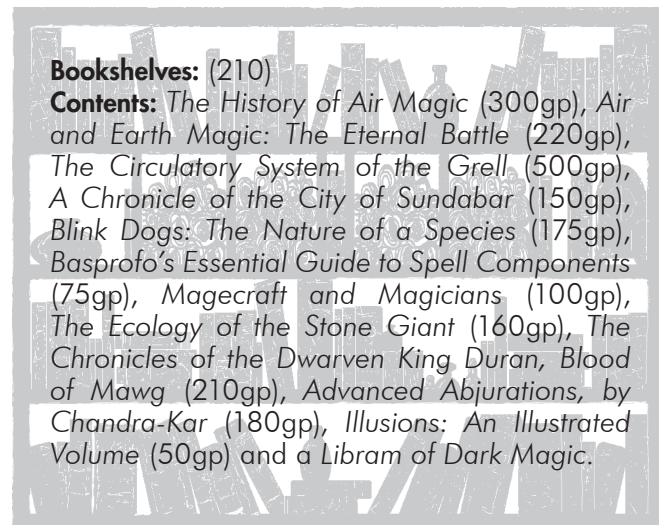
26. Two devil faces, one green and one red, leer down from the archway above this rusty steel door. The door is locked and trapped. If the door is touched the two devil faces will animate. The green devil face will spray oil on anyone within 10 feet of the door and the red devil face will *Produce Flame* in an outward stream and light the oil on fire causing 3d6 points of damage (save versus Breath for half).

27. This chamber is empty.

28. The floor of this room (the first 20 feet prior to the 30x30 room proper) is trapped. Pressure plates will activate a fusillade of darts from the southern wall toward the northern wall. Each fusillade contains 1d10+2 darts (1d3 points of damage each). Both

the north and south walls are potted in a decorative fashion to camouflage the nature of the trap. Mounted on the wall of this chamber are three sets of wings (bird, bat, and dragon). The wings are, in effect, gliders that allow descent only. The wings are mundane, and used with a system of straps and pulleys. They cannot support more than body weight plus 30 pounds. The wings take two turns to equip.

29. The door to the Eastern Apprentice Library is locked. The same key that opens Room 8 will also open this chamber:



30. An **Ice Toad** AL: N, AC: 4, HD: 5, HP: 24, #AT: 1, DMG: 3d4, sits in the dark in this chamber.

31. The bottom 1/4 of the door to this room has been chewed away. Inside the room is a large rubbish heap that serves as a nest for a large pack of **Giant Rats** (30) AL: N, AC: 7, HD: 1d4hp, HP: 10x4, 10x3, 10x2, #AT: 1, DMG: 1d3.

Hidden in the rubbish pile are the following gemstones (6 turns of searching, 10% chance of disease): a Huge Finely Cut Brown Carnelian (125gp), Huge Exquisite Red and White Sardonyx (200gp), Very Large Brown Jasper (100gp), Tiny Clear Rock Crystal (30gp), Tiny Moonstone (30gp), and a *Potion of Water Breathing*.

32. This room is empty.

33. Broken barrels and crates lie about this room. Normal rats scurry about the chamber.

34. A teleport pad (from Dungeon 8, Room 27) sits atop a dais in the southwestern corner of the room. An **Amphisbaena** AL: N, AC: 4, HD: 6, HP: 23, #AT: 2, DMG: 1d8, slithers quietly nearby.

35. This chamber is empty.

36. Eastern Laboratory: Glass from broken beakers and bottles cover the floor (Hazardous Terrain, 1/4 Movement). There are two tables in the room. One stands against the secret door and the other along the northern wall.

A. On a short table are *Potions of Healing*, *Extra-Healing*, *Flying*, and *Feather Fall*. There are also two vials of *Oil of Piercing*, four *Wasp Darts +1*, and a *Ring of the Ram*.

37. Western Laboratory: This is a vivisection chamber. Rusty knives and implements dangle from hooks on a surgical table. Rotting tapestries of avian anatomy hang on the walls. Behind one of the tapestries is scribbled the word "Mazahs."

A. The anemancers experimented with the animation of stuffed birds and their preliminary results are perched on a ledge in this room: a **Hawk** and a **Stirge**. When the command word "Mazahs" is whispered to them closely, they will animate (with the same abilities as their living counterparts) and follow the instructions of their master.

38. The sound of high wind can be heard long before arriving at the door to this room. A 30x30 foot open Moon Door dominates this 60x70 foot chamber. The room has collapsed in two places.

39. The door to this chamber is locked (the Bone Key used to open the door in is Room 44). The room is dotted with burial alcoves, is supported by two square columns, and has collapsed in two places:

Burial Alcoves: (180) Rectangular with bones.
Contents: 42gp, 15ap, 25pp, Gold Inkpot (150gp), Silver Bracers (200gp), Ruby Pendant (400gp), 5 *Sling Stones +3*, *Potion of Extra-Healing*, *Potion of Feather Fall*, *Potion of Flying*, *Dagger +1*, +2 versus Magic-Using Creatures.

40. This chamber is empty.

41. This secret chamber is filled with empty scroll and bookcases. There are only five books/scrolls remaining. Consult the Random Book or Scroll Table on page 34. The secret trapdoor in the floor is largely covered by a bookshelf.

42. Four statues of helmed male warriors stand at the entrance to this chamber. Each has Large Emeralds set into their eyes (500gp per eye). Each stone takes 2 turns to remove. All non-thief characters have a 50% chance of ruining the stones upon removal (1/4

value). Along the northern wall is a teleportation pad on top of a dais that leads to Dungeon 6, Room 6A. The two statues closest to the door are **Barrow Guardians** (2) AL: N, AC: 3, HD: 3, HP: 20 each, #AT: 1, DMG: 1d6. If anyone approaches within 40 feet of the pad the two constructs will attack with the intent of driving the intruders toward the pits.

43. The double doors are locked. The key is located in Room 1. This room is an outer chamber for Room 44. It is supported by two columns and has collapsed in two places. The inner double doors are unlocked.

A. The secret door opens to reveal a tiny treasure room and the hideous face of a gargoyle. The gargoyle is carved from the wall and holds a broad stone bowl filled with glittering gemstones. There is also an iron chest (locked and trapped with poison gas, save or die) with *Vitharia's Spiral Cone of Frost Resistance* (see New Magic Items), a *Wand of Fireballs* (with 25 charges), and *Basprofo's Brilliant Bookbag* (see New Magic Items). If any of the treasures are touched, the precious stones will animate as a **Gemstone Golem** AL: N, AC: 0, HD: 8, HP: 51, #AT: 1 or 2, DMG: 1d10/1d10, and attack.

44. Burial Chamber: The doors are unlocked. The walls are lined with burial urns (the remains of the guild of anemancers). Underneath the shelves are grave goods (three pots of coins and three baskets). Seated on a grand throne, dressed in a tattered black robe, is **Adosentz the Decrepit, a Crypt Thing** AL: N, AC: 5, HD: 6, HP: 45, #AT: 2, DMG: 1d6/1d6. He was once a wizard and, in death, was tasked with protecting the chamber from intruders and grave robbers. **Adosentz** is dreadfully bored, and will parley for a time to learn about HighFell and the dragon cult, but will ultimately lose patience and insist they leave or teleport them away.

The three pots contain 1578gp, 2854ep, and 150pp. The three baskets include a Bolt of Fine Embroidered Cloth (1000gp), 10 Gold Scarabs worth 50gp each, and the following gemstones: a Very Large Exquisite Red and White Sardonyx (175gp), Tiny Flawed Red and White Sardonyx (20gp), Tiny Exquisite White Chalcedony (80gp), Tiny Bright Green Emerald (750gp), and a Small Flawed Pale Blue Opal (800gp). The primary treasure room is located in 43A. **Adosentz** carries the Bone Key to Room 39 around his neck.



45. Both sets of double doors to this chamber are open. The chamber is supported by eight round columns and has partially collapsed. A **Grell**, or **Cerepod**, AL: CE, AC; 4, HD: 5, HP: 31, #AT: 11, DMG: 1d4*/1d6, has taken this room as its lair. Strewn across the rubble and broken floor are "Last Word" a *Hammer +2 Dwarven Thrower*, a suit of *Platemail +2*, a *Heavy Crossbow +1*, and a *Potion of Extra-Healing*. There are also 2104gp and 401pp.
46. A massive 20-foot tall statue of Arcanryl, The Goddess of Magic, stands atop a three-tiered dais. The room has partially collapsed. The statue is cracked and broken in places. Anyone who prays in front of the statue will receive a blessing (+1 on saving throws for one day). This happens only once.
47. The door is open and the chamber is empty.
48. The door to this room is warm. A large iron boiler dominates the room. Pipes extend from the boiler down into the floor (and connect to the thermal bath in Room 51). On the side of the boiler is a small port window. Inside is **Mixinthratses the Fire Mephit** AC: CE, AC: 5, HD: 3+3, HP: 17, #AT: 2, DMG: 1d4/1d4.
- Mixinthratses** was summoned and magically imprisoned by the wizards long ago to heat their baths. He only speaks Black Tongue and desperately wants out. He can only be released by a *Dispel Magic* cast by a Level 8 Magic-User. If he is released (and despite his alignment predilections) he will be extremely grateful and will return to the PC who released him a month later with a *Flame Tongue* weapon.
49. This was once a robing room for the thermal bath in Room 51. There is nothing of value. The room has partially collapsed.
50. This room is empty.
51. Both doors to this chamber are open. This is a thermal bath. The heat is maintained by **Mixinthratses the Fire Mephit** in Room 48. The water is murky and polluted. Under the surface hide two **Fire Toads** AL: N, AC: 6, HD: 3, HP: 18 each, #AT: 1, DMG: 3d4.
52. This chamber is empty.
53. A 20x30 foot pool of cool clear briny water lies in the center of this cave. Camouflaged just below the surface is a **Crystal Ooze** AL: N, AC: 8, HD: 6, HP: 27, #AT: 1, DMG: 4d4.
54. A 30-foot ledge descends down to Room 55.
55. This cave is filled with a pool of scummy water. There is nothing of value.
56. This chamber is the lair of an abnormally large and monstrous **Megalocentipede** AL: N, AC: 3, HD: 5, HP: 36, #AT: 1, DMG: 1d8 + Poison. Bones are strewn around the chamber. There is a 1-3 on d6 chance the creature is hanging on the ceiling of this cave. If not, it is in Room 62. If it is reduced to less than half hit points, it will flee down the passage in the cave floor to Room 62 regardless.
57. This room is empty. Puddles of green scummy water dot the floor.
58. Bioluminescent mushrooms and lichens line both sides of this chamber.
59. There is a partial collapse in this chamber. Several salt-encrusted stalagmites jut upward from the floor.
60. This cave has partially collapsed. A skeletal body partially protrudes from the rubble wearing *Boots of Elvenkind*. Near the collapse are several large luminescent mushrooms and an **Icterine Fungi** AL: N, AC: 5, HD: 5, HP: 33, #AT: 1d4*, DMG: 1d8 each.
61. Empty.
62. If the **Megalocentipede** was encountered in Room 56, this chamber is empty with the exception of the tunnel. Otherwise the giant creature will be posed near the exit of the cave.
63. Red crystals glow dimly in this chamber. If harvested, their shards will emit light in a 20-foot radius for 3 days.
64. Similar to Room 63, red crystals backlight this chamber.
65. Natural stairs lead down to a long, narrow cave pool filled with greenish water. A skeletal hand holds a sealed scroll tube just above the water with the following spells: *Anttiliam's Necromantic Drain*, *Chandra-Kar's Charm of Disciplinary Jargon*, and *Ambasse's Absent Lapse*. Hidden below the surface of the water are **Giant Leeches** (6 with 2 HD) AL: N, AC: 7, HD: 2, HP: 14, 12, 2x10, 9, 7, #AT: 1, DMG: 1d6.
66. This vast cave has partially collapsed and is broken by a large crevasse 80 feet long and 20 feet wide. The crevasse is bottomless and wind whistles through the chamber. Large mushrooms abound in the corners and recesses of the cave, as well as mosses and bioluminescent lichens. Random encounters take place on a 1 or 2 on d6 in this chamber.

67. Perched on a ledge 10 feet off the floor of the passage is a **Cave Fisher** AL: N, AC: 5, HD: 3, HP: 20, #AT: 2, DMG: 1d4+3. The creature prefers an easy, single target and thus there is only a 1-3 on d6 chance it would attack a party of adventurers.

Strewn through its lair are a locked chest with 124ap, two *Javelins of Lightning*, a *Potion of Invisibility*, and a *Dagger of Venom*.

68. There is a 20x20 foot sinkhole in the northern portion of this cave and a long natural column. At the back of the sinkhole is the glint of gold.

There is a small ledge around the sinkhole. Characters may attempt to use the ledge at their own peril. Movement is at 1/4 speed and there is a cumulative 5% chance (per 10 foot square) of sliding into the sinkhole and being lost forever. The glint of gold is a *Jeweled Goblet* (1200gp).

69. This chamber is supported by two large natural columns and has partially collapsed. Dwarves and gnomes receive an automatic chance of 1 on d6 to detect the secret cave door.

70. Several bones lie on the floor of this cave. Vicious **Cave Morays** (6) AL: N, AC: 4, HD: 4, HP: 28, 22, 20, 19, 18, 15, #AT: 1, DMG: 1-8, have positioned themselves where the cave exit narrows to the east.

71. This cave has partially collapsed. Bones litter the chamber. Two **Shriekers** AL: N, AC: 7, HD: 3, HP: 15, 14, #AT: Special, DMG: Special, stand amongst several large mushrooms. Be sure to roll for random monsters.

There is a 1-3 on d6 chance that a random monster will be the **Megalocentipede** from Room 56.

DUNGEON 5: THE FORGOTTEN VAULT OF EYES

*The Forgotten Vault of Eyes is guarded by three **Spectators** AL: N, AC: 3 (Body)/4 (Eye Stalks), HP: 55, #AT: 4, DMG: See entry, named **Oculon**, **Scandrix**, and **Occupid**. There is a 1-4 on d6 chance any random monster will be a **Spectator** until all three are killed.*

1. A rusty iron ladder leads up 150 feet to Tower 5, Level 1, Room 4. Salt deposits mark the walls and floor. Water drips down onto the flagstone.

2. A stone bowl (3x3 feet) sits atop a pedestal stand in the center of the room. Water basins rest along the eastern and western walls. A large steel jug sits nearby. This bowl is a magical prison.

When the bowl is filled with water, PCs will see the reflection of a human man in the ripples and no sound can be heard. **Binford** was imprisoned long ago by Mikda-Err and, given his penchant for irony, ensured that the only material that could pass through the water to pull **Binford** out was iron – the element of his beloved deity. No other material may pass through the barrier, and (allow **Binford** to extricate himself), other than iron.

Binford the Acolyte, Level 4 Cleric of the Iron God AL: LN, AC: 2, HD: 4, HP: 26, #AT: 1, DMG: *The Iron Mace +1* (1d6), Spells (3/2): *Command*, *Cure Light Wounds*, *Light*, *Hold Person*, *Bless*. Equipment: Hammer, Sling, Platemail, Shield, Scroll: *Cure Light Wounds*, Scroll: *Animate Dead*, Scroll: *Protection from Undead*. Codex of the Iron God (Religious Scriptures). Backpack: Caltrops, Torches (2), Flint and steel, Waterskin, Rope 50ft, Holy Symbol, 3 Flasks of Oil. Ability Scores: S 8, I 9, W 17, D 11, C 12, Ch 10.

3. Three **Amber Jellies** (3) AL: N, AC: 5, HD: 4, HP: 19, 17, 15, #AT: 1, DMG: 1d6, stick to the ceiling in the southeastern corner of this room.

4. A table and chair furnish this room. There is nothing of value.

5. The double doors to this chamber are open. A partial collapse has left a large rubble pile in the southeastern corner. A **Rock Reptile** AL: N, AC: 3, HD: 5, HP: 32, #AT: 1, DMG: 2d4+5, sits in the rubble.

6. Vestiary: This room is locked shut with a magical metal door. An eye-shaped cavity is recessed into the door. The *All-Seeing Eye of Mikda-Err* (Room 34) must be inserted into the cavity to open the door. The door cannot be battered or broken down. When the eye is inserted into the cavity, it melds with, and unlocks, the door. This cannot be undone.

7. A colony of **Salt Bats** (16) AL: N, AC: 4, HD: 1+2, HP: 6 each, #AT: 1, DMG: 1d4, hang from the ceiling 40 feet above the 20x20 bottomless Moon Door. A disturbance of light or noise for longer than 1 turn will cause the bats to swarm and attack. Anyone engaged in combat within five feet of the Moon Door must make a Dexterity Check or fall in.

A subsequent save versus Death can be made to hold on to the edge of the pit.

8. The door to this room is locked. Alcoves A and B are blocked with a white shimmering force-field. Six levers are located on the western wall.

The two left-most levers (1 and 2) raise the force-field for A and the middle levers (3 and 4) raise the field for B. The right-most levers (5 and 6) trigger a magical trap that paralyzes the PC touching the levers (save for no effect), and activates a *Magic Mouth* that screams "Robbers! Death upon you!" for one turn. Check for random monsters.

There is a 1-5 on d6 chance the encounter will call one of the three **Spectators** (unless they have been slain previously). Any other combination of levers causes 3d6 points of electrical damage (save for half).

A. This alcove contains a spellbook with ten random second level magic-user spells. On a bookmark are the letters M-D-E (see Room 32). Hanging on a peg are diviner's robes (Key to Room 37).

B. A small table in this alcove contains a *Deck of Many Things* and a *Wand of Wonder* (15 charges).

9. Four statues of Mikda-Err stand in this hallway. Each represents a point in his career: as a boy, young apprentice, wizard, and archmage. The heads of the statues (Jade Eyes, 420gp each) follow anyone who walks down the hallway. The statues are magical but inanimate. However, a **Flagstone Golem** AL: N, AC: 6, HD: 6, HP: 41, #AT: 2, DMG: 1d8/1d8, will peel itself off the southern wall between the figures and attack if they are vandalized.

10. Heat radiates from behind the double doors of this room. A rectangular pool of bubbling magma sits in the center of this room. The heat in the room is equivalent to a *Heat Metal* spell. Hanging on the back wall is a *Broadsword +2 Frost Brand*. The pool is home to a huge **Lava Weird** AL: N, AC: 4, HD: 8, HP: 60, #AT: 1, DMG: 1d8*, who guards the treasure.

11. A small alcove in this chamber holds a teleportation pad (from Dungeon 14, Room 20). Sitting above the pad awaiting its next meal is **Large Grey Ooze** AL: N, AC: 6, HD: 5, HP: 37, #AT: 1, DMG: 2d8.

12. This room is trapped. The stone statue of an Eye of Terror occupies the northern wall. Set into the main eye is the largest ruby gemstone the PCs have ever seen (value 30000gp). The gem is an illusion.

Anyone who stands directly in front of the statue and touches the gem will cause the statue to animate and lunge forward with its central maw. The pit behind the

PC(s) is a Moon Door. After lunging, the statue will reset and will not trigger again for 24 hours. There is nothing of value.

13. This chamber is empty.

14. Four clay pots sit along the eastern wall. They contain: *Dust of Disappearance* (1d4 uses), *Ointment of Healing* (1d4 uses), a **Clockwork Scorpion** AL: N, AC: 2, HD: 1, HP: 4, #AT: 3, DMG: 1d2x2/1d2*, and *Dust of Sneezing and Choking*.

15. A pressure plate just inside this room will activate a fusillade of darts (1d10+2 darts for 1d3 points of damage each) from opposite the door. This was once a private library but all the books have been removed. Only shelves remain.

16. This room is empty.

17. The door to this chamber is open. Skulking in a corner is a **Shadow Mastiff** AL: NE, AC: 6, HD: 4, HP: 26, #AT: 1, DMG: 2d4.

18. The withered husk of a **Volsectum Cultist** lies on his side in this chamber. He bears a Pouch with 4d4pp and a Platinum Mask worth 500gp. He was slain by the **Shadow Mastiff** in Room 17.

19. This chamber has partially collapsed. Bones and sand from the cave-in are also strewn around the room. A satchel lies near the rubble containing two potions (*Extra-Healing* and *Super-Heroism*). Two **Sandlings** AL: N, AC: 3, HD: 4, HP: 24, 22, #AT: 1, DMG: 1d12+3, lay in wait for an opportunity to strike.

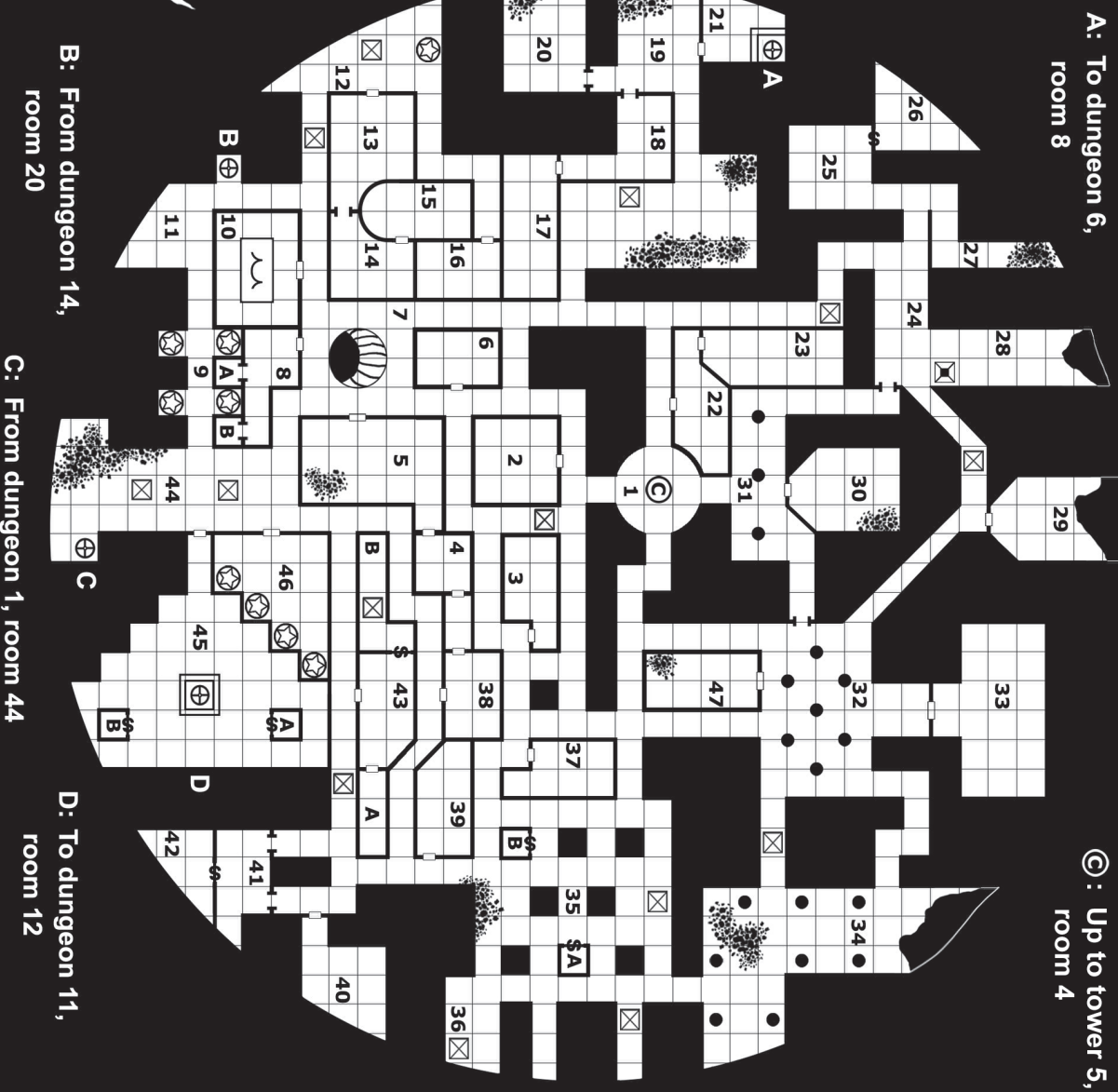
20. This chamber has partially collapsed. The room is empty with the exception of a mural of eyes that border the room near the ceiling.

21. A teleportation pad to Dungeon 6, Room 8 sits on a two-tiered dais in the northeastern corner of this room.

22. The door to this room is open. Two **Sons of Gaxx** AL: CE, AC: 8, HD: 3, HP: 17, 9, #AT: 1, DMG: 2d8, stand motionless near the door. One has the key for Room 23.

23. The door to this room is locked (Key in Room 22) and trapped with a *Magic Mouth* that will scream "Intruders!" for one turn. Be sure to roll for random monsters. They trap will not activate if the key is used. The room is lined with scrollshelves:

DUNGEON 5: THE FORGOTTEN VAULT OF EYES



A: To dungeon 6,
room 8

B: From dungeon 14,
room 20

C: From dungeon 1, room 44

D: To dungeon 11,
room 12

⊙: Up to tower 5,
room 4



Scrollshelves: (743)

Contents: *The Sleeping Patterns of the Roc: A Thesis* (200gp), *The Life of Undeath* (140gp), *Athelstan's Tome on the Nature of Existence* (75gp), *Phasing Magic: Theory and Practice* (340gp), *A Comparative Review of Staves versus Wands* (135gp), *The Ghost Tower of Inverbarren* (120gp), *The Culture of Dragonkind* (135gp), *The History of Blackfort* (175gp), *The Journal of Advanced Divination* (80gp), *The Cardiovascular System of the Dragonne* (340gp), *Regarding the Famous Mage Dasantilus* (95gp), *10 Years a Mage: The Apprenticeship of Basprofo* (65gp), *The Faith of Imperiosa* (150gp), *The Myths of Arantedes* (115gp), *St. Ygg and His Followers* (85gp), *Myths Debunked: The Ankheg's Excretory System* (160gp).

24. This chamber is empty.

25. Fading murals of eyes, different sizes and types, are painted from floor to ceiling on the walls of this room. One small eye (push in) opens the secret door to Room 26.

26. Secret Armoury: Mikda-Err's personal bodyguards used this chamber to store their special equipment. There are two armour stands: one with *Chainmail* +2 and the other with *Studded Leather* +2. Hanging on the wall are a *Light Crossbow* +1 and a pot with 10 *Steel Sling Bullets* +2.

27. This chamber completely collapsed when HighFell broke away from the Dwimmerhorn Mountain. The rubble is partially covered in **Brown Mold** AL: N, AC: Always Hit, HD: 2, HP: 14, #AT: 1, DMG: 2d8.

28. This chamber has collapsed and a cave mouth opens to the sky. Three **Perytons** AL: CE, AC: 7, HD: 4, HP: 28, 24, 16, #AT: 1, DMG: 4d4, made a nest in room. Near their nest is a backpack with 204pp and a *Spear* +2.

29. Wind howls and whistles through this closed door. The chamber was torn asunder when HighFell broke free of the earth and now the end of the chamber is an open cave mouth 30 feet wide.

30. This chamber has collapsed and water covers the floor. The water drains through cracks in the stone.

31. The three pillars in this room are shaped like giant eyeballs stacked on top of each other.

32. Seven round pillars support this rectangular chamber. The ceiling is 50 feet high. The bottom six feet of the center pillar is carved in the likeness of Mikda-Err and his name is carved in convex letters at the base of the pillar. If the letters M-D-E are pressed in order (see Room 8), the door to room 33 will open. If letters were not pressed in order an electric shock will cause 4d6 points of electrical damage (save versus Spells for half damage).

33. The Museum of Eyes: This rectangular chamber has a long stone slab running east-west down its center. Sitting in small glass display globes on the slab are magical eyeballs. There are a total of 30 eyeballs but some have lost their power and decomposed. Seven of the eyeballs detect as magical. They include:

	Eyeball	Properties*
1	Basilisk	<i>Petrification</i> (2 Uses)
2	Paladin	<i>Detect Evil</i>
3	Orc	<i>Darkvision</i>
4	Elf	<i>Detect Secret Doors</i>
5	Wererat	<i>Contract Lycanthropy</i> (1 Use)
6	Hag	<i>Know Alignment</i>
7	Yeti	<i>Fear</i> (3 Rounds)

*The eyes function only if inserted into *The All-Seeing Eye of Mikda-Err*. Each eye has 1d4+1 uses. Saves apply when appropriate.

34. Eight round pillars support this partially collapsed, L-shaped chamber. Wind howls from a cave opening to the north. This is the lair of **Nocsanthraxses the Shadow Dragon** AL: NE, AC: -2, HD: 8, HP: 61, #AT: 3, DMG: 1d8/1d8/3d6. There is a 1-3 on d6 chance that he is sleeping on his treasure hoard, a 1-2 chance that he is out hunting (returns in two turns), and a 1 on d6 chance that he is finishing a meal (two horses).

Nocsanthraxses hoard consists of 75 gemstones (black, grey, dark blue, or dark purple colours such as onyx, amethysts, alexandrites, lapis lazuli, etc.) worth a total of 13245gp. There is also a *Shield* +3 and "Crom's Hand" a *Warhammer* +3 *Defender* as well as the *All-Seeing Eye of Mikda-Err* (Key to Room 6). The eye is the size of a fist. **Show HighFell Illustration #28.** A small cavity in the eye allows for the insertion of magical eyeballs (see Room 33).



35. Eight 10x10 foot square columns support this large 70x70 area. The pillars are 40 feet tall. The chamber has partially collapsed. If either of the secret doors to A or B are opened, the **Greater Barrow Guardians** will attack.

A. This secret treasure room contains a *Bracers AC4* and a *Robe of the Eyes* on a small table.

B. **Greater Barrow Guardian** (2) AL: N, AC: 1, HD: 6, HP: 40 each, #AT: 1, DMG: 1d8+2.

36. The half-eaten remains of a giant rat sit atop the concealed pit.

37. Scrying Chamber: The door is magically sealed and made of shimmering steel. A stone eye above the door scans anyone who approaches. The eye will only open the door if the person standing in front of it bears diviner's robes. The walls are lined with mirrors. This chamber functions like a *Crystal Ball* but its magic has waned. It has only has two uses remaining.

38. This was a sitting room. A small bookcase (empty except for a skull and cobwebs) sits along the northern wall.

39. Storeroom: Mirrors of various shapes and sizes are stacked along the walls. There are 13 total mirrors. All are too large and heavy to move. One is a *Mirror of Life Trapping*.

40. The door to this chamber is open. Inside is a **Ghaist** AL: CE, AC: 4, HD: 3+3, HP: 20, #AT: 3, DMG: 1d4+1/1d4+1/1d8, chewing on some unsatisfying giant rats. There is a 1-4 on d6 chance it will hear noise or see light from the hallway and ambush. In its stomach is a Key (Room 45).

41. This chamber is empty with the exception of several half-chewed giant rats.

42. This secret chamber was looted long ago. A few scattered coins (1d6gp) rest on the floor.

43. The door to this room is locked. This was once a potion laboratory. A thick layer of dust covers the tables along the northern wall. The tables are covered with glass beakers, bottles, and alchemical equipment.

A. This is an ingredient closet for the potion lab. Shelves on the walls contain:

Potion Ingredients: (338)

Contents: Glass Jar of Smoke (30gp), Glass Jar of Molasses (20gp), Flesh of Bodak (500gp), Bits of Bone Devil (600gp), Tail of Lizardman (25gp), Blackened Heart of a Pixie (200gp), Powdered Bone of Juju Zombie (150gp), Beaker of Black Onyx Shards (400gp), Small Pouch of Robin's Eggshells (10gp), Glass Bottle of Sand (10gp), Beaker of Tallow (25gp), Heart of Half-Orc (15gp), Hair of Centaur (200gp), Flesh of Slithering Tracker (350gp), Feathers of a Pegasus (290gp), Skull Shards of Killer Whale (75gp), Vertebrae of Axe Beak (110gp), Kidney of Giant Ferret (50gp), Entrails of Giant Weasel (55gp), Ocular Fluid of Giant Sea Turtle (700gp), Dried Flesh of a Roper (300gp), Nail Pieces of Giant Snowy Owl (175gp), Teeth of Hell Hound (150gp), Tiny Chest of Gauze (10gp), Glass Jar of Tallow (10gp), and a Satchel of Pine Tar Beads (15gp).

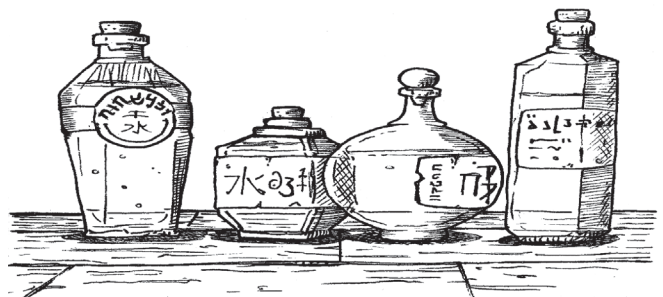
B. This secret chamber contains 1d4+2 random potions set on the far western wall. The pit is a Moon Door.

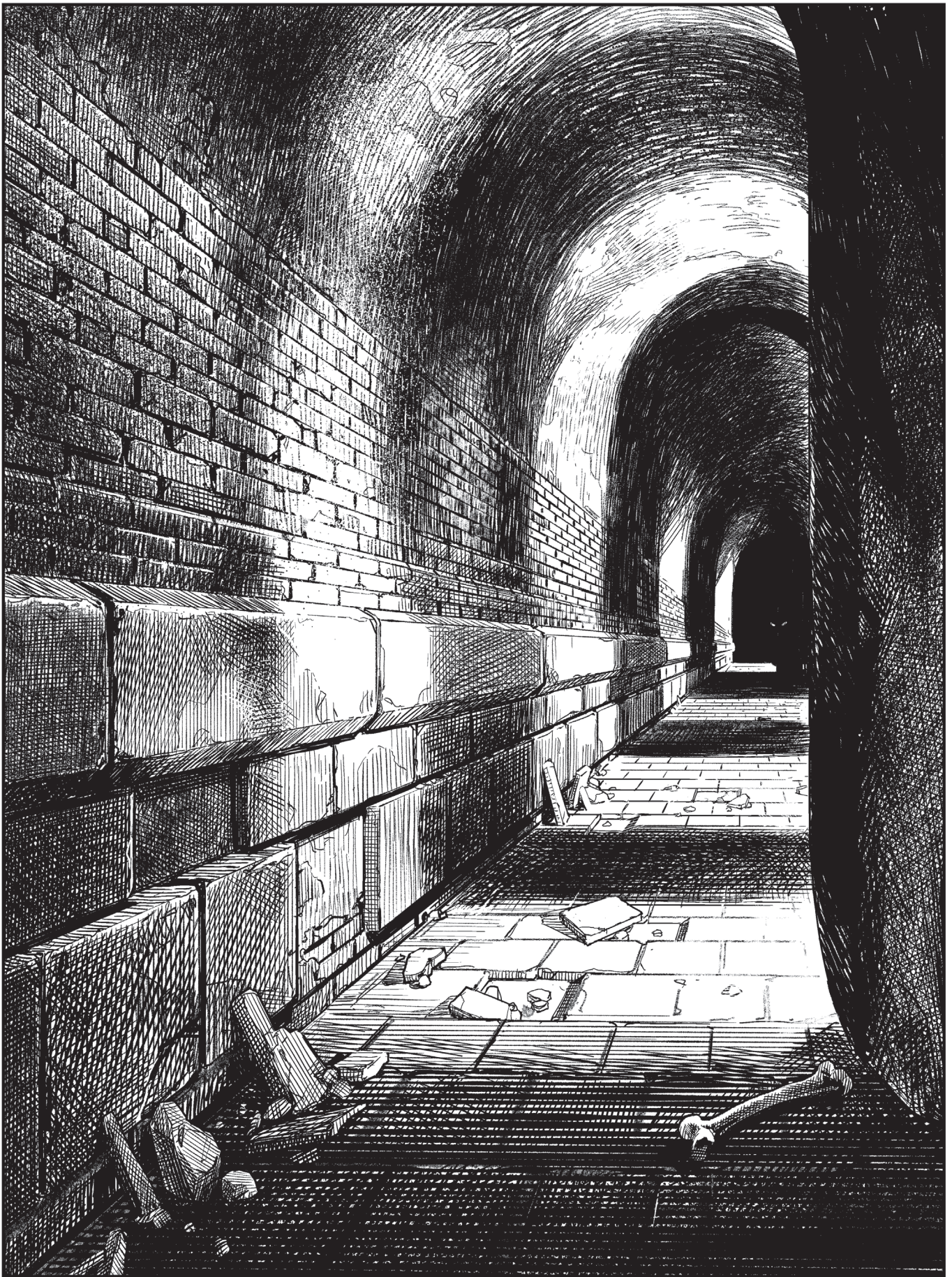
44. This hallway has collapsed along most of the western wall. A teleportation pad from Dungeon 1, Room 44 is tucked in the southeastern corner.

45. This massive chamber is locked. The key is located in the stomach of the **Ghaist** in Room 40. The room is supported by two 10x10 square pillars and a teleportation pad to Dungeon 11, Room 12. The pad sits on a two-tiered dais in the center of the room. Opening the door will activate a trap. The doors to A and B will swing open and two **Gargoyles** will emerge from each and attack. If the PCs run, they can make it to the teleport pad before they are engaged in combat.

A. **Gargoyles** (2) AL: CE, AC: 5, HD: 4, HP: 28, 16, #AT: 4, DMG: 1d3/1d3/1d6/1d4.

B. **Gargoyles** (2) AL: CE, AC: 5, HD: 4, HP: 20, 18, #AT: 4, DMG: 1d3/1d3/1d6/1d4.

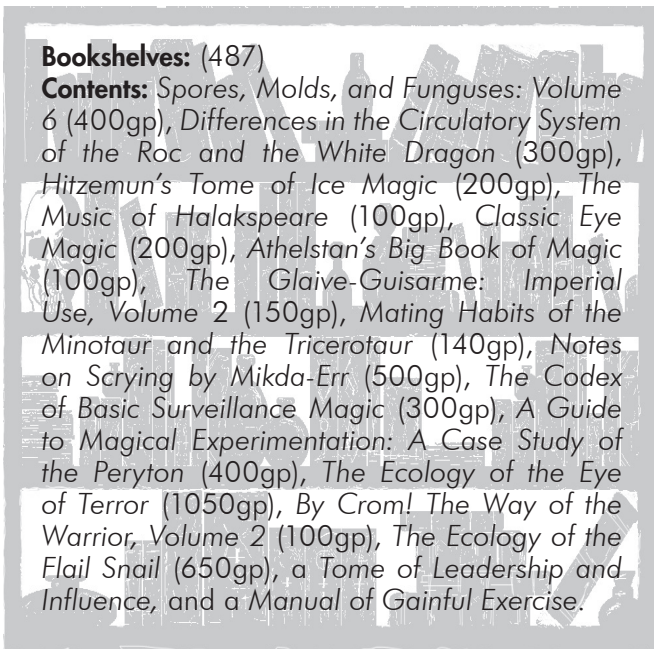




46. The double doors of this chamber enter into a triangular room with four statues of grand wizards – some of the eminent leaders of the school of divination. Each of the statues is inlaid with gold filigree. The gold can be removed but it will take 12 turns (2500gp value).

The two statues in the center are **Archaian Sentinels** (2) AL: N, AC: 3, HD: 3, HP: 24 each, #AT: 1, DMG: 1d6, who will animate and attack if the statues are defaced.

47. The double doors to this library are locked. This chamber has partially collapsed and destroyed hundreds of books with rubble and water damage:



Bookshelves: (487)

Contents: *Spores, Molds, and Funguses: Volume 6* (400gp), *Differences in the Circulatory System of the Roc and the White Dragon* (300gp), *Hitzemun's Tome of Ice Magic* (200gp), *The Music of Halakspeare* (100gp), *Classic Eye Magic* (200gp), *Athelstan's Big Book of Magic* (100gp), *The Glaive-Guisarme: Imperial Use, Volume 2* (150gp), *Mating Habits of the Minotaur and the Tricerotaur* (140gp), *Notes on Scrying by Mikda-Err* (500gp), *The Codex of Basic Surveillance Magic* (300gp), *A Guide to Magical Experimentation: A Case Study of the Peryton* (400gp), *The Ecology of the Eye of Terror* (1050gp), *By Crom! The Way of the Warrior, Volume 2* (100gp), *The Ecology of the Flail Snail* (650gp), a *Tome of Leadership and Influence*, and a *Manual of Gainful Exercise*.

DUNGEON 6: THE HALLS OF FORBIDDEN KNOWLEDGE

The Haunted Halls of Forbidden Knowledge are patrolled by **Shades** on behalf of **Silhoualech the Shadow Demon** (Room 25). There is a 1-4 on d6 chance any random monster will be a **Shades** (1d4+1) or **Shadows** (2d8+2) until the demon is killed or flees. Even normal shadows seem to whisper throughout the dungeon.

1. An iron ladder leads up to a trapdoor in the ceiling. The ladder extends 80 feet upwards to Tower 6, Room 1. The chamber is unusually dark and shadows flit and dance in torch/lantern-light.

2. The door to this room is open. Fives shades move

in the darkness **Shades, Level 4 Fighters** (3) AL: NE, AC: 2 (Platemail and Shield), HD: 4, HP: 25 each, #AT: 1, DMG: *Broadsword +1* (1d6+1), *Shortbow* and 20 *Arrows* (1d6), *Dagger* (1d4). **Shades, Level 4 Magic-Users** (2) AL: NE, AC: 7, HD: 4, HP: 12 each, #AT: 1, DMG: *Staff* (1d6) and *Sling with 10 Stones* (1d4). *Spells* (2/2): *Magic Missile*, *Shocking Grasp*, *Darkness Globe*, *Ray of Enfeeblement*.

3. This 50x50 foot circular room is the outer chamber for room 3A. The doors to 3A are blocked by force-fields.

Opposite the western door is a rusty metal panel with two buttons: one white (for dot) and one black (for dash). In order to deactivate the force-fields, the PCs must enter the code for "white" (or dot, dash, dash, dot, dot, dot, dot, dot, dot, dash, dot).

If the incorrect code is entered, or the buttons are used incorrectly, the panel will emit an electrical shock of 3d6 points of damage (save versus Spells for half).

A. Through the force-field one can see a table with a single black key (note that the actual key to 3A is white and wedged between two boards underneath the table).

The white key can only be noticed if a PC gets down on the floor in Room 3 and looks upwards toward the table.

4. The door to this room is an opaque field of purple magical energy. On the wall beside the door is a small keyhole. The door cannot be picked open. The key is located underneath the table in Room 3A. Inside the room is a set of *Bowku's Beetle Armour* on an armour stand and a *Long Point Dagger +3* in a *Platinum Scabbard* (500gp).

5. This hallway contains a series of small chambers:

A. The door is ajar. The malevolent spirit of a **Wraith** AL: CE, AC: 3, HD: 4, HP: 13, #AT: 1, DMG: 1d6*, skulks in the dark recesses of this chamber.

B. This chamber is empty.

C. This room is empty.

D. The door to this chamber is trapped. A tripwire inside the door will lower a portcullis in the archway and release four **Clockwork Stirges** AL: N, AC: 2, HD: 1, HP: 4 each, #AT: 1, DMG: 1d3, from a secret compartment near the ceiling. There are no furnishings in this chamber.

6. The door to this massive 90x90 domed chamber is locked and four 10x10 round pillars support it. An octagonal-shaped pool of dark water sits in the center. The edges of the pool, and the chamber itself, are cracked and in ruin. Two partial collapsed have taken place. The Key to Room 22 lies on the floor near the rubble. Salt deposits mark the walls and floor.

A **Black Tentacles** AL: CE, AC: 3, HD: 10, HP: 63, #AT: 6, DMG: 1d8*, lives in the pool. Deep below the pool a river connects through an underground channel to the lake on the surface of HighFell. The creature primarily wants to be left alone. It will stay below the surface, and may engage in combat for a few rounds, but after that it may (50%) pull a column over and collapse the room while it flees to another location.

The following treasures lie strewn underwater approximately 60 feet below the surface of the pool: Silver Necklace (400gp), Electrum Sceptre (400gp), Bronze Goblet (20gp), Copper Anklet (20gp), Platinum Ring (800gp), Platinum Broach (1000gp), Copper Arm Band (20gp), Silver Medallion (200gp), Platinum Anklet (900gp), Gold Chain (200gp), Platinum Earrings (800gp), Copper Earring (30gp), Archinium Locket (1400gp), Silver Necklace (30gp), Gold Belt Buckle (600gp), Electrum Cloak Clasp (300gp), Silver Medal (60gp), Copper Chain (10gp), Silver Robe Clasp (20gp), Archinium Pendant (1700gp), Electrum Necklace (200gp), Copper Ring (20gp), Copper Headband (20gp), Jeweled Gold Goblet (1700gp), Platinum Belt Buckle (500gp), Small Gold Box (700gp), Gold and Diamond Ring (400gp), Dented Bronze Buckle (20gp), and an Archinium Cloak Pin (1300gp).

A. Teleportation pad from Dungeon 2, Room 42.

7. The door to this room is ajar. Inside are four shadows: **Shades, Level 4 Fighters** (2) AL: NE, AC: 2 (Platemail and Shield), HD: 4, HP: 26 each, #AT: 1, DMG: *Broadsword +1* (1d6+1), Shortbow and 20 Arrows (1d6), Dagger (1d4) and **Shades, Level 4 Clerics** (2) AL: NE, AC: 4 (Chainmail and Shield), HD: 4, HP: 22 each, #AT: 1, DMG: Mace (1d6) and Sling with 10 Stones (1d4). Spells (3/2): *Cause Light Wounds, Protection from Good, Darkness, Harm, Hold Person*.

8. The door to this room is locked. A teleportation pad (from Dungeon 5, Room 21) rests atop a two-tiered dais. A **Black Pudding** AL: N, AC: 6, HD: 10, HP: 61, #AT: 1, DMG: 3d8, has oozed under the door in anticipation of its next meal arriving via teleportation.

9. This is a small circular library. A ladder on rails allows access to a second tier of bookshelves six feet off the floor. A thick layer of dust covers the room:



In one of the books is a strip of paper with the word Black and the following code: dash, dot, dot, dot, dot, dash, dot, dot, dot, dash, dash, dot, dash, dot, dash (see Room 3).

10. Once a guardroom, shadow creatures now occupy this place. **Shades, Level 4 Fighters** (3) AL: NE, AC: 2 (Platemail and Shield), HD: 4, HP: 28 each, #AT: 1, DMG: Longsword (1d8), Shortbow and 20 Arrows (1d6), Dagger (1d4) and **Shades, Level 4 Magic-Users** (2) AL: NE, AC: 7, HD: 4, HP: 12 each, #AT: 1, DMG: Staff (1d6) and Sling with 10 Stones (1d4). Spells (2/2): *Magic Missile, Shocking Grasp, Darkness Globe, Ray of Enfeeblement*.

11. Four round columns support this circular chamber. This pool is filled with vile-smelling brown goo. The pool is a gate to the elemental plane of ooze. For every turn spent in this chamber there is a cumulative 10% chance the gate will spawn a monster. Use the chart below to determine the result:

Ooze Gate Random Monsters	
1	Gray Ooze
2	Amber Jelly
3	Ochre Jelly
4	Rot Pudding
5	Brown Pudding
6	Black Pudding

12. The door is ajar. A teleportation pad (to Dungeon 11, Room 46) rests atop a two-tiered dais.

13. Chambers A to G are a series of interconnected circular mini-libraries.

A. This chamber was once a small library but the shelves are empty.

B. A **Brown Pudding** AL: N, AC: 9, HD: 9, HP: 56, #AT: 1, DMG: 2d6* oozed out of the gate located in Room 11 and is hidden amongst a collapse of stone and mud in the center of the floor. The books lining the shelves of this chamber were destroyed by water and mold long ago.

C. **Shadows** (10) AL: CE, AC: 7, HD: 2+2, HP: 2x11, 3x10, 3x9, 2x8, #AT: 1, DMG: 1d4*.

D. The shelves of this archive are empty with the exception of three books and a *Disk of Kar'koon*. Consult the Random Book Table on page 34.

E. The shelves of this archive are empty.

F. Scroll Library: This archive was partially damaged by water and mold. All that remains are six scrolls and two *Disks of Kar'koon*. Consult the Random Book or Scroll Table on page 34.

G. This is a small circular library. There is a second tier with a ladder on a rail to access it. A thick layer of dust covers the room:

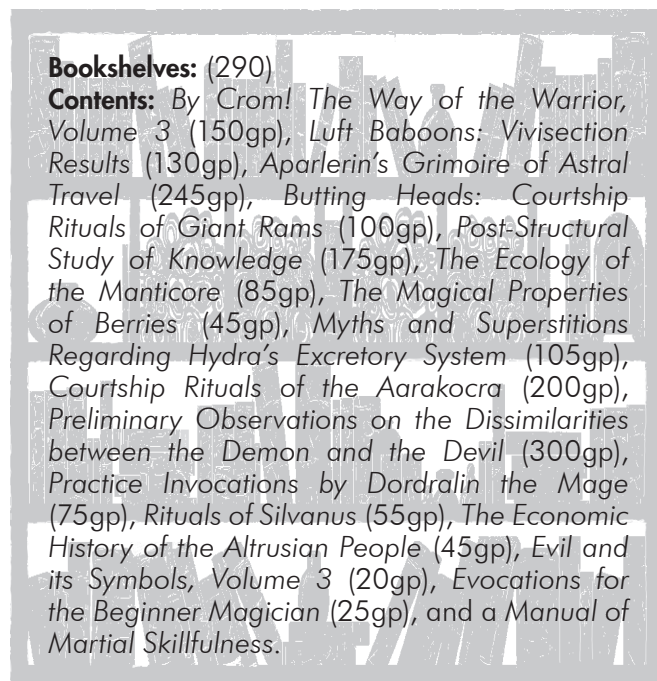


In one of the books is a strip of paper with the word "White" and the following code: dot, dash, dash, dot, dot, dot, dot, dot, dash, dot (see Room 3).

14. This room is empty. Salt deposits mark the walls and floor.

15. Faint whispers can be heard behind the door from the shadows that occupy the room: **Shades, Level 4 Clerics** (2) AL: NE, AC: 4 (Chainmail and Shield), HD: 4, HP: 18 each, #AT: 1, DMG: *Mace +1* (1d6) and *Sling with 10 Stones* (1d4). Spells (3/2): *Cause Light Wounds*, *Protection from Good*, *Darkness*, *Harm*, *Hold Person*. **Shades, Level 4 Magic-Users** (2) AL: NE, AC: 7, HD: 4, HP: 12 each, #AT: 1, DMG: *Staff +1* (1d6) and *Sling with 10 Stones* (1d4). Spells (2/2): *Magic Missile*, *Shocking Grasp*, *Darkness Globe*, *Ray of Enfeeblement*.

16. This chamber is lined with dusty and moldy bookshelves:



17. A circular column sits in the center of this room. The chamber has partially collapsed.

A. Inside is a **Salt Golem** AL: N, AC: 2, HD: 10, HP: 64, #AT: 2, DMG: 1d12/1d10, who will activate and attack anyone who opens the secret door or the door to Room 18.

18. A shelf runs around the length of this chamber four feet off the ground. It is lined with 86 potion bottles, vials, vessels, and jars. Three are magical: *Extra-Healing*, *Super-Heroism*, and *Speed*.

19. This chamber is empty.

20. The door to this chamber is locked. Inside is a teleportation pad (to/from Tower 15, Level 2, Room 1) atop a two-tiered square dais.

21. The door is mechanically trapped and made of rusty steel. The center 10x10 foot square of this room is a pressure plate that will slam the door shut and fill the chamber with water from concealed pipes in the ceiling in five rounds. Five rounds after the room has been filled, the secret door will open and drain the water toward the concealed Moon Door located 30 feet to the east. Allow PCs a save versus Death to avoid being swept away in the water.

22. The door to this chamber is locked and magically sealed. The key is located on the floor in Room 6. Four stone statues of giant ravens (with Large Diamond Eyes, 200gp each) stand facing inward in this 50x50 domed chamber. The heads of the statues are downward, and beams of white light shine from their eyes toward a low pedestal in the center of the room. In the center of the pedestal is a Huge Star Sapphire (5500gp). If the beams of light are broken for more than a moment without replacing the gem with another (minimum 500gp value), the mouth of one of the statues will open and a **Lightning Elemental** AL: N, AC: 0, HD: 12, HP: 40 each, #AT: 1, DMG: 2d8, will awake from stasis, pull itself out, and attack.

23. The door to this chamber is locked and trapped with *Galaxina's Gorgonic Glyph*. Four pillars in the shape of warriors support this arched ceiling. In the center of the room is a 15-foot tall statue of Bormanus made of rough-hewn amber (Ruby Eyes, 1000gp each, 3 turns per to remove). There is a small altar in front of the statue. On the altar is a jeweled longsword in a scabbard. The "Blackened Blade of Tomoroth" is a *Longsword +1, +2 versus Magic-Using Creatures, +3 versus Undead*. If the blade is touched, the pillars will animate and attack as **Barrow Guardians** (4) AL: N, AC: 3, HD: 3, HP: 20 each, #AT: 1, DMG: 1d6. The chamber has partially collapsed. Collapsing rules are rolled as 1-3 if combat occurs in this room.

24. **Silhoualech the Shadow Demon** posted his shadow creatures to guard access to his inner chamber (Room 25): **Shades, Level 4 Fighters** (2) AL: NE, AC: 2 (Platemail and Shield), HD: 4, HP: 26 each, #AT: 1, DMG: *Broadsword +1* (1d6+1), *Shortbow* and 20 *Arrows* (1d6), *Dagger* (1d4) and **Shade, Level 4 Magic-User** (1) AL: NE, AC: 7, HD: 4, HP: 12, #AT: 1, DMG: *Staff +2* (1d6) and *Sling* with 10 *Stones* (1d4). Spells (2/2): *Magic Missile*, *Shocking Grasp*, *Darkness Globe*, *Ray of Enfeeblement*.

25. This is the inner lair of **Silhoualech the Shadow Demon**. The chamber has partially collapsed near the western wall. Skeletal remains cover the floor.

Silhoualech is highly-intelligent (18), devious, and cunning. He is confident in his abilities and the formidable size of his force. He will gauge the party and see if his shadow minions can defeat them. If not, he may parley to make them leave.

Silhoualech possesses a Treasure Map to a hoard of 5d6x1000gp and 5d6 gemstones somewhere in HighFell (Referee's Discretion), which he might offer in trade. If so, he will rebuild his forces as quickly as possible in order to prevent a second incursion. If he cannot parley, or is losing a battle, he will flee either through the secret or main door. The PCs will have made an enemy that could reappear in the future.

Silhoualech the Shadow Demon AL: CE, AC: See entry, HD: 7+3, HP: 50, #AT: 3, DMG: 1d6/1d6/1d8. He possesses the casting abilities of a Level 5 Cleric/Level 5 Magic-User (3/2/1 and 2/2/1): *Darkness*, *Protection from Good*, *Cause Light Wounds*, *Silence 15' Radius*, *Hold Person*, *Continual Darkness* and *Magic Missile*, *Enlarge*, *Mirror Image*, *Stinking Cloud*, *Lightning Bolt*.

Shadows (8) AL: CE, AC: 7, HD: 2+2, HP: 2x11, 3x10, 3x9, #AT: 1, DMG: 1d4*.

Shades, Level 4 Fighters (2) AL: NE, AC: 2 (Platemail and Shield), HD: 4, HP: 28 Each, #AT: 1, DMG: *Broadsword* (1d6+1), *Shortbow* and 20 *Arrows* (1d6), *Dagger* (1d4), **Shades, Level 4 Clerics** (2) AL: NE, AC: 4 (Chainmail and Shield), HD: 4, HP: 22 each, #AT: 1, DMG: *Mace +1* (1d6) and *Sling* with 10 *Stones* (1d4). Spells (3/2): *Cause Light Wounds*, *Protection from Good*, *Darkness*, *Harm*, *Hold Person*, **Shades, Level 4 Magic-Users** (2) AL: NE, AC: 7, HD: 4, HP: 12 each, #AT: 1, DMG: *Staff* (1d6) and *Sling* with 10 *Stones* (1d4). Spells (2/2): *Magic Missile*, *Shocking Grasp*, *Darkness Globe*, *Ray of Enfeeblement*.

The treasure around the room includes 1374gp, 3056ep, 55ap, a Jeweled Platinum Dagger Scabbard (800gp), and the following miscellaneous magic items: *Mace +2*, *Platemail +2*, a *Horn of Blasting*, *Carpet of Flying*, *Bag of Holding* (5000gp capacity), a *Quiver of 12 Arrows +3*, and a *Staff of the Serpent*.

26. This chamber is empty. Salt deposits mark the walls and floor.

27. This is a small circular library. A thick layer of dust covers the room:

Bookshelves: (205)

Contents: *Courtship Rituals of the Sporpion* (120gp), *A History of the Spine of Kron* (145gp), *101 Uses of the Dark Arts* (85gp), *The Big Book of Literary Disasters of the Last 1000 Years* (75gp), *The Earldom of Poltentate* (100gp), *Mazes and Minotaurs* (135gp), *Dissimilarities in the Endocrine System of the Dracolisk and the Basilisk* (230gp), *The Halflings of Lowbottom* (70gp), *Practical Alchemy for the Arch Mage* (150gp), *Ool's Guide to the Galaxy* (230gp), *The Ecology of the Dust Digger* (130gp), and *The Hammer of Czernobog* (200gp).

In one of the books is a strip of paper with the word "Grey" and the following code: dash, dash, dot, dot, dash, dot, dot, dash, dot, dash, dash (see Room 3).

28. Torches, and a fireplace, ignite with magical flame to reveal a dusty sitting room with two chairs. There is nothing of value.

29. The back wall of this chamber has a ledge with a single raven token carved of wood. The bearer of the token may *Speak with Ravens* (three uses).

30. A broken and non-functional teleportation pad lies in the center of this room. Three **Shadow Mastiffs** AL: NE, AC: 6, HD: 4, HP: 26, 21, 18, #AT: 1, DMG: 2d4, lie in wait behind some rubble.

31. This round chamber contains **Amber Jellies** (3) AL: N, AC: 5, HD: 4, HP: 24, 17, 15, #AT: 1, DMG: 1d6, lying in ambush atop the teleport pad (from Dungeon 7, Room 19) for their next meal.

32. Four round columns support this circular, and partially collapsed, chamber. The rubble is covered in **Cinnamon Mold** AL: N, AC: Always hit, HD: 2, HP: 14, #AT: 1 (Spores), DMG: 2d6+1d6. Salt deposits mark the walls and floor.

33. The door to this chamber is locked and made of rusty steel. The room appears empty. This is an illusion.

The illusion hides a small table with a black leather bag that shimmers with purple energy. The bag is magical and contains two swarms of ravens (see **Insect Swarm** in the Labyrinth Lord Core Rules).

Opening the bag will cause ravens to fly out furiously until it is closed. The bag can only be used twice.



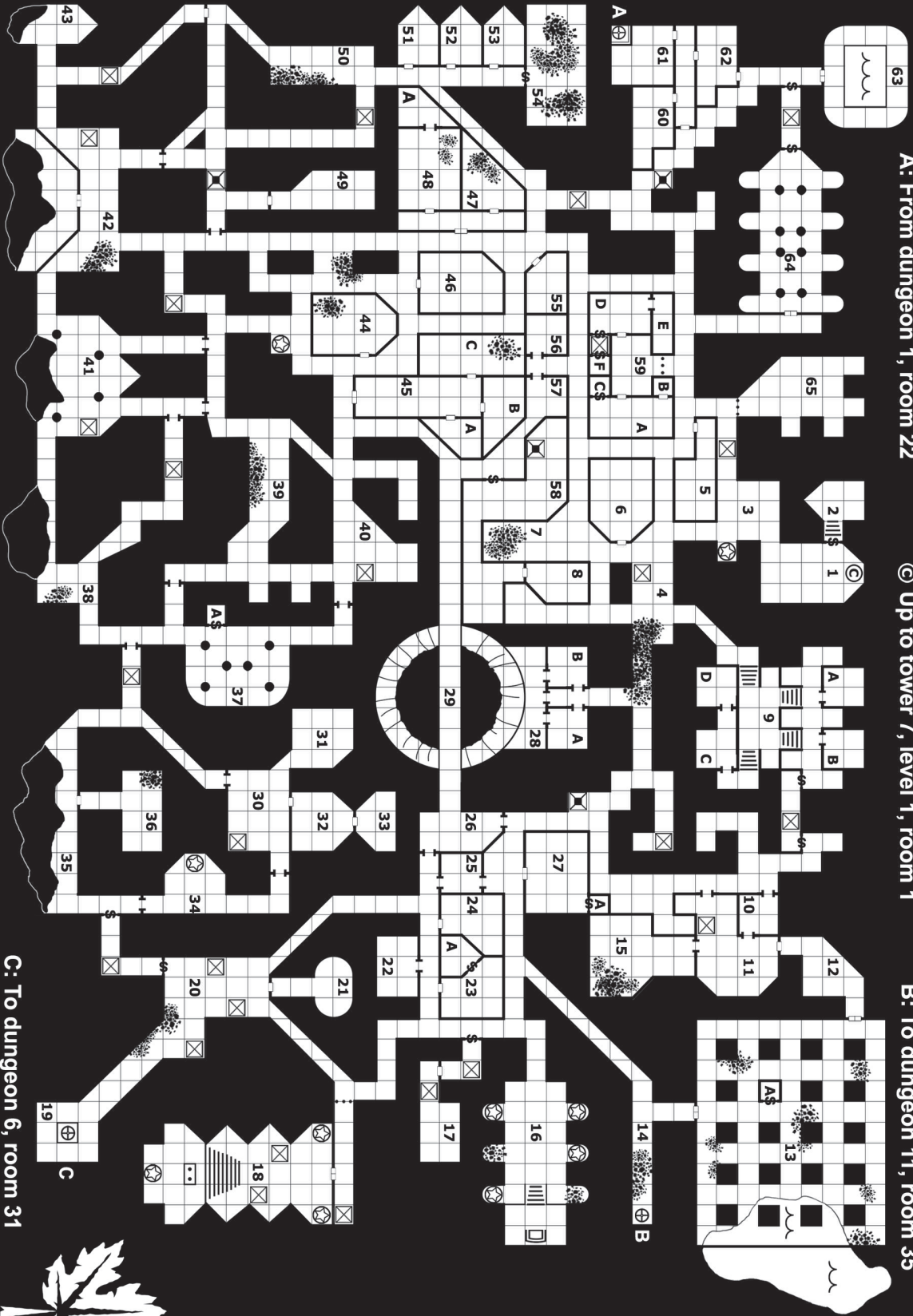
DUNGEON 7: THE MOON-BRIDGE OUBLIETTE

A: From dungeon 1, room 22

Ⓢ Up to tower 7, level 1, room 1

B: To dungeon 11, room 35

C: To dungeon 6, room 31



DUNGEON 7: THE MOON-BRIDGE OUBLIETTE

1. This hexagonal room is empty with the exception of wind that howls up 110 feet to Tower 7, Room 1: Dunixiva's Domed Decagon. Lying on the floor is the Stone Gem (see Room 37).

2. This secret room contains a wooden table with three mechanical Gear-Cranks. **Show HighFell Illustration #29.** The cranks are used to raise the portcullises throughout the dungeon. The cranks have a handle with gears on the end. Only one of the three cranks is functioning. The other two have broken teeth. The functioning crank is old and brittle. Each time it is used there is a cumulative 5% chance teeth will be stripped off its gears and render the item useless.

The cranks can be repaired in Thatchum (for 400gp). Each weighs 15lbs.

3. This chamber is empty. A broken and unrecognizable statue lies on the ground in an alcove on the eastern wall.

4. The hallway to the east of this chamber has collapsed. A dwarf may discern that this collapse was intended (goblins).

5. Hidden on the ceiling in the southwestern corner of the room (around the corner) are three ravenous **Giant Crab Spiders** AL: N, AC: 7, HD: 2, HP: 14, 10, 8, #AT: 1, DMG: 1d8*. At the back of the chamber a Gold Goblet (225gp) shines in the torchlight.

6. The wooden door to this chamber has been bashed down. This room was once a library but is now in disarray. The library has been looted and most of the books have been piled on the ground in the center of the room. Pages have been torn out of many books and loose parchments covers the floor:

Book Pile: (378)

Contents: *Translated Tales of the Wood Elves, Volume 4* (50gp), *Triobrand's Tiny Tales* (30gp), *The Ecology of the Winter Wolf* (75gp), *The Ecology of the Dragon Turtle* (100gp), *The Life of Agmarmannon* (35gp), *The Funeral Games of Padalon* (40gp), *Gnar's Trollish Bestiary* (35gp), *Yulanda's Ancient Gnomish/Dwarvish Dictionary* (60gp). In addition there are four other books and/or scrolls. Consult the Random Book or Scroll Table on page 34.

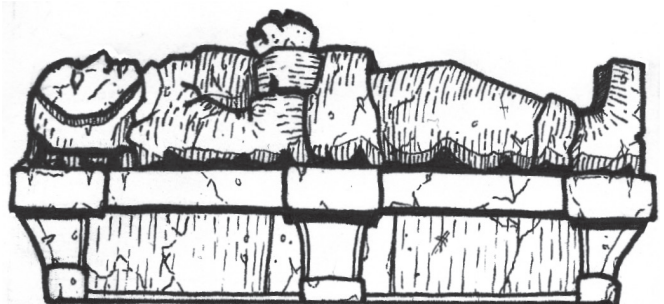
7. A massive rubble pile from a ceiling collapse sits in this corner of the dungeon. The goblins have also thrown refuse and decaying bodies on the pile. Partially camouflaged by the garbage is a **Faze Fungus** AL: N, AC: 4 partially covered (6), HD: 3, HP: 16, #AT: See entry, DMG: See entry, Treasure: Key to Room 8, 25gp, a quiver of *Arrows +1* (15). The fungus does not shriek at the goblins anymore as they pierced it with arrows to be quiet. Be sure to roll for random monsters.

8. This chamber is locked. The key is in the rubble pile in Room 7. This is the resting place of apprentice wizards who were betrayed and slain by a young evil necromancer. There are eight urns with their remains on pedestals. A **Shadow** (8) AL: CE, AC: 7, HD: 2+2, HP: 9, #AT: 1, DMG: 1d4*, will emerge from each of them to take revenge on the living. Hanging on the wall are eight trinkets that each apprentice held in life. They include a worn pointed wizard cap, a plain dull dagger, a Gold Locket (25gp), a scroll with two Random MU spells, a *Robe of Protection +1*, a bag with 35gp in mundane spell components, a Pouch with Long Bottom Leaf (50gp), and *Filangee's Propeller Beanie of Feather Falling*.

9. Mage Mausoleum: This is the resting place of several of Dunixiva's druidic-mage followers. The goblins looted the sarcophagus in A and in doing so spread the seeds of a **Yellow Musk Creeper** AL: N, AC: 7, HD: 3, HP: 16, #AT: See entry, DMG: See entry. They returned weeks later to loot the other tombs and the creature killed several of their number and they fled. The creeper has overtaken the center of the mausoleum and made several **Goblin Yellow Musk Zombies** (4) AL: N, AC: 6, HD: 2, HP: 10 each, #AT: 1, DMG: Shortsword (1d6).

A. A plundered sarcophagus sits in the center of this room. The goblins used an iron spike to break it open. A skeletal body was thrown on the floor. There is nothing of value.

B. Inside a sarcophagus is a skeletal body wearing *Bracers* AC8. Beside the body are two bags of seeds. The first functions as per the spell *Entangle* and the second contains teeth that, if thrown on the ground, will raise 1d4 **Skeletons** (both are single use).



C. The sarcophagus in this room contains **Joramaster, the human-sized Vegepygmy** AL: N, AC: 4, HD: 3, HP: 20, #AT: 1, DMG: Fist (1d4) in stasis. He looks dehydrated. Pouring water on him will break the stasis. **Joramaster** was once a **Level 3 Human Magic-User** who, in a lab accident, was fused with plant-matter. In addition to his body, his spell casting ability was also corrupted. He can cast the following spells once per day: *Entangle*, *Faerie Fire*, *Purify Water*, *Shillelagh*, and *Speak with Animals*. He cannot return to his human form short of a *Wish*. He can understand Common, Ancient Common, and Black Tongue but has no vocal chords. Ability Scores: S 10, I 16, W 14, D, 15, C 10, C 15.

D. The sarcophagus in this chamber contains a skeletal body, a Silver Coffin (100gp) with 50pp, and a Small Wooden Box with three of *Kuato's Feather Tokens: Tree, Bird, and Whip*.

10. This room is empty.

11. This chamber is empty.

12. This chamber is empty. There is a rusty and broken Gear-Crank (see Room 2) on a table.

13. Twenty 10x10 foot columns support this massive chamber. The room is on the verge of collapse and dotted with rubble piles. The walls and floors are covered in salt deposits. Camouflaged among them, and on the ceiling, are **Salt Bats** (20) AL: N, AC: 4, HD: 1+2, HP: 6 each, #AT: 1, DMG: 1d4. The eastern portion of this chamber has flooded. The briny water contains four skeletons and six **Giant Leeches** AL: N, AC: 7, HD: 2, HP: 2x12, 2x10, 2x7, #AT: 1, DMG: 1d6. The skeletons possess a Pouch with 34gp, a Platinum Belt Buckle worth 50gp, and a *Shortsword +1*. Lying in the water is the Stone Arrow (see Room 37).

A. The outline of a 10-foot tall stone door is obvious along this column. A small receptacle with metal gears can be found on the north side of the column. The Gear-Crank located in Room 2 is required to open this door. It can only be opened by magical means and cannot be broken down. Inside is a *Robe of Protection AC7*, a *Staff of the Thaumaturge +1* (1d6 and can cast *Light 30' Radius* on the staff tip three times per day), and *Basparamb's Furry Cossack of Warmth* (see New Magic Items).

14. This chamber has partially collapsed. Only a small halfling-sized hole in the rubble exists near the ceiling. Behind the collapse is a teleport pad leading to Dungeon 11, Room 35.

15. A nest of **Giant Centipedes** (12) AL: N, AC: 9, HD: 1d4hp, HP: 4x4, 4x3, 4x2, #AT: 1 (bite), DMG: Poison, have made their home in the rubble pile. In the rubble pile is a key (Room 18, four turns of searching). This chamber has partially collapsed.

16. This large room was Dunixiva's Main Audience Chamber. Several 8-foot tall statues of Arcantryl, both intact and broken, line alcoves along the northern and southern walls. A 10-foot staircase leads up to a large throne. Two of the remaining statues (northwest and southeast) are **Archaian Sentinels** (2) AL: N, AC: 3, HD: 3, HP: 14 each, #AT: 1, DMG: 1d6. The first person to sit on the throne will gain 500 experience points if s/he converts to the worship of Arcantryl. If not, the statues will attack all intruders in the room. Hidden in a secret compartment at the back of the throne is a *Wand of Magic Detection* (15 charges).

17. The door to this chamber is locked and requires the Gear-Crank from Room 2 to open. It is also trapped with *Galaxina's Gorgonic Breath*. This is Dunixiva's secret treasure room. It holds a table with the following items: a *Wand of Fear* with 23 charges, a *Bag of Holding* (57pp and 100ap, with a 2000gp capacity), and *Halabaster's Hat of the Hornets' Nest* (see New Magic Items).

18. There is a portcullis in the hallway outside this chamber. A Gear-Crank is required to raise the bars or they must be bent. The double doors are locked. The key is located in Room 15. This is a shrine to Dogma, the God of Knowledge, Scholars, and Learning. A 20-foot tall, broad stone staircase ascends to a large altar and statue of the god.

Three books will appear on the altar as the PCs advance toward it: a *Manual of Bodily Health*, a *Manual of Gainful Exercise*, and a spellbook with six random first and second level spells. If one of the books is taken without replacing it with another book (of any value) the other books will disappear and statues of Dogma at the back of the room will animate and attack as **Barrow Guardians** (2) AL: N, AC: 3, HD: 3, HP: 15, 13, #AT: 1, DMG: 1d6.

19. A teleport pad to Dungeon 6, Room 3 stands atop a 10x10 foot square dais.

20. This chamber has partially collapsed. Lying in the rubble is the Stone Flower (see Room 37).



21. The door to this chamber is open. Two **Blood-Thirsty Spiders** AL: N, AC: 6, HD: 2, HP: 11, 8, #AT: 1, DMG: 1d6, sit atop the door awaiting their next meal. At the back of the chamber, cocooned in webs, are the dried husks of a goblin (with 2d4gp and a Silver Ring worth 50gp and a halfling (*Potion of Invisibility*, and Finely Crafted Thieves' Picks and Tools that provide +5% on related rolls).

22. Barrack: A group of **Woad Goblins** (6) AL: CE, AC: 6, HD: 1-1, HP: 4 each, #AT: 1, Weapons: Shortsword (1d6), Club (1d4), Dagger (1d4), Treasure: 2x2d4ep, 2x2d4gp, 2x4d4cp, just returned from patrol and are sleeping in their flea-infested beds.

23. Goblin Storage: There are 5 quivers of arrows (20 each), 40 sling stones in a bucket, and 12 spears in this room. There is also a open barrel with scum-covered water and four crates of dried beef, likely stolen in a caravan raid.

A. This is a small secret potion laboratory. The goblins are unaware of its existence. There are small tables filled with vials and bottles including potions of *Climbing*, *ESP*, *Delusion*, *Polymorph*, *Poison*, and *Speed* (4 turns of searching).

24. Barrack: The room is lined with six mangy bunk beds. There are two small locked chests in the room. The first contains 68ep and the second a *Potion of Healing* and a Tiny Pale Green Tourmaline (80gp).

25. Sentry Box: **Woad Goblins** (6) AL: CE, AC: 6, HD: 1-1, HP: 4 each, #AT: 1, Weapons: Shortsword (1d6), Shortbow and 20 Arrows (1d4), Dagger (1d4), Treasure: 2x3d4ep and 3x4d4cp, stand guard at this location. They have broken a hole in the wall that looks straight down the moon-bridge to shoot their arrows from cover. Each of the goblins has a flint and tinder and a vial of oil.

26. This room is empty. The goblins have poured oil on the northern half of the Moon-Bridge where it meets its eastern edge. They will ignite arrows and set the bridge aflame if required.



27. Large Barracks: This chamber is lined with makeshift beds on the floor. The flea-infested beds include clothing, bits of fur, and anything else the goblins can scrounge to sleep on. A search will reveal a *Potion of Healing* and four *Sling Stones* +1. **Woad Goblins** (12) AL: CE, AC: 6, HD: 1-1, HP: 4 each, #AT: 1, Weapons: Shortsword (1d6), Club (1d4), Dagger (1d4), Treasure: 3x2d4sp, 3x2d4gp, 6x4d6cp.

They are led by a **Woad Goblin Patrol Leader** AL: CE, AC: 4 (Goblin Chain and Shield), HD: 1, HP: 7, #AT: 1, DMG: Scimitar (1d8), Light Crossbow with 20 Bolts (1d4), Dagger (1d4). Treasure: Silver Earring (20gp).

A. This room has an armor stand with a suit of *Chainmail* +1.

28. The Crow's Nest: Four goblins (either from Room A or B) are always on guard at this location. They sit quietly and make no noise hoping to ambush intruders at the mid-point of the bridge (see Room 29). In the event of intrusion, one of the goblins will run to barracks in Room 27 to alert the tribe.

A. Barrack: **Woad Goblins** (4) AL: CE, AC: 6, HD: 1-1, HP: 3 each, #AT: 1, Weapons: Shortsword (1d6), Shortbow and 20 Arrows (1d6), Club (1d4), Dagger (1d4), Treasure: 2x2d4gp, 2x3d4sp.

B. Barrack: **Woad Goblins** (6) AL: CE, AC: 6, HD: 1-1, HP: 5 each, #AT: 1, Weapons: Light Crossbow and 20 Bolts (1d4), Spear (1d6), Treasure: 2d4sp, 4d4cp.

29. The Moon Bridge crosses a wide-open expanse that extends over the open air below HighFell. Hundreds of feet below the ground passes underneath. Anyone shot (either on the bridge or in the Crow's Nest) must make a Dexterity Check or face falling into the massive Moon Door. A fail means the PC/goblin is hanging by their fingers at the edge and must save versus Death or fall off to their demise.

30. This chamber is lit by torches and used as a guardroom for the adjacent chambers of **Lurg the Woad Goblin Sub-Chief** (Rooms 32 and 33) and **Blixix the Woad Goblin Seer** (Room 31).

There are currently two of **Lurg's Bodyguards** (2) AL: CE, AC: 6 (Goblin Ringmail and Shield), HD: 1, HP: 7 each, #AT: 1, DMG: Scimitar (1d8), Light Crossbow with 10 Bolts (1d4), Dagger (1d4). Treasure: Platinum Necklace (40gp) and a *Dagger* +1, +2 *Backstabber* in a Bejeweled *Dagger Scabbard* (30gp) and three **Thrall Dragonmen** AL: LE, AC: 5, HD: 3, HP: 16, #AT: 1, Weapon: Each has a *Broadsword* (1d6+1), *Spear* +1 (1d6), *Dagger* (1d4). Treasure: 4d4gp each and one has a scroll with one random magic-user spell.

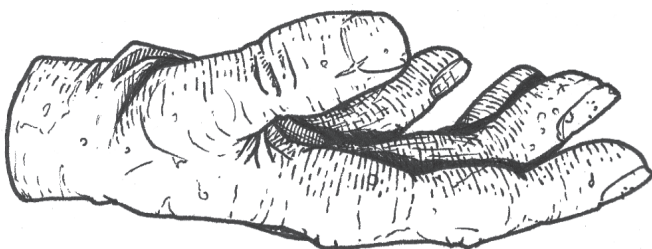
31. Seer's Chambers: This room is lit by two flaming braziers and contains a makeshift bed, table, chest, and a pool of dirty water on a pedestal. A scroll on the table written in Black Tongue by **Prefect Ulam**, orders the **Wood Goblin Tribe** to make their final preparations for the destruction of Thatchum and Threshold. The chest is locked and contains a Very Large Flawed Yellow-Green Chrysoberyl (340gp), Very Large Finely-Cut Blue Aquamarine (240gp), a Very Large Broken Dark Green Alexandrite (330gp), and the Stone Hand (see Room 37).

Blixix the Goblin Seer, Level 2 Cleric/Level 4 Magic-User AL: CE, AC: 6 (Dex), HD: 3, HP: 16, #AT: 1, DMG: *Dagger +1* (1d2). Cleric Spells (2): *Command*, *Protection from Good*. Magic User Spells (2/2): *Burning Hands*, *Shocking Grasp*, *Mirror Image*, *Web*. Treasure: Spellbook, Key to Chest, Two Potions of *Healing*, Gold Bracers (100gp), and a Silver and Gold Belt Buckle (100gp), is sitting at the table in a meditative trace trying to commune with Vol and throwing chicken bones and reading the result. If the alarm has been raised in Room 30, he will defend the sub-chief.

32. Audience Chamber: Luurg the Goblin Sub-Chief AL: CE, AC: 2 (Half-Plate and *Shield +1*), HD: 3, HP: 17, #AT: 1, Weapons: Scimitar (1d8), Light Crossbow with 5 Bolts +1 (1d4), Dagger (1d4), Treasure: Dented Gold Crown (200gp) and a Silver Ring set with a Pearl (150gp), is currently meeting with three **Thrall Dragonmen** AL: LE, AC: 5, HD: 3, HP: 14 each, #AT: 1, Weapon: Broadsword (1d6+1), Spear (1d6), Dagger (1d4). Treasure: 4d4gp and 2d4pp each. The **dragonmen** are part of the detachment that is also meeting with his father in Tower 7, Level 2, Room 5. Four torches light this chamber.

33. Goblin Sub-Chief's Inner Chamber: This room contains a plain wooden bed covered in *Biyakk Furs* (4x50gp each). There is a Wooden Box containing a Platinum Chalice (400gp), and a 50ft Giant Spider Silk Rope (+5% to climb checks). A head of a dwarf, and elf, and a human are piled in the corner.

34. The goblins have destroyed a stone statue, and raised a rough-hewn salt statue of Vol on a plinth in this location. Vol is depicted as a white dragon.



35. Aerie: This chamber is a large cave open to the sky along the side cliffs and crags of HighFell. The wind howls and bites at those standing here for too long. The goblins launch aerial patrols from this location.

There are normally **Wood Goblins** (3) AL: CE, AC: 6, HD: 1-1, HP: 4 each, #AT: 1, Weapons: Shortsword (1d6), Club (1d4), Dagger (1d4), Treasure: 2x2d4sp and each also wears a *Biyakk Fur* (50gp each), standing guard (50%) or grooming the **biyakks** located in Room 36.

36. A small group of **Biyakks** (4) AL: N, AC: 6, HD: 2, HP: 11, 10, 8, 5, #AT: 1 or 2, Weapons: Bite (1d6) or two Claw Attacks (1d3/1d3)*, huddle together in this chamber for warmth. This room has partially collapsed and smells of guano.

37. The Room of Pillars: Six pillars support this chamber. The bottom six feet of the six pillars are carved to depict the following: a skeleton, warrior, elf, maiden, cyclops, and beggar.

Each of the pillars is "missing" an item lost throughout the dungeon. When each of the items has been replaced. The secret door to A will open.

Pillar	Missing Item	Location
1	Skeleton	Gem
2	Warrior	Shield
3	Elf	Arrow
4	Maiden	Flower
5	Cyclops	Eye
6	Beggar	Hand

A. Sitting on an armour stand is a suit of magical *Platemail +1* and *Gaxiluke's Corinthian Helm of Free Action*.

38. Wind howls from an opening to the west and this chamber has partially collapsed.

39. This chamber is empty and has partially collapsed.

40. Guardroom: A patrol of **Wood Goblins** (6) AL: CE, AC: 6, HD: 1-1, HP: 3 each, #AT: 1, Weapons: Shortsword (1d6), Club (1d4), Dagger (1d4), Treasure: 2d4gp each, stand guard at this location. There is a 50% chance they are tormenting normal rats.

41. Aerie: Wind howls through this large cave open to the sky. The goblins launch aerial patrols from this location.

42. This room contains a group of **Wood Goblins** (3) AL: CE, AC: 6, HD: 1-1, HP: 4 each, #AT: 1, Weapons: Shortsword (1d6), Club (1d4), Dagger (1d4), Treasure: 2d4ep each and a **Biyakk Fur** (50gp each), one has just returned from a patrol on his **Biyakk** AL: N, AC: 6, HD: 2, HP: 11, #AT: 1 or 2, Weapons: Bite (1d6) or two Claw Attacks (1d3/1d3)*. This chamber has partially collapsed. The goblins are aware of the pit.

43. Aerie: **Wood Goblins** (6) AL: CE, AC: 6, HD: 1-1, HP: 4 each, #AT: 1, Weapons: Shortsword (1d6), Club (1d4), Dagger (1d4), Treasure: 3x2d4gp, 3x2d4ep and each has a **Biyakk Fur** (50gp each), stand on guard here.

44. This is a guardroom for a patrol of **Wood Goblins** (5) AL: CE, AC: 6, HD: 1-1, HP: 4 each, #AT: 1, Weapons: Shortsword (1d6), Club (1d4), Dagger (1d4), Treasure: 2x2d4pp, 3x2d4sp. This chamber has partially collapsed and the door is open. They are roasting a giant rat over a small fire.

45. This room contains crates and barrels filled with salt. The smell of death is in the air.

A. Blixix the Goblin Seer uses this chamber to construct undead for the dragon army. Three are completed on tables and two stand at attention. **Salt Skeletons** (5) AL: CE, AC: 4, HD: 2+2, HP: 13 each, #AT: 1, DMG: Three have Maces (1d6) and two have Hand Axes (1d6).

B. Similar to A, **Blixix** is experimenting with the construction of **Salt Zombies** (2) AL: CE, AC: 8, HD: 2, HP: 9 each, #AT: 1, DMG: 1d8. Four bottles of the black brine (used in their creation) sit on a table.

C. A large pile of salt sits along the northern wall. Numerous tools (hammers and chisels) alongside two wooden wheelbarrows rest along the western wall. Hidden in the pile is a small **Salt Pudding** AL: N, AC: 6, HD: 6, HP: 16, #AT: 1, DMG: 2d6.



46. The door to this Spell Component Archive is locked (one of the goblins in Room 50 has the key):

Spell Components: (420)

Contents: Satchel of Pearls (100gp), Bottle of Phosphorus (50gp), Clay Pot of Brackish Water (10gp), Tiny Chest of Hen's Heart (10gp), Small Satchel of Broken Crystals (35gp), Bag of Shamrocks (15gp), Bottled Stardust (110gp), Powdered Bone of Giant Vulture (40gp), Pickled Eyes of Jackal (20gp), Bone Dust of Frost Salamander (50gp), Ear of a Balor Demon (200gp), Fin of Killer Whale (30gp), Pierced Ear of Giant Weasel (20gp), Vertebrae of Cave Bear (30gp), Skin of Fire Salamander (75gp), Teeth of a Great White Shark (30gp), Powdered Bone of Rust Monster (60gp), Skull Shards of Ice Troll (50gp), Wraps of a Barrow Mummy (60gp), Entrails of Brownie (80gp), Powdered Bone of Mountain Dwarf (20gp), Teeth of a Wight (300gp), Broken Bones of Hobgoblin (10gp), Flesh of Lamia (75gp), Vertebrae of an Oxotaur (100gp), Small Box of Copper Wire (20gp), Twig of a Treant (45gp), Small Box of Gold Dust (80gp), and a Glass Bottle of Sulphur (30gp).

47. The door to this room is ajar. A large pack of **Giant Rats** (10) AL: N, AC: 7, HD: 1d4hp, HP: 3x4, 4x3, 3x2, #AT: 1, DMG: 1d3, has made a nest in a rubble pile from a partial collapse.

The following treasures are littered around the rubble: 35gp, 207sp, and a Small Brown Carnelian (40gp), Huge Finely-Cut Orange Carnelian (150gp), Very Large Exquisite Red and White Sardonyx (175gp), Tiny Flawed Red and White Sardonyx (20gp), and a Tiny Exquisite White Chalcedony (80gp).

48. This chamber has partially collapsed and the room, including the alcove (A), is empty.

49. Wand Testing Range and Workshop: The door to this chamber is locked. The Gear-Crank from Room 2 must be used to open the door or it must be opened magically.

Dunixiva used this room to experiment with wand construction. There is a target painted on the northern wall. A table lined with six different wands stands before it. The wands have the following functions and 2d6 charges each:

Alternate Wands

- 1 *Wand of Water* *
- 2 *Wand of Tar* *
- 3 *Wand of Oil* *
- 4 *Wand of Obscuring Mist* **
- 5 *Wand of Acridity* **
- 6 *Walsom's Wretched Wand* ***

*Shoot in a 3 inch stream, 20 feet in length. One use will cover 1 person or a 5x5 square

**As per the spell *Obscuring Mist*.

***As per the spell *Aztazibar's Acrid Finger*.

***Walsom, one of Dunixiva's apprentices, tried to combine the functions of the other five wands into one. He partially succeeded. The *Wretched Wand* possesses all the magical properties of the previous wands but the result is random. Each time a PC uses the wand they must roll randomly to determine the result. If a six is rolled, the PC may choose the desired effect.

50. Patrol: Woad Goblins (3) AL: CE, AC: 6, HD: 1-1, HP: 4 each, #AT: 1, Weapons: Shortsword (1d6), Club (1d4), Dagger (1d4), Treasure: 2x2d4cp, 2x2d4gp each. One of them has the Key to Room 46. This chamber has partially collapsed. They are aware of the pit to the east.

51. This room is empty with the exception of the Stone Eye (see Room 37) lying on the floor.

52. The goblins painted the words "In Here" on the door. This door is trapped with a heavy crossbow connected with a tripwire and mounted opposite the door. The crossbow attacks as a Level 4 Fighter for 1d10 points of damage (Dexterity Check for half damage). There is nothing of value in the room.

53. This chamber is empty.

54. Secret Library: This once majestic library is now in ruins. Two massive collapses from the ceiling have destroyed the five bookshelves on the floor of the chamber (every 10 feet running north and south). The book and scrollshelves lining the walls are largely intact. The collapses have opened a ceiling tunnel that winds its way to the surface edge of HighFell. A **Carcass Scavenger** AL: N, AC: 7, HD: 3+1, HP: 19, #AT: 8 (stingers), DMG: Paralysis, has made its nest in the tunnel above the library. Upon hearing noise and movement in the library, the creature will quietly move into position and strike. Its treasure is located in a hovel in the tunnel along with the bones and remains

of recent victims: 1023cp, 976ep, 1049gp and the following pieces of jewelry: Gold Cloak Clasp (600gp), Ivory Comb (1800gp), Bronze Goblet (20gp), and an Electrum Coffin (800gp).

Book and Scrollshelves: (896)

Contents: *Magic and Magecraft* (50gp), *Longbows and their Use in Warfare* (20gp), *The Conjunction Codex* (50gp), *The Encyclopedia Draconis, Volume 5* (50gp), *Turtles and Tortles: Vol 6* (200gp), *The Everyday Application of Magic* (150gp), *Differences in the Circulatory System of the Drow and the Wood Elf* (300gp), *Modrons: Why?* (200gp), *The Manual of the Minotaur* (75gp), *A Guide to the Wartime use of the Glaive-Guisarme* (50gp), *The Chronicles of Briddick* (500gp), *The Tome of Arcane Enlightenment* (30gp), *Necromancy and Lichdom* (300gp), *Composite Longbow Construction: Tools and Materials* (25gp), *Manooil's Everyday Use of Medicinal Herbs* (20gp), *Vanshar's Study of Illusion Magic* (40gp), *The Elder Gods: Let them Sleep* (15gp), *The Hills and Dales of Averogne* (35gp), *Toads and Toadstools: A Dissertation* (10gp), and *The Secret Rituals of Malachai* (25gp). In addition there are six other books and/or scrolls. Consult the Random Book or Scroll Table on page 34.

55. The smell, upon opening the door, will cause an immediate Constitution Check. Failure results in nausea and vomiting for 1d4 rounds (be sure to roll for random monsters). Inside are decaying bodies of goblins, humans, and coldbolds. Four **Grub Globules** AL: N, AC: 10, HD: 1hp/cyst, HP: 1hp, #AT: See entry, DMG: See entry, have grown out of the decaying matter. The globules possess 5, 4, 3, and 2 cysts.

56. This chamber is empty.

57. A dead human warrior, looted and pierced by goblin arrows, lies face-down in a pool of blood.

58. Wind from a Moon Door howls up throughout this chamber. Puddles of clear and algae-covered moisture have accumulated around the room. A group of **Oozies** (6) AL: N, AC: 6, HD: 1-4hp, HP: 2 each, #AT: 1, DMG: 1d6, sit on the eastern wall across from the Moon Door. If anyone approaches the pit to investigate, the creatures will form and attempt to blast them into the pit. Lying on the floor is the Stone Shield (see Room 37).

59. A portcullis blocks access into this small series of chambers. A Gear-Crank (see Room 2) must be used to raise the portcullis, or the bars must be bent.

A. The door to this room is made of steel and locked. This chamber is empty.

B. The door to this chamber is locked. Inside is a **Gray Ooze** AL: N, AC: 8, HD: 3, HP: 20, #AT: 1, DMG: 2d8.

C. The secret door to this room is trapped. A pendulum hammer attached to a tripwire will swing down from the ceiling causing 2d4 points of damage (Dexterity Check for half). Sitting on a shelf at the back of the room is a *Ring of Feather Fall* and two *Potions of Flying*.

D. This is a scribing chamber. There is a desk, chair, 10 pots of ink, and 10 quills. Dust covers everything.

E. A single scrollshelf at the back of this narrow chamber contains the following:

Scrollshelf: (45)

Contents: *An Overview of the Child-Rearing Habits of Norkers* (50gp), *The Big Book of Orcish Smiles* (10gp), *The Ecology of the Giant Raven* (20gp), *The History of the Goblins of Kettle* (15gp), and *Historical Examination of the Development of Plate Armour* (25gp). In addition there are three other books and/or scrolls. Consult the Random Book or Scroll Table on page 34.

F. This secret chamber contains a lectern with a unique book. **Libris** is a unique, sentient, female spellbook with a lawful alignment and 5 hit points. She has an intelligence of 15, a psyche of 10, and a will-power of 25. **Libris** can speak and read Ancient Common, Common, and Black Tongue. She can *Read Magic* at will, *Detect Magic* within 30 feet once per day, and cast *Shield* on her bearer once per day. Her special purpose is to amass spells. **Libris** adds 25% to her bearer's ability to learn new spells and write them into her pages.

Libris considers herself an elite, highbrow intellectual and has a snooty tone and accent. She has an aloof personality and a dry, sarcastic sense of humour. **Libris** is impatient and often annoyed, especially with warriors who tend to have more muscles than brains. She prefers a male bearer and is extremely jealous of other women and other books.

Her overriding purpose is to acquire arcane lore in the form of new spells. She has one reptilian eye in her front cover (made of the skin of an Ogre Mage) and steel corners. **Libris** makes all saving throws at

the same level as her bearer and receives a +2 versus wands, spells, and spell-like devices.

Libris can only be used by magic-users or illusionists. She holds 15 random first level spells as well as *Fennril's Exquisite Strangulation*, *Hitzemun's Blue Feet*, *Mazakala's Mucilaginous Effluvium*, *Mazakala's Glassy Facsimile*, *Mazakala's Imperfect Panic*, *Baltron's Black Sheen*, *Aztazibar's Acrid Finger*, and *Zu-Pang's Protracting Eyeball*.

60. A group of adventurers left a cache of equipment and arms in the corner of this room. The goblins looted the cache, but the following can be found spread on the floor: 50ft rope, four torches, a broken lantern, a small mirror, and a tack hammer.

61. This room contains a square dais with a teleportation pad (from Dungeon 1, Room 22).

62. This chamber is empty.

63. A rectangular pool dominates this chamber. Several bloated human and goblin bodies float in the water. Long ago a **Water Weird** AC: 5, HD: 4+4, HP: 22, #AT: 1, DMG: Special, was summoned to protect a treasure sunk to the bottom. At the bottom of the pool is a locked chest with a *Carpet of Flying*.

64. The doors to this chamber have been broken down by the goblins. Each of the alcoves was looted and the skeletal remains of their occupants hastily thrown on the floor. There is nothing of value remaining except for a Gold Ring worth 50gp on the floor under some debris.

65. A portcullis blocks the entrance to this room. A Gear-Crank (see Room 2) is required to raise the bars (or a bend bars roll).

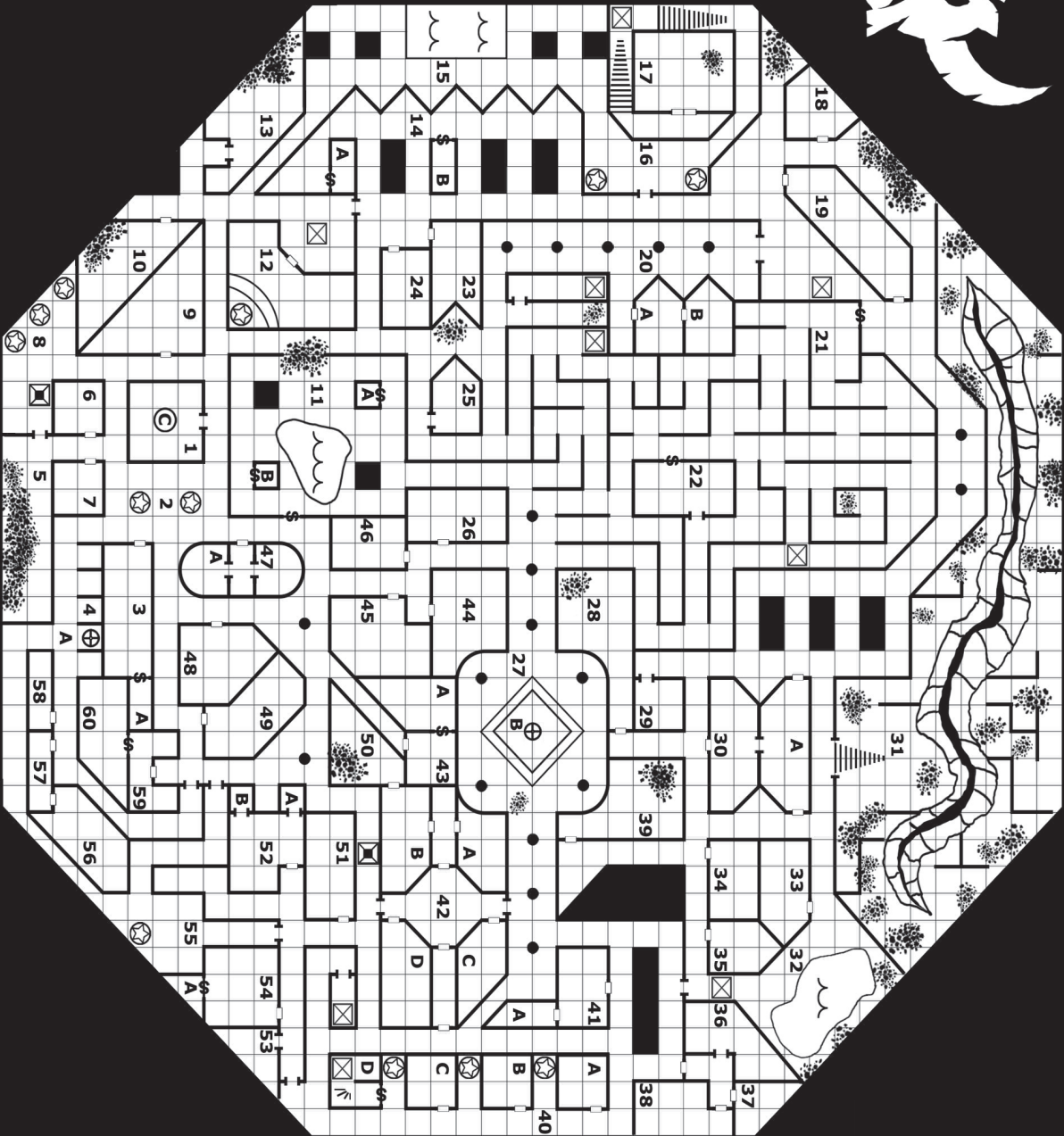
This chamber has four alcoves. Each has a Wooden Bone Box containing human remains and a Silver Coffin (worth 100gp) with 104gp, 51pp, 35ap, and 76gp.

Each of the coffers sits on a pressure plate. If any of the coffers are removed, the portcullis will drop and the following will be released from secret compartments in each alcove:

Clockwork Cobra AL: N, AC: 2, HD: 1, HP: 4, #AT: 1, DMG: 1d3*, **Clockwork Centipede** AL: N, AC: 2, HD: 1, HP: 4, #AT: 1, DMG: 1d3 plus poison, **Clockwork Scorpion** AL: N, AC: 2, HD: 1, HP: 4, #AT: 3, DMG: 1d2x2/1d2* and a **Clockwork Stirge** AL: N, AC: 2, HD: 1, HP: 4, #AT: 1, DMG: 1d3.



DUNGEON 8: MATOOWB'S RUINED MAZE OF EPISTEMOLOGY



© Up to tower 8, level 1, room 6

A: To dungeon 1, room 31

B: To dungeon 2, room 34

DUNGEON 8: MATOOWB'S RUINED MAZE OF EPISTEMOLOGY

The **Necrolytes** and **Myrmidytes of Matoowb** have partially occupied the dungeon between Rooms 1-8 and 40-60. These areas are lit by torches and braziers enchanted with *Continual Flame*.

1. An iron ladder leads up 100 feet to Tower 8, Level 1, Room 6. The room is otherwise empty.
2. Two **Greater Barrow Guardians** AL: N, AC: 1, HD: 6, HP: 40 each, #AT: 1, DMG: 1d8+2, with heads shaped like the wizard mark of Matoowb stand in this open hallway. They will attack anything not openly bearing the symbol of Matoowb. They each have Ruby Eyes (500gp per eye, 12 turns to remove or 6 per eye).
3. This rectangular room is a barrack for four myrmidytes. There are armour stands, meditation mats, and two small chests. One contains a Gold Locket (600gp, with a tiny painting of a young woman) and a bag with 45ap. The other chest is dusted with contact poison (save or die at +1). Inside is an *Arm Band of Healing* and a *Potion of Invulnerability*.
- A. The secret door to this chamber is trapped. A tripwire at the door will activate a fusillade of darts from the opposite wall. Each fusillade contains 1d10+2 darts (1d3 points of damage each). Sitting in the corner is a broom and a bucket. The former is a *Broom of Flying*.
4. Five 10x10 foot alcoves are located on the north side of this hallway. One contains a teleportation pad to Dungeon 1, Room 31. The necrolytes posted a half-dozen **Funeral Pyre Zombies** (6) AL: CE, AC: 7, HD: 2, HP: 3x11, 3x10, #AT: 1, DMG: 1d8, in the easternmost alcove as sentries.
5. The chamber has almost completely collapsed along the southern wall. Water trickles in from the cave-in and covers the floor. The walls have periodic salt deposits.
6. This room is empty.
7. The myrmidytes use this room for weapon storage. Racks contain four broadswords, three longswords, two maces, and three hand axes.
8. Wind whistles and blows through an open Moon Door. The wind gusts in this room and there is a 1-4

on d6 chance of torches being extinguished every turn. Three statues shaped like those in Room 2 line the southwestern wall. They each have Ruby Eyes (500gp per eye, 12 turns to remove or 6 per eye).

9. There is a large rubbish pile in the center of the room. There is nothing of value.
10. This was once a storage room. The room contains wooden crates and barrels, all broken and in decay. The chamber has partially collapsed, there are several large salt deposits, and water trickles in through the rubble. One of the deposits is a **Salt Pudding** AL: N, AC: 6, HD: 6, HP: 36, #AT: 1, DMG: 2d6.
11. Part of the western wall along this chamber has collapsed leaving a large hole. A small sinkhole, over time, has led a pool of dark water to develop in the center. Four 10x10 square columns support the chamber.

The glint of gold from a Locked Gold Coffin (worth 1050gp) with 30ap and a *Ring of Protection +3* can be seen submerged in the center of the pool. Several normal catfish periodically disturb the water. A **Huge Carcass Scavenger** AL: N, AC: 5, HD: 5+1, HP: 40, #AT: 8 (stingers), DMG: Paralysis, hangs from the ceiling above the pool awaiting its next meal.

12. A 8-foot tall statue of Matoowb stands on a two-tiered dais in this chamber. A small button behind the head will open the mouth of the statue and reveal a scroll tube with four random level four magic-user spells.
13. The chamber has partially collapsed. It is otherwise empty.

14. Ten stone gargoyles (two each) leer down at the PCs from the five rectangular columns in this hallway. The gargoyles appear menacing but are inanimate.

- A. This secret door is trapped with a *Glyph of Warding* (Fire, 26 points of damage, save for half).

- B. This secret chamber trapped with a pendulum hammer trap (3d6 points of damage, save for half). A small ledge holds a scroll with six random clerical spells and a *Potion of Healing*.

15. A rectangular pool of magical fire rests in between two sets of square columns. Several magical items (*Broadsword +1 Flame Tongue*, *Helm of Fire Resistance*, and a *Staff of Fire* with 42 charges) can be seen within the fire. The fire cannot be penetrated by any means, mundane or magical (protections such as spells and magic items are ineffective).

The only way to access the items is to put out the fire with the *Goblet of Endless Water* located inside the **Storoper** in Room 31.

16. Two **Greater Barrow Guardians** AL: N, AC: 1, HD: 6, HP: 40 each, #AT: 1, DMG: 1d8+2, with heads shaped like the wizard mark of Matoowb, stand in the corners of this chamber.

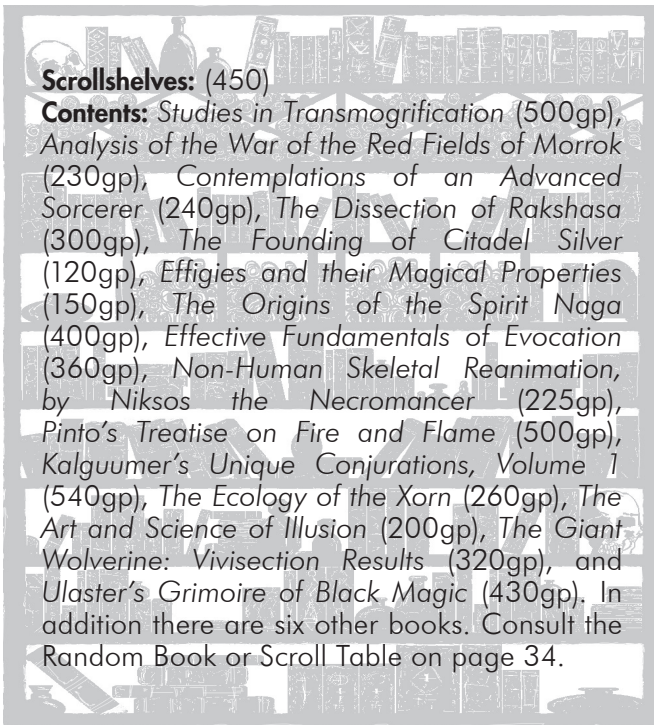
17. The double doors to this chamber are locked and the doors are trapped. Above the door is the symbol of Matoowb carved in stone. The key is located in the pool in Room 32.

Unless the key is used to open the door, a trap will activate from the ceiling above the door. A rolling stone ball 8x8 will crash down from a ramp in the ceiling. It will land 10 feet in front of the door and continue rolling through the doors, crash into the wall, and continue down the stairs. Anyone caught in its path will take 6d6 points of crushing damage (save versus Death for half).

18. This was once a small scroll library but water damage has destroyed almost everything with the exception of three random scrolls. Consult the Random Book or Scroll Table on page 34.

19. Scroll Archive: The doors to this chamber are locked. They keys have long been lost.

The scrollshelves have been partially destroyed by water. The following can be salvaged:



Scrollshelves: (450)

Contents: *Studies in Transmogrification* (500gp), *Analysis of the War of the Red Fields of Morrok* (230gp), *Contemplations of an Advanced Sorcerer* (240gp), *The Dissection of Rakshasa* (300gp), *The Founding of Citadel Silver* (120gp), *Effigies and their Magical Properties* (150gp), *The Origins of the Spirit Naga* (400gp), *Effective Fundamentals of Evocation* (360gp), *Non-Human Skeletal Reanimation, by Niksos the Necromancer* (225gp), *Pinto's Treatise on Fire and Flame* (500gp), *Kalguumer's Unique Conjurations, Volume 1* (540gp), *The Ecology of the Xorn* (260gp), *The Art and Science of Illusion* (200gp), *The Giant Wolverine: Vivisection Results* (320gp), and *Ulaster's Grimoire of Black Magic* (430gp). In addition there are six other books. Consult the Random Book or Scroll Table on page 34.

20. Five round pillars support this long rectangular hallway. The statues are decorated with multiple leering gargoyles. The gargoyles will wait to attack until they are least suspected and then peel themselves away from the pillars.

The one in the center is a **Margoyle** AL: CE, AC: 1, HD: 6+1, HP: 32, #AT: 4, DMG: 1d6x2/1d6/1d6 and the two on the outside pillars are **Maggog Gargoyles** (2) AL: C, AC: 5, HD: 4, HP: 18 each, #AT: 3, DMG: 1d6x2/1d8 (and spells).

21. This is the den of **Maxsos the Minotaur** AL: CE, AC: 3 (Plate), HD: 6, HP: 37, #AT: 2 or 1, DMG: 1d6/1d6. **Maxsos** strapped plates of metal to his chest (AC3). He is likely (1-5 on d6) to sense anyone entering his maze and will engage in hit-and-run tactics (if possible) to defend his lair.

Maxsos sleeps on a bed of many furs and bits of dirty cloth. He has the following treasure: Small Wooden Chest with 56gp, a scroll with six random cleric spells, and 16 *Crossbow Bolts* +1.

22. Macabre Trophy Room: **Maxsos the Minotaur** displays his hunting trophies on the walls of this room. The heads of humans, luft banderlogs, and the odd elf and dwarf, are mounted on spikes driven into the walls. One wears an *Earring of Protection* +2.

23. This door is trapped with a *Glyph of Warding* (Electricity, 20 points of damage, save for half). A table and chair furnish this room. The book contains four random level 4 magic-user spells.

24. This room is empty.

25. Salt deposits cover the floor and camouflage a **Salt Weird** AL: N, AC: 3, HD: 8, HP: 50, #AT: 2, DMG: 2d6.

26. **Myrmidytes of Matoowb** (2) AL: LE, AC: 2 (*Half-Plate* +1, *Buckler Shield*) and 0 (*Platemail* +1, *Buckler Shield* +1), HD: 6, HP: 29, 20, #AT: 1, DMG: the first is armed with a *Spear* +1 (1d6), *Light Repeating Crossbow with Two Cartridges* (1d4), *Dagger* (1d4) and a *Potion of Heroism* and the second a *Hand Axe* +1 (1d6), *Light Repeating Crossbow with Two Cartridges* (1d4), *Dagger* (1d4) and a *Potion of Invulnerability*, are on guard duty.

27. Four rounded pillars support this large rounded-square room. There is a teleport pad leading to *Dungeon 2, Room 34*. The chamber has partially collapsed.

28. Chamber has partially collapsed.

29. A **Giant Ochre Jelly** AL: N, AC: 8, HD: 5, HP: 35, #AT: 1, DMG: 2d6, has oozed into the corner of this chamber.

30. Empty.

A. This half of the chamber is empty.

31. A massive crevasse runs along the northern aspect of the dungeon. The crevasse is bottomless and opens underneath HighFell. The wind howls and screeches from below. The wind gusts in this room. There is a 1-4 on d6 chance of torches being extinguished every turn. The entire chamber is on the verge of collapse. Movement through this area is at 1/2 due to the rubble.

This is the lair of **Stakmalmite the Storoper** AL: CE, AC: 0, HD: 6, HP: 45, #AT: 6, DMG: See entry. Treasure: Large Finely-Cut Red Garnet (450gp), Small Exquisite Clear Blue Sapphire (2500gp), Huge Finely-Cut Orange Carnelian (150gp), Very Large Exquisite Red and White Sardonyx (175gp), Tiny Flawed Red and White Sardonyx (20gp), Tiny Exquisite White Chalcedony (80gp), Tiny Bright Green Emerald (750gp), Large Flawed Orange Carnelian (65gp), Deep Crimson Ruby (1000gp), Huge Finely-Cut Light Green Jade (4500gp), and a *Goblet of Endless Water* (See Room 15).

For random encounters in Room 31, use the table below:

Room 31: Random Monsters

- 1 **Rock Reptile (1d2)** AL: N, AC: 3, HD: 5, HP: 26 each, #AT: 1, DMG: 2d4+5.
- 2 **Rock Lobsters (1d4+2)** AL: N, AC: 4, HD: 3, HP: 17 each, #AT: 2, DMG: 1d6+1/1d6+1.
- 3 **Megalocentipedes (1d4+2)** AL: N, AC: 5, HD: 3, HP: 15 each, #AT: 1, DMG: 1d3 + Poison.
- 4 **Giant Earthworms (1d4)** AL: N, AC: 6, HD: 4, HP: 20 each. #AT: 1 (Bite), DMG: 1d8.
- 5 **Gargoyles (1d3)** AL: CE, AC: 5, HD: 4, HP: 18 each, #AT: 4, DMG: 1d3/1d3/1d6/1d4
- 6 **Amber Jellies (1d4+1)** AL: N, AC: 5, HD: 4, HP: 16 each, #AT: 1, DMG: 1d6,

32. A great bubbling mud-pit dominates this chamber. Various bones and treasures lie around its edge including two Volsectum Masks (500gp each), the Key to Room 17, a *Shield* +2, and a Dwarven *Hand Axe* +2. The pit is home to an **Otyugh** AL: N, AC: 3, HD: 8, HP: 58, #AT: 3, DMG: 1d8/1d8/1d4+1, who may part with the treasures if given enough food as tribute. The chamber has partially collapsed.

33. This room is empty.

34. The door to this room is ajar. Curled up in a corner is **Halooksuun the Myrmidyte of Matoowb** AL: LE, AC: 6 (no armour), HD: 6, HP: 10 (35), #AT: 1, DMG: 1d4 (Fist). **Halooksuun** was recently punished for heretical statements against Matoowb. He was stripped of his clothing, beaten, tortured, and cast out of the fold. He is lawful and dutiful, but wishes revenge against his brotherhood. He has lived for several hundred years and is a master swordsman.

35. This chamber is empty.

36. This was once a small archive for spell and potion ingredients. Most of the shelves have been cleared, but several vials remain including a *Potion of Extra-Healing*, four *Potions of Flying*, three *Potions of Feather Fall*, and a *Potion of Giant Strength*.

37. The door to this room is a **Mimic** AL: N, AC: 7, HD: 9, HP: 42, #AT: 1, DMG: 3d4. There is nothing of value, although the creature does have a few pieces of undigested metal, leather, and a Large Diamond worth 2000gp in its gut.

38. This was once a bedroom for apprentice wizards. The wood of the beds is rotting and the bedding is moldy.

39. The chamber has partially collapsed. Four large barrels rest against the eastern wall. One is empty, two are filled with water, and one has the skeletal body of a halfling clutching a *Stoutblade Dagger* +2.

40. The necrolytes posted four **Funeral Pyre Zombies** AL: CE, AC: 7, HD: 2, HP: 16, 2x14, 12, #AT: 1, DMG: 1d8, as sentries in this hallway. The statues are similar to those in Room 2. However, the southernmost is a **Greater Barrow Guardian** AL: N, AC: 1, HD: 6, HP: 40, #AT: 1, DMG: 1d8+2.

A. Necrolyte Barracks: This room contains a meditation mat, a table and a chair. A Small Silver Statuette (600gp) of Matoowb sits on the table. A **Necrolyte of Matoowb** AL: N(E), AC: 3, HD: 7, HP: 32, #AT: 1, DMG: 1d8 or *Dagger* +2 (1d4). Spells (3/2/2/1): *Magic Missile*, *Shield*, *Shocking Grasp*, *Darkness Globe*, *Invisibility*, *Lightning Bolt*, *Haste*, *Lesser Globe of Invulnerability*, is reading by candlelight.

B. Necrolyte Barracks: With the exception of a desk, chair, and meditation mat, this room is empty.

C. Necrolyte Barracks: This chamber contains four meditation mats, a moldy tapestry, and four pots of black ichor from the bath (Room 56).

D. Atop this small round staircase, is a wizard's staff sitting in a recess along north wall. The floor before the staff is trapped with a pressure plate (compacting walls for 4d6 points of crushing damage, no save). The item is Matoowb's *Staff of Power* with 36 charges.



41. This is a guardroom with two **Myrmidytes of Matoowb** (2) AL: LE, AC: 2 (*Mithril Chain +1*, *Buckler Shield +1*) and 1 (*Half-Plate +1*, *Buckler Shield +1*), HD: 6, HP: 40, 35, #AT: 1, DMG: the first is armed with a *Spear +1* (1d6), *Dagger* (1d4), and a *Potion of Extra-Healing* and the second a *Hammer +1* (1d6), *Light Repeating Crossbow with Two Cartridges* (1d4), *Dagger* (1d4) and a *Potion of Giant Strength*.

A. This closet had broken bits of wood and metal thrown on the floor. With the exception of a *Platinum Ring* (1200gp) hidden underneath the refuse, there is nothing of value.

42. A small fountain, now broken and dry, stands in the center of this chamber. The necrolytes in D posted a **Phantom Stalker** AL: N, HD: 6, HP: 40, #AT: 2, DMG: d4/1d4, here as a sentry.

A. This is a sitting room with four large, and dilapidated, cushioned chairs.

B. A group of necrolytes are reading and debating from a spellbook with 1d4 random third level spells and 1d4 random fourth level spells. **Necrolytes of Matoowb** (4) AL: N(E), AC: 3, HD: 7, HP: 32 each, #AT: 1, DMG: 1d8 or *Dagger* (1d4). Spells (3/2/2/1): *Magic Missile*, *Shield*, *Shocking Grasp*, *Darkness Globe*, *Invisibility*, *Lightning Bolt*, *Haste*, *Lesser Globe of Invulnerability*.

C. Scribing Chamber: This room has two long tables. A short bookcase has empty scrolls, quills, and three sealed inkpots. A *Wand of Secret Door Detection* (8 charges) sits on the bookcase.

D. Three **Necrolytes of Matoowb** AL: N(E), AC: 3, HD: 7, HP: 29 each, #AT: 1, DMG: 1d8 or *Dagger* (1d4). Spells (3/2/2/1): *Magic Missile*, *Shield*, *Shocking Grasp*, *Darkness Globe*, *Invisibility*, *Lightning Bolt*, *Haste*, *Lesser Globe of Invulnerability*, are seated in meditation.

43. This room contains a partially constructed stone statue. The head (shaped as Matoowb's wizard mark) has yet to be attached. Stone tools and implements hang from hooks on the eastern wall.

A. This chamber has a table with three balm jars. The first provides the equivalent of a scroll *Protection Against Magic* (2 uses), *Extra-Healing* (3 uses), and *Poison* (one use).

44. This is a training room for the myrmidytes. Racks contain an array of well-worn weapons along with a *Bardiche* +2.

45. Meditation Room: Four *Silver Statuettes of Matoowb* (500gp each) sit in front of meditation mats in this room.

46. This chamber is empty.

47. The myrmidytes use this chamber as a guardroom but it is currently unoccupied.

A. Two *Light Repeating Crossbow* with two cartridges (1d4) hang on the wall.

48. **Zombie Chamber: The Zombie-Master of Matoowb** AL: N(E), AC: 3, HD: 7, HP: 50, #AT: 1, DMG: 1d8 or *Staff of Striking* (1d6 with 30 charges). Spells (3/2/2/1): *Magic Missile*, *Shield*, *Shocking Grasp*, *Darkness Globe*, *Invisibility*, *Lightning Bolt*, *Haste*, *Lesser Globe of Invulnerability*, is experimenting with the creation of zombies to bolster their defenses and serve as sentries. There are six tables with cadavers. Three are complete and three are undergoing the enchantments and rituals to reanimate them. **Funeral Pyre Zombies** (3) AL: CE, AC: 7, HD: 2, HP: 15, 2x14, #AT: 1, DMG: 1d8.

49. This room smells strongly of death. The necrolytes have piled the corpses of six **Volsectum Cultists** in this room in anticipation of reanimating them as zombies in Room 48.

50. The chamber has partially collapsed. Hidden in the rubble is a *Ring of Protection* +4.



51. This room contains bookshelves:

Bookshelves: (410)

Contents: *Studies in Advanced Alchemy* (400gp), *The Siege of the Fortress of Bharad-Atol* (410gp), *Contemplations of an Archivist-Mage* (40gp), *The Dissection of a Shambling Mound* (500gp), *The Founding of Gurin's Holdfast* (200gp), *Bells and their Magical Properties* (250gp), *The Origins of the Magical Weave* (200gp), *Effective Fundamentals of Cryomancy* (300gp), *Giant Skeletal Reanimation, by Zadukalu the Despised* (825gp), *Faustinaud's Tome of Frost and Ice* (700gp), *Specialized Abjurations, Volume 2* (340gp), *The Ecology of the Androsphinx* (460gp), *The Art and Science of Animated Constructs* (600gp), *The Vivisection of a Barbed Devil* (1020gp), and *Pinto's Grimoire of Fire Magic* (630gp). In addition there are eight other books. Consult the Random Book or Scroll Table on page 34.

52. This chamber is a library lined with bookshelves and two emaciated men in robes:

Bookshelves: (390)

Contents: *Point Counter-Point: The Modron* (200gp), *The Story of Silvanus* (90gp), *The Illustrated Tome of Unique Alternations* (345gp), *A Decade in the Frozenfar* (245gp), *Lumaurga's Important Alchemy, Volume 2* (175gp), *A Guide to Undead* (125gp), *Courtship Rituals of the Couatl* (660gp), *The Illustrated Tome of Gartzed the Unkind* (375gp), *Charms: An Introduction* (130gp), *An Overview of Stone Giant Culture* (175gp), *The Awe-Inspiring Conjurations of Kalgumer* (200gp), *Langeln's Ecology of the Velociraptor* (310gp), *Courtship Rituals of the Stegosaurus* (135gp), *The Sleeping Patterns of the Green Dragon: Preliminary Notes* (480gp), *Athelstan's Guide to the Lakes and Rivers of the Northern Reaches* (240gp), *True Prayers for the Wood Elf Goddess* (130gp), and *Gartzee's Homunculus Construction: An Intermediate Guide* (420gp).

The **Under Archivist of Matoowb** AL: N(E), AC: 3, HD: 9, HP: 64, #AT: 1, DMG: 1d8 or *Staff* +4 (1d6). Spells (3/3/3/2/1): *Magic Missile*, *Shield*, *Shocking Grasp*, *Darkness Globe*, *Invisibility*, *Mirror Image*, *Lightning Bolt*, *Haste*, *Blink*, *Lesser Globe of Invulnerability*, *Animate Statue*, *Conjure Elemental*. Treasure: Scroll with four random magic-user spells

and a *Wand of Lightning Bolts* (26 charges) and the **Under-Master Myrmidyte of Matoowb** AL: LE, AC: -2 (*Platemail* +2, *Shield* +2), HD: 8, HP: 48, #AT: 2, DMG: *Broadsword* +3 (1d6+1). Treasure: and a *Potion of Invulnerability*, are here discussing a book.

A. Special Collection: This small room contains three *Disks of Kar'koon* and five other random books. Consult the Random Book or Scroll Table on page 34.

B. Special Collection: Eight random books sit on shelves in this chamber. Consult the Random Book or Scroll Table on page 34.

53. A small table and chair furnish this triangular room.

54. This is a library. A **Necrolyte of Matoowb** AL: N(E), AC: 3, HD: 7, HP: 32, #AT: 1, DMG: 1d8 or *Dagger* +2 (1d4). Spells (3/2/2/1): *Magic Missile*, *Shield*, *Shocking Grasp*, *Darkness Globe*, *Invisibility*, *Lightning Bolt*, *Haste*, *Lesser Globe of Invulnerability*, is reading between the bookstacks:

Bookshelves: (465)

Contents: *The Arcanapedia of Ghastly Black Magic* (400gp), *The Big Book of Blights and Curses* (745gp), *The Ecology of the Ixitxachtli* (380gp), *The Arcanapedia of Joyful Conjunction* (400gp), *Effective Uses for Blood Magic* (245gp), *The Arcanapedia of Inspired Divination* (400gp), *The Tome of Thaumaturgy* (195gp), *The Patterns of Lawful Enchantment* (150gp), *The Transmuter's Tome, by Yannarin the Young* ((310gp), *The Dwarven Guide to Rune Magic* (950gp), *The Black Book of Boggarts* (215gp), *The Ecology of the Boalisk* (330gp), and *The Galeb Duhr-Ancient Common Dictionary* (675gp). In addition there are six other books. Consult the Random Book or Scroll Table on page 34.

55. A large statue made of hardened clay stands in this chamber and resembles a monstrous balor demon. The statue is a **Clay Golem** AL: N, AC: 7, HD: 11, HP: 63, #AT: 1, DMG: 3d10, designed as a sentry and equipped with the capacity to *Know Alignment*. It will attack good-aligned characters only.

56. **Ichor Bath:** This chamber contains a small heated bath of black ichor that bubbles slowly with energy. The necrolytes and myrmidytes must bathe in the black ichor weekly to sustain their decaying bodies and preserve their mortality. Upon exiting the baths, they use long wooden sticks called strigils (hanging

on the walls by hooks) to scrape off the ichor and preserve it in small clay pots for later consumption. One **Necrolyte of Matoowb** AL: N(E), AC: 3, HD: 7, HP: 32, #AT: 1, DMG: 1d8 or *Dagger* +2 (1d4). Spells (3/2/2/1): *Magic Missile*, *Shield*, *Shocking Grasp*, *Darkness Globe*, *Invisibility*, *Lightning Bolt*, *Haste*, *Lesser Globe of Invulnerability*, is exiting the ichor bath.

57. Robing Chamber: three robes of Matoowb hang on wall pegs in this room.

58. This chamber is empty.

59. Guardroom: **Myrmidytes of Matoowb** (2) AL: LE, AC: 2 (*Mithril Chain* +1, *Buckler Shield* +1) and 1 (*Half-Plate* +1, *Buckler Shield* +1), HD: 6, HP: 39, 29, #AT: 1, DMG: the first is armed with a *Spear* +1 (1d6), *Dagger* (1d4), and a *Potion of Giant-Strength* and the second a *Hammer* +1 (1d6), *Light Repeating Crossbow* with Two Cartridges (1d4), *Dagger* (1d4) and a *Potion of Speed*.

60. This secret library contains a small bookcase of magical volumes: *Tome of Stealth*, *Tome of Leadership and Influence*, and a *Tome of Martial Knowledge*. Everything is covered in a thick layer of dust. Underneath the dust the books were sprinkled with contact poison (save at +1 or die).

DUNGEON 11: THE DARK DUNGEON OF CHASMS

Two companies of draconians, **Voldrax** and **Midiarii**, have established a small base of operations in the dungeon by flying up massive Moon Doors from underneath HighFell. They view these chambers as having a crucial tactical value as drop-points for their attack on Threshold.

1. An iron ladder climbs upwards 80 feet to Dungeon 11, Room 1. Four round pillars support this chamber and a large throne sits on a dais to the north. Sitting on the throne allows the user to *Fly* for 6 hours. The magic of the throne functions once every 24 hours. A **Brass Drake** AL: N, AC: 3, HD: 3, HP: 19 each, #AT: 1, DMG: 1d8+Special, is positioned here as a sentry. **Show HighFell Illustration #30.**

2. This is an empty guardroom with three wooden stools. The guards are in Room 6. A small key can be found in the northeastern corner under some stones and dust (Room 24A).

3. **Prelate Galronac** ordered the body of a heretical dragonman thrown here after he was tortured and killed. He has nothing of value.

4. This chamber is empty.

5. The room is empty.

6. The ledge, and bridge, in this chamber extends over a massive bottomless chasm. Wind howls and whistles up from the chasm. Four **Voldrax Dragonmen** AL: LE, AC: 2, HD: 6, HP: 35 each, #AT: 1, Weapon: Two with Two-Handed Flail (1d10) and two with Two-Handed-Swords (1d10). Treasure: 4d4pp each. Two have scrolls: *Speak with Dead*, *Protection from Electricity* and *Dispel Magic*, are stationed as sentries here. The chamber has partially collapsed.

7. Prelate's Chamber: **Prelate Galronac, Level 6 Volsectum Cultist** AL: LE, AC: 0 (*Plate* +1 and *Shield* +1), HD: 6, HP: 36, Weapon: *Shortsword* +2 (1d6), *Dagger* +2 (1d4), Spells (3/2/2): *Darkness*, *Dragon Fire*, *Protection from Good*, *Hold Person*, *Bless/Harm*, *Animate Dead*, *Call Lightning*, Treasure: 5d4pp, *Ring of Flying*, and a *Platinum Mask* (500gp). The room is furnished with a simple bed, desk, and chair.

8. A small collapse in this room has left a rubble pile in its center. There is nothing of value.

9. Barrack: A detachment of draconians is garrisoned in Rooms 9A-D. Three **Midiarii Dragonmen** (3) AL: LE, AC: 4, HD: 4, HP: 20 each, #AT: 1, Weapon: *Shortsword* (1d6) and *Longbow* with 20 Arrows (1d6). Treasure: 4d4pp and 2x3d4ep, stand in discussion between the four pillars.

A. This room has two beds and two locked chests. One has 35gp and the other a *Potion of Feather Fall*.

B. The room has two simple beds. Two **Voldrax Dragonmen** (2) AL: LE, AC: 2, HD: 6, HP: 35 each, #AT: 1, Weapon: *Great Spear* (1d8) and *Dagger* (1d4). Treasure: 4d4pp each and two scrolls with *Shocking Grasp* and *Scaly Skin*, *Dragon Fire* and *Dragon Mist*, are cleaning their weapons.

C. Two single beds. The room is empty.

D. The room has two bunk beds and two **Voldrax Dragonmen** (2) AL: LE, AC: 2, HD: 6, HP: 30 each, #AT: 1, Weapon: *Two-Handed Mace* (1d10). Treasure: 4d4pp each and one with a scroll: *Snake Charm* and *Sticks to Snakes*, are tormenting normal rats.

DUNGEON 11: THE DARK DUNGEON OF CHASMS

© Up to tower 11,
room 5

From dungeon 6,
room 12

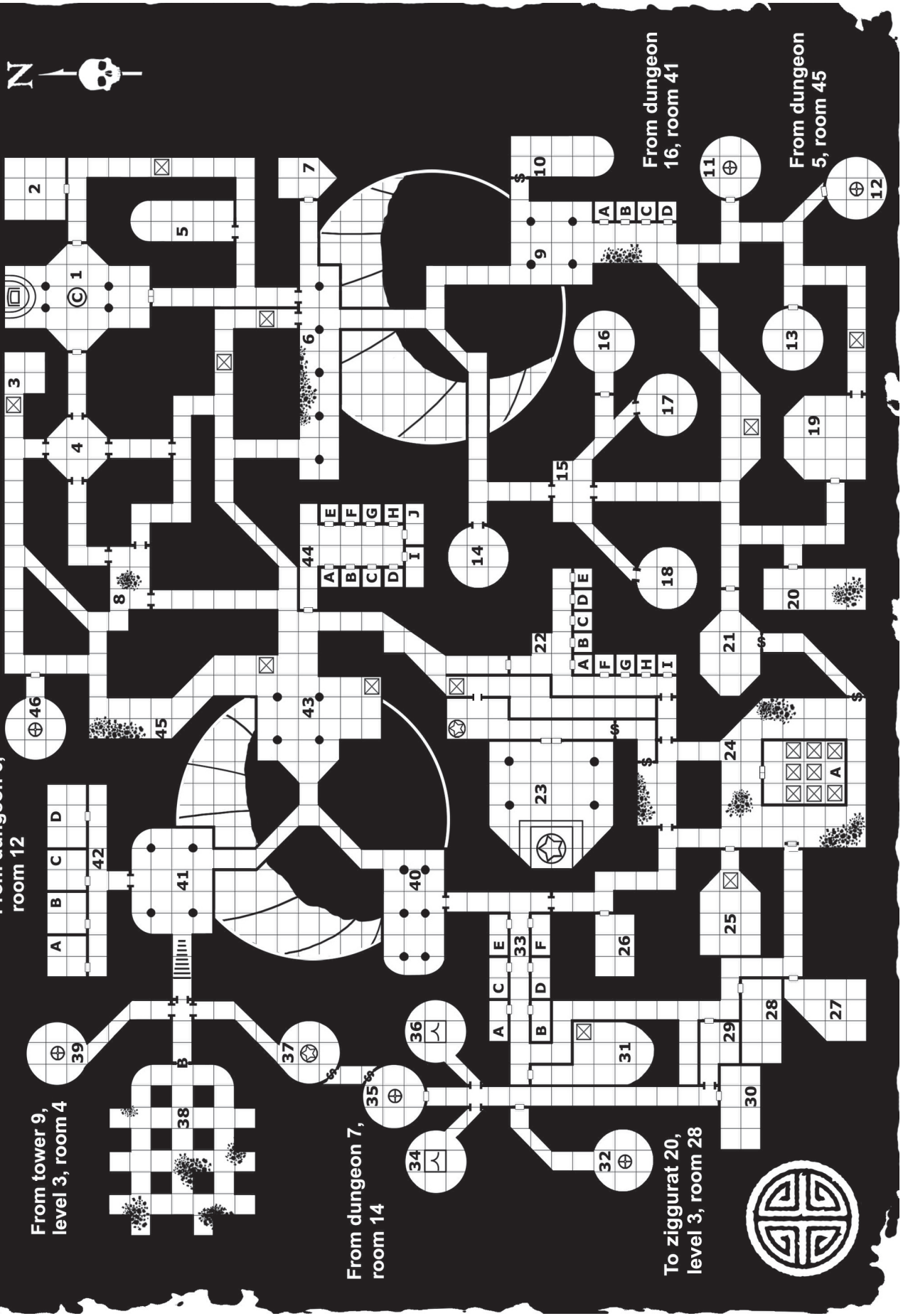
From tower 9,
level 3, room 4

From dungeon 7,
room 14

To ziggurat 20,
level 3, room 28

From dungeon
16, room 41

From dungeon
5, room 45



10. This chamber has a *Folding Boat of Flying*. The item looks like a small wooden case and sits atop a lone table (see New Magic Items).

11. This room has a teleportation pad from Dungeon 16, Room 41.

12. This chamber has a teleportation pad from Dungeon 5, Room 45.

13. This room is locked and contains a fountain of dirty water and a cup that reads, "Drink Me." The water causes blindness that lasts for 1 turn or until cured. This happens only once. In the fountain is an almost undetectable *Dagger +3*.

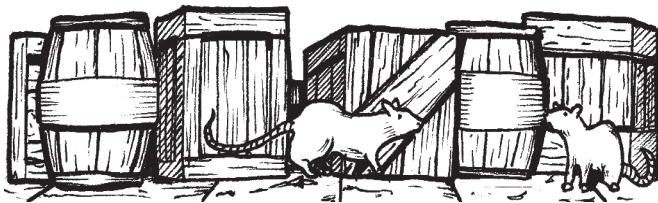
14. This was once a guardroom, but was abandoned long ago. Three stools sit near a short table. The dragonmen do not use this chamber.

15. This chamber is empty.

16. The door to this room is magically sealed. The key is on the floor in Room 35. Inside are three amphora standing on a shelf. Two are magical. The amphora are sealed and contain the following: Oil (4 Uses), an *Insect Swarm* (Scarabs), and a *Potion of Extra-Healing* (2 Uses). The amphora are fragile.

17. Broken wood and debris has been thrown into this chamber. Hidden within is a scroll with six random cleric spells (2 turns of searching).

18. This room contains three barrels of water and six crates of dried meat. Normal rats scurry about the chamber.



19. The dragonmen use this chamber for weapon practice. Numerous practice weapons lean against the walls, as well as four battered shields, and a Pouch with 10 *Sling Stones +1*.

20. This chamber has partially collapsed. A **Large Grey Ooze** AL: N, AC: 6, HD: 5, HP: 29, #AT: 1, DMG: 2d8, sits above the door in this room.

21. This chamber is trapped with a *Glyph of Warding* (Fire, 26 points of damage, save for half). Inside is a table with three samples of enchanted earth in small wooden boxes. Sprinkling the earth activates their

magic. The first functions as the spell *Entangle*, the second *Baltron's Black Sheen*, and the third creates mud that *Slows*. Each has two uses and covers a 10x10 foot square area.

22. This is a dragonman barrack. A **Brass Drake** AL: N, AC: 3, HD: 3, HP: 19 each, #AT: 1, DMG: 1d8+Special, is positioned here as a sentry.

A. There are two single beds and a Locked Iron Box with a Large Diamond worth 800gp.

B. Two bunk beds stand in this room. There is nothing of value.

C. Three single beds furnish this room. Three **Midiarii Dragonmen** (3) AL: LE, AC: 4, HD: 4, HP: 3x22, #AT: 1, Weapon: Broadsword (1d6+1) and Longbow with 10 Arrows (1d6). Treasure: 6d4gp and 4d4sp each, are at rest.

D. A single bunk bed. Four spears stand in the corner of the room.

E. Two single beds adorn the room. Three **Midiarii Dragonmen** (3) AL: LE, AC: 4, HD: 4, HP: 3x18, #AT: 1, Weapon: Broadsword (1d6+1) and Longbow with 10 Arrows (1d6). Treasure: 6d4gp and 4d4sp each.

F. This chamber is empty with the exception of four quivers of arrows.

G. **Midiarii Dragonmen** (3) AL: LE, AC: 4, HD: 4, HP: 3x22, #AT: 1, Weapon: Broadsword (1d6+1) and Longbow with 10 Arrows (1d6). Treasure: 6d4gp and 4d4sp each, are sharpening their weapons.

H. Two single beds and two wooden coffers (435gp and a *Potion of Invisibility*).

I. This chamber is empty.

23. Four round columns support this secret shrine to Bormanus, the God of Salt and Minerals. A huge 20 foot tall statue stands atop a two-tiered 40x40 foot dais.

Unless an offering of salt is left in front of the statue it will activate as a **Huge Salt Golem** AL: N, AC: 0, HD: 15, HP: 95, #AT: 2, DMG: 1d12/1d10 and attack. Hidden in a secret compartment in the dais is a *Broadsword +3*, *Berserker* and a *Wand of Summoning* with 31 charges.

24. This room is an exterior chamber for A and has collapsed in three places.

A. The double doors to this chamber are trapped. First, touching the door without the key will cause 3d6 points of electricity damage (save for half). The door can be bashed down taking damage each time (it has 35 hit points) or the key must be used to avoid the damage (Room 2). The double doors open to reveal a very low ceiling (6 feet tall only) dotted with sharp conical points that jut downwards. At the southern end of the room are three small wooden boxes. Although it may appear that the trap is located in the ceiling, the primary concern is the floor. Any pressure put on the floor in the areas marked on the map will result in almost the entire floor giving away at once to reveal a bottomless Moon Door. The three boxes contain one *loun Stone* each (determine at random or select from The Forbidden Caverns of Archaia).

25. This room was once decorated with tapestries that depict the golden age of HighFell. They have rotted with water-damage.

26. This chamber is empty. The brown bunk beds of former wizard apprentices are all that remain.

27. A basin in the center of this room is filled with salt. The salt replenishes itself magically every 24 hours. Beside the basin is a dragonman cloak. Hiding within is a **Salt Weird** AL: N, AC: 3, HD: 8, HP: 50, #AT: 2, DMG: 2d6.

28. Chained to the wall of this room is **Shelatil the Aarakocra** AL: NG, AC: 6, HD: 4, HP: 30, #AT: 2, DMG: 1d6/1d6 or by weapon. The dragonmen have tortured her and plucked her wing feathers. She cannot fly until they have regrown. She has been bound to prevent spell-casting. She has the abilities of a **Level 4 Cleric** and the following spells (3/2): *Command*, *Cure Light Wounds*, *Purify Food and Drink*, *Bless*, and *Holy Chant*.

29. This room is empty.

30. The dragonmen imprisoned **Xyxatchal the Maggog Gargoyle** AL: CE, AC: 5, HD: 4, HP: 18, #AT: 3, DMG: 1d6x2/1d8, in this room and cast a permanent *Silence* to keep him from casting spells. He is chained and bound with a special metal alloy the gargoyle cannot break. He might join the party for a time, but will flee when give the opportunity.

31. This is a training and weapon storage room for the dragonmen posted nearby in Room 33.

32. This room has a teleportation pad to Ziggurat 20, Level 3, Room 28.

33. Two **Midiarii Dragonmen** AL: LE, AC: 4, HD: 4, HP: 15 each, #AT: 1, Weapon: Shortsword (1d6) and Longbow with 20 Arrows (1d6). Treasure: 4d4gp and 3d4ep each, stand as sentries in this hallway.

A. Two single beds sit along the northern wall. A single chest holds 35ap.

B. Three **Midiarii Dragonmen** AL: LE, AC: 4, HD: 4, HP: 15 each, #AT: 1, Weapon: Broadsword (1d6+1) and Longbow with 20 Arrows (1d6). Treasure: 4d4gp and 3d4ep each, are tending their armour.

C. **Voldrax Dragonman** (4) AL: LE, AC: 2, HD: 6, HP: 40 each, #AT: 1, Weapon: Two with Two-Handed Mace (1d10) and two with Two-Handed Flail (1d10), Treasure: 4d4pp each and two have scrolls: *Dragon Fire* and *Dragon Mist*, and *Sticks to Snakes*, are in prayer to Vol. They sit in front of a effigy carved from salt.

D. **Midiarii Dragonmen** (2) AL: LE, AC: 4, HD: 4, HP: 15 each, #AT: 1, Weapon: Shortsword (1d6) and Longbow with 20 Arrows (1d6). Treasure: 4d4gp and 3d4ep each.

E. There are two single beds. Tucked into one is a scroll with three random cleric spells. The room is empty.

F. **Midiarii Dragonmen** (3) AL: LE, AC: 4, HD: 4, HP: 15 each, #AT: 1, Weapon: Hand Axe (1d6) and Longbow with 20 Arrows (1d6). Treasure: 4d4gp and 3d4ep each, are sharpening their weapons.

34. This 30x30 circular room contains a 10x10 pool. Once filled with water, it is now cracked and dry.

35. This chamber has a teleportation pad to Dungeon 7, Room 14. The key to Room 16 sits on the floor in the corner of the room.

36. Like Room 34, this chamber has a 10x10 pool. The pool is filled with clean, clear water. The first three to consume water from this pool regain 1d8 hit points of damage. The dragonmen are aware of its magical properties.

37. A statue of Isholdonna stands in the center of the room. The dragonmen have broken and defaced it.



38. A bricked-up wall blocks access to the Crypts of the Geomancers. The chamber has partially collapsed in five places. There is a 10% chance per turn that the entire room could completely collapse. The chamber is covered in burial alcoves:

Burial Alcoves: 2040

Contents: For the contents of these alcoves roll Hoard Type XX ten times and adjust all coin results from the 1000s to the 100s. In addition, there are a dozen books and scrolls. Consult the Random Book or Scroll Table on page 34.

39. This chamber has a teleportation pad to Tower 9, Level 3, Room 2.

40. **Midiarii Dragonmen** (2) AL: LE, AC: 4, HD: 4, HP: 15 each, #AT: 1, Weapon: Shortsword (1d6) and Longbow with 20 Arrows (1d6). Treasure: 4d4gp and 3d4ep each, stand in the western portion of this chamber near the wall.

41. **Voldrax Dragonmen** (2) AL: LE, AC: 2, HD: 6, HP: 30 each, #AT: 1, Weapon: Two-Handed Sword (1d10), Treasure: 4d4pp each, stand as sentries on this ledge above a Moor Door chasm.

42. This hallway contains four barracks:

A. Two **Voldrax Dragonmen** (2) AL: LE, AC: 2, HD: 6, HP: 30 each, #AT: 1, Weapon: Two with Two-Handed Flail (1d10) and two with Great Spears (1d8). Treasure: 5d4gp and 3d4ap, are cleaning their armour on their beds.

B. There are three single beds. The room is empty.

C. **Voldrax Dragonmen** (3) AL: LE, AC: 2, HD: 6, HP: 35 each, #AT: 1, Weapon: Two with Two-Handed Flail (1d10) and one with a Great Spear (1d8). Treasure: Each has a spell scroll. They include *Dragon Fire* and *Cause Blindness*, *Unholy Chant*, *Scroll with Feather Fall* and *Shocking Grasp*, are in silent prayer.

D. **Prelate's Chambers: Prelate Maltox, a Level 6 Volsectum Cultist** AL: LE, AC: 1 (Platemail and Shield +1), HD: 6, HP: 36, Weapon: *Scimitar +1* (1d8), *Dagger +2* (1d4), Spells (3/2/2): *Darkness*, *Dragon Fire*, *Protection from Good*, *Hold Person*, *Bless/Harm*, *Animate Dead*, *Call Lightning*, Treasure: 5d4pp, two *Potions of Flying*, *Ring of Feather Fall*, and a *Platinum Mask* (500gp), sits in prayer in front of a great mural of Vol painted on the wall.

43. **Midiarii Dragonmen** (3) AL: LE, AC: 4, HD: 4, HP: 14 each, #AT: 1, Weapon: Broadsword (1d6+1) and Longbow with 20 Arrows (1d6). Treasure: 4d4gp and 3d4ep each, stand on guard in the southern end of this chamber.

44. This chamber contains a series of small barracks:

A. This chamber is empty.

B. **Midiarii Dragonmen** (3) AL: LE, AC: 4, HD: 4, HP: 18 each, #AT: 1, Weapon: Hand Axe (1d6) and Longbow with 20 Arrows (1d6). Treasure: 4d4gp and 3d4ep each.

C. Two single beds stand along the western world.

D. Two bunk beds are lined along the western wall. There is a wooden coffer with 35pp.

E. **Midiarii Dragonmen** (2) AL: LE, AC: 4, HD: 4, HP: 15 each, #AT: 1, Weapon: Shortsword (1d6) and Longbow with 20 Arrows (1d6). Treasure: 4d4gp and 3d4ep each.

F. Three suits of studded leather and two suits of chainmail lie on a table.

G. This chamber has three weapon racks. They contain four broadswords, three shortswords, and two longbows.

H. **Midiarii Dragonmen** (3) AL: LE, AC: 4, HD: 4, HP: 20 each, #AT: 1, Weapon: Broadsword (1d6+1) and Longbow with 20 Arrows (1d6). Treasure: 4d4gp and 3d4ep each are wrestling each other for coin.

I. Two single beds stand along the southern world.

J. This room is empty.

45. This chamber has partially collapsed along the western wall. Water trickles in and onto the floor.

46. This room has a teleportation pad from Dungeon 6, Room 12.



DUNGEON 14: THE SKULL CATACOMB OF THE UNDYING

Deep in his tower-dungeon, Zadukalu conducted experiments on the dead. He created two sentient zombies, **Bhalheel the Bone-Maker** and **Valak the Master of Corpses**. He and taught them to animate spawn of their own. The two "brothers" immediately despised each other. After Zadukalu's flight from HighFell, an undead war began between them. **Bhalheel** took control of The Ossuary (the western half of the dungeon) and began animating skeletons, and **Valak** occupied The Dread-Vault (the eastern half). The limited number of bones and corpses available has led to an unending stalemate. The two zombies refuse to engage in direct combat, rather they concentrate on repairing and animating their forces while their lieutenants **Yuuc the Quasit** and **Phlegmik the Imp** take direct command.

The majority of the conflict takes place in the tunnel between the two complexes (Rooms 32 and 34) with an occasional offensive push and counterattack into one side or the other. The skeletons are greater in number and have the high-ground but the zombies are more powerful. Both factions are unaware of secret passageway leading from Room 3 to Room 34.

THE OSSUARY OF BHALHEEL THE BONE-MAKER (WEST)

1. The trapdoor in the ceiling leads up 75 feet to Room 4, Level 1, Tower 14: The Necrohold of Zadukalu. This chamber has partially collapsed.
2. The door to this chamber is locked and sealed with a stone door. The door may only be breached with iron spikes and sledge-hammer. In the center of the room is a sealed stone sarcophagus with the wizard mark of Zadukalu. Inside is a former apprentice who has since turned as a **Wight** AL: CE, AC: 5, HD: 3, HP: 11, #AT: 1, DMG: Drain, dressed in tattered necromancer robes. Buried with him are two *Potions of Healing*, a *Scroll: Protection from Magic*, and a *Quarterstaff +1*.



3. A broad crevasse cross-sects this hallway. The crevasse is bottomless and opens to the air below HighFell.

Strong winds blow and gust from the chasm every turn and will blow out torches (1-4 on d6). The crevasse is 15 feet wide and extends 15 feet high above the floor of the hallway.

4. Secret Robing Room: cloaks (2), robes (4), and capes (2) hang on pegs in this room. Two are magical. One is a *Cloak of Protection +1* and the other is a *Wizard's Robe* that functions as a *Monk's Habit* (see *Barrowmaze Complete*).

5. A large collapse of the ceiling has left a massive rubble pile in this room. Water pours in from the ceiling in a consistent but small stream. The chamber once contained scrolls but they are all ruined with water damage.

6. This chamber is empty.

- A. Broken glass, bottles and vials are piled in the corner of this room. A single *Potion of ESP* remains intact.

7. Guardroom: **Skeletons** (5) AL: CE, AC: 4, HD: 1, HP: 6hp each, #AT: 1, DMG: 1d6, stand at attention.

8. The room is empty.

9. Armoury: This chamber contains 6 chipped and well-worn shortswords, 6 broken hand axes, and 6 clubs.

10. This chamber is empty and the eastern door is open. Salt deposits can be seen on the floor and walls.

- A. The door to this chamber is open. Camouflaged among salt deposits are **Salt Bats** (4) AL: N, AC: 4, HD: 1+2, HP: 6 each, #AT: 1, DMG: 1d4.

- B. A pile of false gold sits in an open chest against the northern wall. The concealed pit before the chest is a Moon Door.

11. **Bhalheel** has posted reinforcements in this room in case there is a direct assault on Room 32. **Skeletons** (10) AL: CE, AC: 4, HD: 1, HP: 5hp each, #AT: 1, DMG: 1d6.

12. This chamber is empty.

13. Black necromancer robes (3) hang on pegs in this small chamber.

DUNGEON 14: THE SKULL-CATACOMB OF THE UNDYING

Up to tower 14,
room 4, level 1

To dungeon
5, room 11

To dungeon 19,
room 13

The map shows a complex layout of rooms and corridors. Key features include:

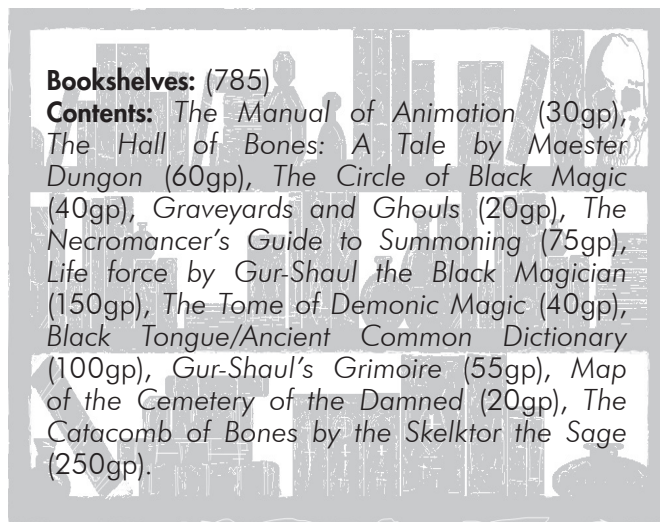
- Room 1: A small room with a skull icon.
- Room 2: A room with a skull icon.
- Room 3: A room with a skull icon.
- Room 4: A room with a skull icon.
- Room 5: A room with a skull icon.
- Room 6: A room with a skull icon.
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- Room 30: A room with a skull icon.
- Room 31: A room with a skull icon.
- Room 32: A room with a skull icon.
- Room 33: A room with a skull icon.
- Room 34: A room with a skull icon.
- Room 35: A room with a skull icon.
- Room 36: A room with a skull icon.
- Room 37: A room with a skull icon.
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- Room 46: A room with a skull icon.
- Room 47: A room with a skull icon.
- Room 48: A room with a skull icon.
- Room 49: A room with a skull icon.
- Room 50: A room with a skull icon.
- Room 51: A room with a skull icon.
- Room 52: A room with a skull icon.

14. This chamber is locked. **Bhalheel** has the key. Inside on a small table are three MU scrolls. The first contains *Invisibility to Undead*, the second contains *Animate Dead*, and the third *Cure/Cause Disease*.

15. Guardroom: **Bhalheel the Bone-Maker** posted **Skeletons** (5) AL: CE, AC: 4, HD: 1, HP: 3x6, 2x4, #AT: 1, DMG: 1d6, in this position incase unwanted visitors descended from the tower. This chamber has partially collapsed. A statue of Nergal, the former God of the Dead, stands in the corner.

16. This chamber appears empty and the door is open. The flagstone floor appears uneven. **Flagstone Spiders** (5) AL: N, AC: 3, HD: 1, HP: 8, 7, 2x5, 3, #AT: 3, DMG: 1d2 + Poison, wait for their next meal.

17. The Library of Zadukalu is supported by four columns:



18. This is the inner sanctum of **Bhalheel the Bone-Maker, Zombie Disciple of Zadukalu** AL: CE, AC: 4, HD: 5, HP: 25, #AT: 1, DMG: 1d8. Spells: *Darkness*, *Hold Person*, *Animate Dead* (skeletons only), Treasure: Key to Room 14, *Dagger +1, +2 versus Undead*, *Potion of Skeleton Control* (1d4+1 skeletons for 1d4+1 turns).

The room smells strongly of death. Numerous crates and wooden boxes line the outside of the room and are filled with bones of all shapes and sizes. In the center is a necromantic pentagram magic circle painted in long dried blood and burning red candles. The bones of three skeletons lie in the center and **Bhalheel** is about to animate them.

Standing in the chamber are his personal guard of five **Armoured Skeletons** AL: CE, AC: 3 (Bronzed Plate), HD: 1, HP: 7 each, #AT: 1, DMG: 1d6. This chamber has partially collapsed.

A. This chamber contains an array of crude surgical equipment and serrated knives and saws on narrow tables. On the floor are two boxes with needles and gauze that could serve as mundane first aid kits (heal 1d4 points of damage).

19. A reserve of **Skeletons** (5) AL: CE, AC: 4, HD: 1, HP: 3x6, 2x4, #AT: 1, DMG: 1d6, stand at attention in this room.

20. This rectangular room contains a teleport pad to Dungeon 5, Room 11.

21. This room has baskets of foodstuffs, long rotted and unusable.

22. Six tall round pillars support this long chamber. Two of the pillars had collapsed and brought the ceiling down with them in the southwestern portion of the room. **Giant Cockroaches** (10) AL: N, AC: 4, HD: 1, HP: 8, 7, 3x6, 3x5, 4, 2, #AT: 1, DMG: 1d6, managed to crawl into the chamber and are consuming mushrooms. Hidden in the rubble (4 turns) is the backpack of a cleric slain and raised by **Bhalheel**. The backpack includes two Vials of Holy Water, a Gold Holy Symbol of St. Ygg (50gp), and a *Potion of Healing*.

23. A 10-foot staircase ascends to a platform. Against the southern wall is a locked Iron Chest (trapped, poison needle, save or die) that contains 1549gp, 436ep, and 138sp.

A. A crown made of bone sits on a small table at the back of this room. This is *The Necro-Crown of Zadukalu* (see New Magic Items).

24. Four slain zombies lie on a pile on the floor. They were purposefully infected with **Rot Grubs** (2 in each) AL: N, AC: 9, HD: 1hp, HP: 1hp each, #AT: N/A, DMG: N/A, to eat their decaying flesh and animate their bones into skeletons.

25. Mounted on the Western back wall is a steel box surrounded with unholy glyphs and runes. The box is trapped with a *Sepia Snake Sigil*. Inside the box is the *Blessed Cross of St. Ygg*. *The Blessed Cross* is a Gold Holy Symbol of St. Ygg bejeweled with Rubies (2500gp). The symbol adds +1 to all turn attempts and can cast *Light* once per day. Undead 3 HD or lower exposed to the light of the cross take 1d3 points of damage. All the pits in this room are Moon Doors.

26. This chamber was once an ossuary. **Bhalheel** has cleaned the shelves of bones to animate his army of skeletons. Hidden under a stone is a *Dagger +1, +2 Backstabber* with a hilt of bone.

27. The door to this room is locked (**Yüc the Quasit** has the key). This is a shrine to Nergal. There is a small altar along the northern wall and six low benches sit before it. The chamber is painted black.

The altar is trapped with a *Sepia Snake Sigil* and has a secret compartment (push a button) with a *Potion of Healing*, a *Potion of Poison*, and a *Potion of Heroism*.

Two statues of Nergal stand in the back recesses of this chamber. The two statues are **Barrow Guardians** (2) AL: N, AC: 3, HD: 3, HP: 15, 13, #AT: 1, DMG: 1d6, and will attack if the *Sigil* is triggered.

28. Undead Armoury: The bulk of **Bhalheel's** undead army is posted in the chamber. Each of the alcoves from A to F holds three skeletons (18 total):

Skeletons AL: CE, AC: 4, HD: 1, HP: 4 each, #AT: 1, DMG: 1d6. One of the skeletons has a scroll with *Magic Missile*, *Baltron's Black Sheen*, and *Web* and another has a Pouch with 12pp.

29. This L-shaped chamber contains a teleportation pad to Dungeon 19, Room 13. Wind howls upward from an open Moon Door. The chamber has partially collapsed.

30. The door to this chamber is magically sealed. The key is located in the rubble pile in Room 15. Two columns in the shape of femurs support the room.

Burial Alcoves: (350) Rectangular with urns
Contents: 35pp, 25gp, 50gp, 32sp, 42ep, a scroll with three clerical spells, six *Arrows +1*, and the following gems: Huge Flawed Smokey Quartz (140gp), Tiny Broken Moonstone (50gp), Tiny Star Rose Quartz (10gp), Very Large Flawed Pink Coral (290gp).



31. Bone Barrack: The primary reinforcements for Room 32 are positioned in this chamber. Ten **Skeletons** AL: CE, AC: 4, HD: 1, HP: 5x7, 5x4, #AT: 1, DMG: 1d6, stand at attention in the darkness.

32. This chamber constitutes the primary defense against the zombie horde of **Valak the Master of Corpses**. **Yüc the Quasit** AL: CE, AC: 2, HD: 3, HP: 10, #AT: 3, DMG: 1d2/1d2/1d4, Treasure: Key to Room 27, oversees **Bhalheel's** forces and is in charge of the defenses. Large pieces of rubble are set immediately in front of the hallway.

The **Skeletons** (12) AL: CE, AC: 4, HD: 1, HP: 6x6, 6x5, #AT: 1, DMG: 1d6, in this room are armed with spears to then take advantage of flank attacks and reach attacks from a second rank. **Yüc** has four vials of oil to use as ranged weapons and can summon small flames at will. The **Quasit** is aware of the resetting pit trap in the hallway before Room 34. There are six large planks of wood (used to cross the pit when they make an assault on the Dread-Vault).

THE DREAD-VAULT OF VALAK THE MASTER OF CORPSES (EAST)

33. This chamber has partially collapsed. **Valak** and **Phlegmik** are unaware of its existence.

34. This chamber represents the primary defense of The Dread-Vault of Valak. The defenses are led by **Phlegmik the Imp** AL: CE, AC: 2, HD: 2+2, HP: 6, #AT: 1, DMG: 1d4. He has armed the first rank of zombies with halberds in an attempt to slow the skeletons as they cross the pit. The remaining club with their hands and maces to best damage the skeletons. **Zombies** (8) AL: CE, AC: 8, HD: 2, HP: 10 each, #AT: 1, DMG: Three with Halberds (1d10), three with Maces (1d6), and two with their hands (1d8). One of the halberds is a +1 magical weapon. Another of the creatures carries a Bag with five *Sling Stones* +2.

35. Zombie Barracks: A reserve force of **Zombies** (6) AL: CE, AC: 8, HD: 2, HP: 8 each, #AT: 1, DMG: 1d8, are stationed here in the dark. One carries a Pouch with 4d4sp and another a *Potion of Extra-Healing*. The room has partially collapsed.

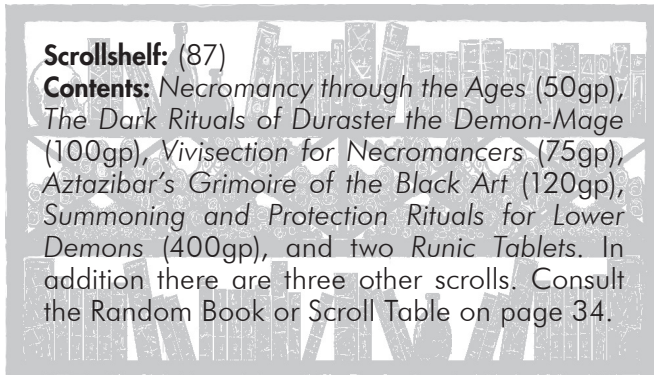
36. A large pile of bones have been thrown into the corner of this room. **Valak** and **Phlegmik** ensure that **Bhalheel** cannot recover the bones of destroyed skeletons for reanimation. Instead, they collect and break the bones in half and then throw into this chamber. There is nothing of value.

37. This chamber is empty.

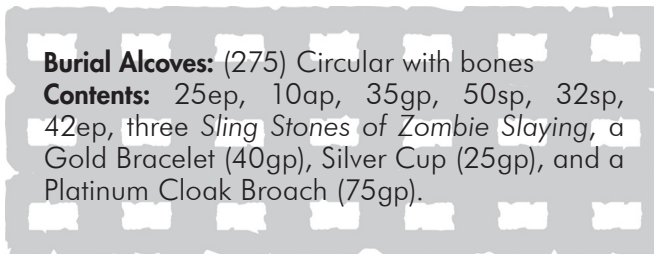
38. Valak and **Phlegmik** stationed **Zombies** (2) AL: CE, AC: 8, HD: 2, HP: 10 each, #AT: 1, DMG: 1d8, at this location as a reserve force for Room 34. A ten foot tall statue of Nergal stands in the corner.

39. This chamber is empty.

40. This small 20x20 room has a scrollshelf along the western wall:



41. The door to this chamber is locked. The walls of the chamber are potted with burial alcoves:



42. A **zombie** stands on a crate with a long stick stirring over a bubbling cauldron of black ichor.

Valak and his **imp** are planning on experimenting with the creation of salt zombies and are mixing black brine. The **Zombie** AL: CE, AC: 8, HD: 2, HP: 11, #AT: 1, DMG: 1d8, will attack any intruders.

43. Valak took this series of chambers as his inner sanctum. Three **Zombies** AL: CE, AC: 8, HD: 2, HP: 11 each, #AT: 1, DMG: 1d8, guard the archway against intrusion. The chamber has partially collapsed in two places.

A. This chamber contains two decomposing bodies. These bodies have been animated and reanimated many times and the smell of rot and death is overwhelming. **Valak** intends on stitching and reanimating them.

B. This room is empty.

C. This closet contains three **Zombies** (3) AL: CE, AC: 8, HD: 2, HP: 10 each, #AT: 1, DMG: 1d8. Each of the **zombies** are infected with **Rot Grubs** (2 in each) AL: N, AC: 9, HD: 1hp, HP: 1hp each, #AT: N/A, DMG: N/A.

D. This chamber is empty.

E. This door is bolted shut from the outside. **Valak** experimented and created **Ravenous Zombies** (2) AL: CE, AC: 8, HD: 3, HP: 14, 13, #AT: 1, DMG: 1d6, but the experiment went awry and they are as likely to attack undead (50%) as they are the living (50%). If the zombies hear noise they will bang against the door and break it down in 1 turn.

F. Valak created a small shrine to Nergal in this room. There is an Onyx Statuette (500gp) and four blocks of *Incense of Meditation* on a small table.

G. This room appears like an operating room and smells strongly of old death. **Valak the Master of Corpses, Zombie Disciple of Zadukalu** AL: CE, AC: 4, HD: 5, HP: 32, #AT: 1, DMG: 1d8. Spells: *Darkness, Harm, Animate Dead* (zombies only) stands over a table stitching together corpses for reanimation. Two elite **Armoured Zombies** AL: CE, AC: 3 (Rusty Plate), HD: 2, HP: 16 each, #AT: 1, DMG: 1d8, serve as his primary bodyguards.

44. Wind howls up from a 20x20 hole in the floor of this room. The hole extends a couple hundred feet through HighFell to the open air below the drifting dungeon.

45. Valak posted two **Zombies** AL: C, AC: 8, HD: 2, HP: 10 each, #AT: 1, DMG: 1d8, in this room to ward against unexpected intrusion from the open caves to the east. The chamber has partially collapsed.

46. This cave has partially collapsed. There is nothing of value.

47. A huge cave mouth, nearly 50 feet wide and 40 feet tall, opens to the sky. A colony of **Giant Bats** (6) AL: N, AC: 6, HD: 2, HP: 13, 2x12, 10, 2x8, #AT: 1, DMG: 1d4, hang high on the ceiling 60 feet above the floor of the cave.

This chamber has partially collapsed. Puddles of greenish water abound throughout the cave. Some guano, and the remains of their past victims, also lie on the cave floor. They include: a *Dwarven Axe of Hurling +1* (returns to hand within 20 feet), a scroll with four clerical spells, and Iron box with two *Potions of Healing*, and *Boots of Elvenkind* (with feet still attached).

48. Two cave mouths open to the sky and the ground below. This chamber has partially collapsed. Puddles of greenish water abound.

49. Numerous puddles of greenish water dot the floor of this cave.

50. This chamber partially collapsed on top of two corpses (formerly zombies). A flight of **Blooderflies** (20) AL: N, AC: 10, HD: 1hp, HP: 1hp, #AT: 1, DMG: 1hp/per, has fed on the decaying remains. Under the rubble (6 turns of searching), attached to the belt of one of the zombies, is a *Longsword +1* in a *Jeweled Scabbard* worth (350gp).

51. The puddles of greenish water in this cave are **Oozies** (4) AL: N, AC: 6, HD: 1–4hp, HP: 3 each, #AT: 1, DMG: 1d6. They are acclimated to the shrieks of the **Faze Fungus** and will only rise if it screams (Room 52).

52. A **Faze Fungus** AL: N, AC: 6, HD: 3, HP: 20, #AT: See entry, DMG: See entry, has grown in this dark chamber. This chamber has partially collapsed. If the fungus shrieks, the **Oozies** or the **Blooderflies** will come to investigate. Puddles of greenish water abound throughout the cave

DUNGEON 16: THE BLACK TUNNELS OF TRANSMUTATION

1. A rusty iron ladder extends up 150 feet through a trapdoor in the ceiling. The room is empty and has partially collapsed.

A. This room is empty. The pillars are decorated with gargoyles.

B. Two **Fire Toads** AL: N, AC: 6, HD: 3, HP: 18 each, #AT: 1, DMG: 3d4, have crawled into this room looking for food. A key underneath some rubble opens Room 29. The pillars are decorated with gargoyle faces.

2. The door to this chamber has been bashed in. The room is empty.



3. A scroll sits on a table, and a cloak hangs on a peg, at the back of this chamber. All three pits are Moon Doors.

The 10 feet in front of the table is pressure trapped and will trigger a fusillade of darts (4) causing 1d3 points of damage each. Each of the darts are poisoned with 1) *Confusion*, 2) *Deafness*, 3) *Paralyzation*, 4) *Mummy Rot* (saves apply in each case, effects last for 3 turns except for rot). The darts attack as a Level 5 Fighter with a bonus of +1 to hit.

The scroll contains: *Ool's Broiling Exhalation*, *Animate Statue*, *Zozomir's Stentorian Shout*, and *Demambala's Sepulchral Soup*.

4. Three skeletal forearms lying on the ground point west, south, and east.

5. This room is empty.

6. The chamber is empty and has partially collapsed.

7. The room has partially collapsed. Water trickles in from the ceiling.

8. A rubble pile lies on the floor from a partial collapse. In the rubble is a small steel box with four sealed jars labeled *Uzeron's Unguent*. Each jar has one use (see *New Magic Items*).

9. This room is empty with the exception of broken glass from a lab and broken wooden tables.

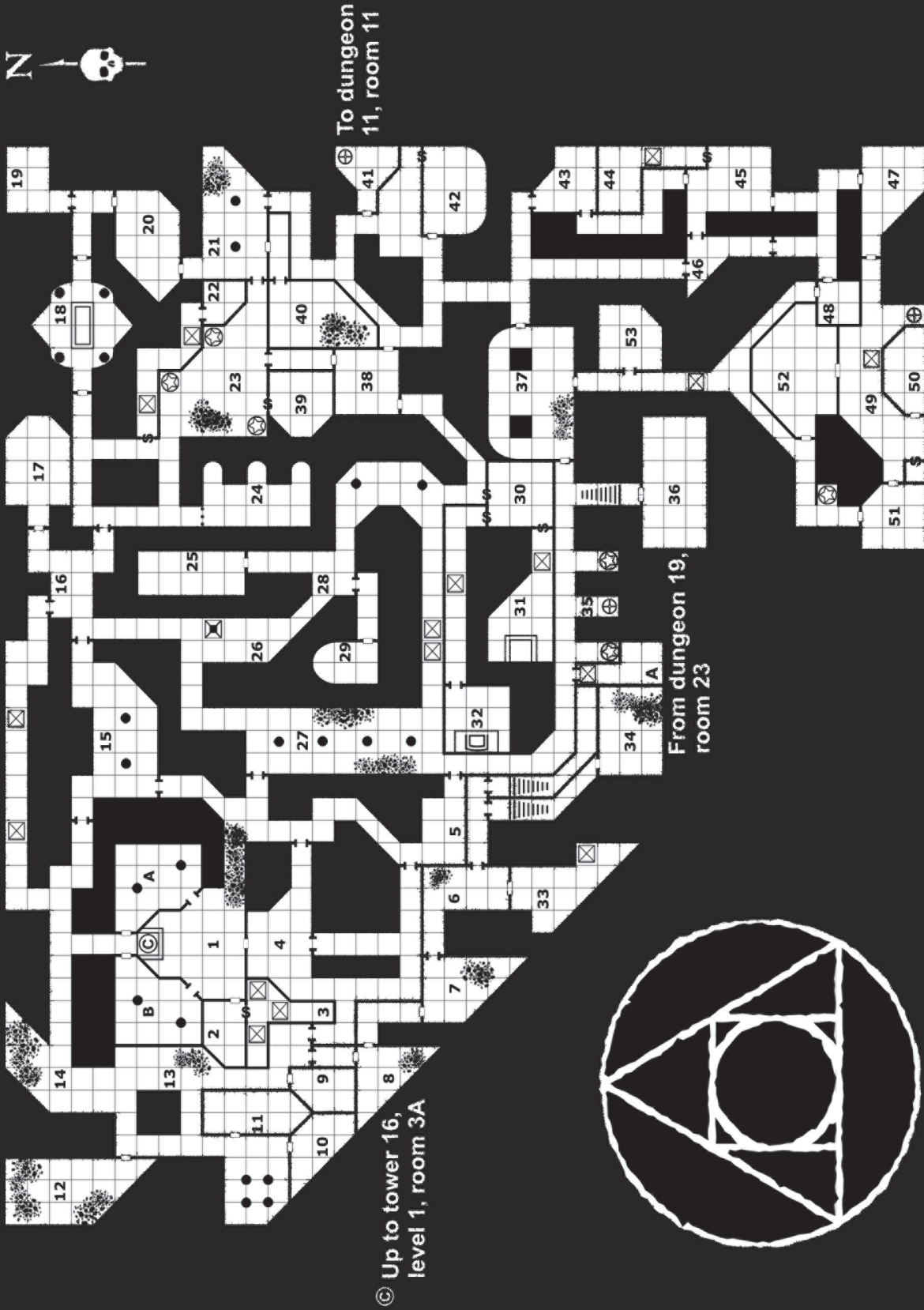
10. Three terrifying **Amber Jellies** (2) AL: N, AC: 5, HD: 4, HP: 17, 15, #AT: 1, DMG: 1d6 sit on the ceiling of this room. A skeleton lies half-upright in the far corner of the room. His gear includes a standard backpack with mundane equipment, a *Dagger +1*, and *Gloves of Dexterity*.

11. Library:

Bookshelves: (415 books)

Contents: *Nisvan's Essential Guide to Scrolls* (457gp), *Wee Men: The Social Organization of Hill Dwarves* (370gp), *Comprehending Conjurings, Vol 2* (350gp), *Hunting Patterns of the Sabre-Toothed Tiger* (320gp), *Matoowb's Mystical Magecraft* (780gp), *The Life of Zagyg, Volume 5* (980gp), *The Integument of the Hippogriff: A Dissertation* (210gp), and *Bildar's Call of the Seas* (210gp).

DUNGEON 16: THE BLACK TUNNELS OF TRANSMUTATION



© Up to tower 16,
level 1, room 3A

From dungeon 19,
room 23

To dungeon
11, room 11

To dungeon 15,
level 2, room 1



12. This chamber has undergone a major collapse. **Giant Worker Ants** (5) AL: N, AC: 4, HD: 2, HP: 16, 13, 11, 2x8, #AT: 1, DMG: 1d6, are busy moving rubble out of a tunnel. Three among them are **Giant Exploding Ants** (3) AL: N, AC: 4, HD: 2, HP: 3x8, #AT: 1, DMG: 1d6. There is nothing of value. Salt marks and deposits dot the chamber.

13. A small collapsed took place in the southeastern portion of the chamber. Three torch stubs lie on the ground.

14. Like Room 12, this chamber has largely collapsed.

15. Three **Giant Scorpions** (3) AL: N, AC: 5, HD: 2+2, HP: 16, 11, 10, #AT: 3, DMG: 1d6/1d6/1d3*, mull about this broad, pillared chamber. The pillars in this room are decorated with hideous gargoyle faces.

16. This cross-chamber is empty.

17. This room was a book press for the manufacture of blank spell books. Most of the tomes have been damaged by time and water but four can be salvaged. Salt deposits mark the floor.

18. Four round columns decorated with gargoyles support this his strangle-shaped chamber. A rectangular dais sits in the center of the room. Standing on the dais will increase a prime requisite(s) by one point, and lower another random ability score by two. This happens only once.

The gargoyles will remain motionless on the pillars until they can attack with the best advantage from above (+1) **Gargoyles** (4) AL: CE, AC: 5, HD: 4, HP: 22, 20, 18, 16, #AT: 4, DMG: 1d3/1d3/1d6/1d4.

19. A **Mimic** AL: N, AC: 7, HD: 9, HP: 42, #AT: 1, DMG: 3d4, is hiding as clean, comfortable bed in this chamber.

20. This chamber is empty. Broken stones from the ceiling lie on the ground. Salt deposits mark the walls.

21. The room has partially collapsed. The two decorated pillars are **Archaian Sentinels** (2) AL: N, AC: 3, HD: 3, HP: 24 each, #AT: 1, DMG: 1d6.

22. The pits along the hallway to reach this chamber are Moon Doors. This small chamber contains a huge tome on a tall lectern. The book is a unique combination of a *Manual of Puissant Skill at Arms* and a *Manual of Gainful Exercise*. The tome is lightly dusted with contact poison (save or die). Only a very close and careful inspection will detect the deadly powder.

23. Three statues of Zu-Pang the Transmogrifier are in this triangular chamber. A large rubble pile is to the west. The statues are scored and chipped from weapons. However, the primary monster is a **Saltling** (treat as a **Sandling**) AL: N, AC: 3, HD: 4, HP: 22, #AT: 1, DMG: 1d12+3).

24. A portcullis blocks entry into this chamber. Noise at the portal will result in a weak voice saying "Help me!" Only a "Gear-Crank" (located in Dungeon 7, Room 2) will open the door, or a bend bars roll.

loonasil the Fire Mephit AC: CN, AC: 5, HD: 3+3, HP: 19, #AT: 2, DMG: 1d4/1d4, is imprisoned in a cage marked with fire wards and glyphs. After his lengthy internment by HighFell mages, **loonasil** has rethought his worldview and changed from CE to CN. He may work with the party for a time, if treated well. He has a high-pitched annoying voice and is a constant prankster. The other two alcoves also contained mephits but they died in their imprisonment.

25. An **Iron Statue** AL: N, AC: 4, HD: 4, HP: 30, #AT: 2, DMG: 1d8/1d8, stands against the north wall of this chamber. Tools lie about the floor. It appears as if the statue was assembled in this room. Its command word "Ionard" is etched behind his head.

26. This chamber is empty with the exception of the howling wind from an open Moon Door.

27. The room has partially collapsed along the eastern and western walls. The flagstones on this floor have broken and heaved making it Hazardous Terrain (1/2 movement, -2 in combat). Four **Giant Earthworms** (4) AL: N, AC: 6, HD: 4, HP: 24, 22, 2x17. #AT: 1 (Bite), DMG: 1d8, will attack anything moving across the floor.

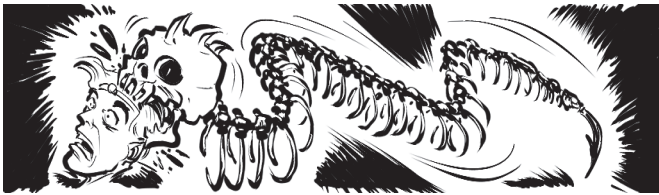
28. This cross-chamber is empty.

29. The door is locked (the key in room 1B). Smoke lingers from a large brazier in the room. Hidden in the brazier is a **Smoke Elemental** AL: N, AC: 2, HD: 8, HP: 60, #AT: 1, DMG: 1d8, who will attack intruders to protect the *Cloak of Invisibility* hidden in a Silver Box (450gp) underneath the brazier.



30. The secret door to this room is slightly cold to the touch. Inside is a **Skeletal Naga** AL: CE, AC: 5, HD: 10, HP: 60, #AT: 2, DMG: 1d4/2d4*, Spells: *Magic-Missile, Spider Climb, Mirror Image, Web, Lightning Bolt, and Command, Darkness, Protection from Good, Silence 15' Radius, Animate Dead*, who was told to guard the entrances to Rooms 31 and 32. It will not give up the presence of the two secret doors.

There are two large chests in the room. The first contains 4829gp. The other contains precious jewelry Gold Necklace (1100gp), Platinum Pin (600gp), Brass Locket (10gp), Dented Copper Coronet (40gp), Electrum Crown (500gp), Silver Pin (60gp), Brass Ring (20gp), Platinum Broach (800gp), Archinium Goblet (1800gp), Platinum Tiara (700gp), Gold Anklet (600gp), Electrum and Gold Earrings (500gp), Electrum and Gold Goblet (400gp), Copper Chalice (30gp), Gold Ring (30gp), Archinium Belt Buckle (1200gp), Silver Arm Band (400gp), Copper Crown (40gp), Jeweled Gold Belt Buckle (900gp), Crystal Orb (800gp), Silver Demon Idol (100gp), Crystal Decanter (1600gp), Electrum Goblet (1000gp), and an *Arrow +3, Giant Slayer*.



31. This chamber contains a magical rectangular dais. Standing on the dais will prompt the growth of wings on a player character. The wings will appear like 1) Bat Wings, 2) Feathered Raven Wings, 3) White Dragon Wings, or 4) Referee's Choice. This happens only once and cannot be undone short of a *Wish*.

32. A huge stone throne sits at the back of this chamber on a rectangular dais. **Show HighFell Illustration #31.** The throne is covered in clerical marks and runes devoted to Arcantryl. Any cleric that sits on the throne will receive the opportunity to ask Arcantryl three yes or no questions. At the conclusion a *Pearl of Wisdom* will appear in his/her hand.

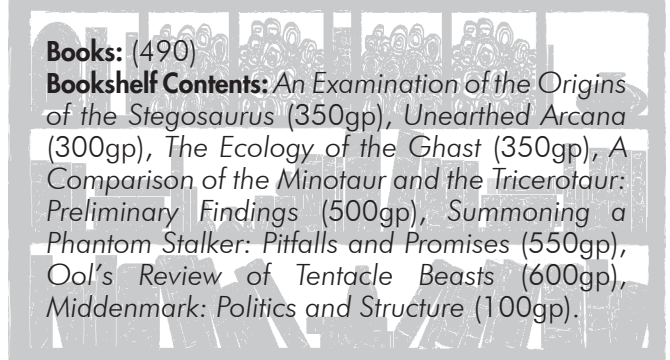
33. This chamber is empty and has partially collapsed.

34. The floor of this low chamber is knee deep in water. Camouflaged against the rubble pile in the water are two **Rock Lobsters** (2) AL: N, AC: 4, HD: 3, HP: 21, 14, #AT: 2, DMG: 1d6+1/1d6+1. Spread throughout the room are the following: a Small Chest (1050ep) a Leather Satchel with 410pp, and a Gold Chalice worth 900gp.

35. An alcove here holds a teleportation pad from Dungeon 19, Room 23. The statues are broken.

A. A gleaming chalice (700gp) sits at the back of the room.

36. This chamber is a library:



Books: (490)

Bookshelf Contents: *An Examination of the Origins of the Stegosaurus* (350gp), *Unearthed Arcana* (300gp), *The Ecology of the Ghost* (350gp), *A Comparison of the Minotaur and the Tricerotaur: Preliminary Findings* (500gp), *Summoning a Phantom Stalker: Pitfalls and Promises* (550gp), *Ool's Review of Tentacle Beasts* (600gp), *Middenmark: Politics and Structure* (100gp).

37. The room has partially collapsed. Sand from underneath broken flagstone covers the floor. The remains of dirty, shredded clothing can also be found. A Gold Ring (200gp) glitters atop the rubble pile. There are several salt marks on the wall. Two **Sandlings** (2) AL: N, AC: 3, HD: 4, HP: 28, 22, #AT: 1, DMG: 1d12+3, lair in this room.

38. This room is empty.

39. Long ago a group of adventurers left a cache of equipment and weapons in this chamber but never returned. They include backpack with standard equipment for a fighter, cleric, magic-user, and thief. In addition, there are two chests (830ep) and (300pp). There is a *Bag of Holding* with 1200gp (1500gp maximum), and a wooden coffer with 10 Diamonds worth 500gp each. In the corner is a *Carpet of Flying*.

40. The room has partially collapsed. Hidden in the rubble (three turns) is an *Axe of Hurling* +3.

41. This small chamber contains a teleportation pad to Dungeon 11, Room 11.

42. The door to this dark chamber is ajar. Inside are **Shadow Mastiffs** AL: NE, AC: 6, HD: 4, HP: 27, 24, 16, #AT: 1, DMG: 2d4, skulking in the darkness.

43. This room is empty.

44. Hanging on the back wall of this room is a great war horn. Taking the horn off the wall will activate a *Magic Mouth* that will scream "Thieves! Kill them!" for 3 turns. Be sure to roll for random monsters. The pit is 40 feet deep (4d6) and spiked (1d6). The item is a *Horn of Valhalla*.

45. Sitting in the dark chewing on old dissatisfying bones, are two **Ghasts** (2) AL: CE, AC: 4, HD: 4, HP: 24, 19, #AT: 3, DMG: 1d4/1d4/1d8*.

46. This cross-chamber is empty.

47. Oozing across the chamber is a **Brown Pudding** AL: N, AC: 9, HD: 9, HP: 56, #AT: 1, DMG: 2d6*.

48. This room was once used for glassware storage. Shelves contain all manner of bottles, vials, and glassware (all empty). Many have broken on the ground (Hazardous Terrain) but a dozen can be salvaged.

49. The back corner of this room has a teleport pad leading to Tower 15, Level 2, Room 1.

50. The door to this room is locked and cold to the touch. The key to this room is located in the statue north of Room 51. The door is made of wood and can be bashed down. If the door is broken, the stasis holding the elemental will end and it will attack.

This room contains the *Blue Platemail +3 of Frozenfar* on an armour stand. The suit offers +4 on all cold-based saving throws and 10% magic resistance.

The secret door immediately to the west of Room 50 contains an **Ice Elemental** AL: N, AC: 2, HD: 8, HP: 60, #AT: 1, DMG: 1d8, in a magical stasis. When the stasis is broken, the construct will attack intruders.

51. A statue rests in an alcove north of this door. The statue depicts the magician Zu-Pang in his prime. A key can be removed from the statue by unscrewing his right index finger. This key opens the door to Room 50.

52. The doors to this chamber are locked and chained shut. Inside the floor is painted like a great mural of HighFell during its halcyon days. The mural has peeled and is covered in dust.

In the center of the room is a low thin round basin filled with gemstones. An urn sits upright in its center. This was the burial place of a famous transmogrifier.

The precious jewels are a **Gemstone Golem** AL: N, AC: 0, HD: 8, HP: 51, #AT: 1 or 2, DMG: 1d10/1d10, as well as a Small Finely-Cut Deep Crimson Ruby (3225gp), Large Bright Green Emerald (3500gp), Large Finely-Cut Deep Crimson Ruby (4000gp), Very Large Exquisite Clear Green Zircon (150gp), Tiny Finely-Cut White Chalcedony (55gp), Tiny Flawed Huge Deep Blue Azurite (10gp), Huge Flawed Smokey Quartz (140gp), and a Tiny Star Rose Quartz (10gp).

53. This chamber is empty.



DUNGEON 19: GALAXINA'S BROKEN LABORATORY

A staircase ascends 40 feet to Tower 19, Level 1, Room 4.

1. This chamber has partially collapsed. **Giant Centipedes** (6) AL: N, AC: 9, HD: 1d4hp, HP: 3x3, 3x4, #AT: 1 (bite), DMG: Poison, crawl around the floor of the room.

2. A small sitting table and two comfy chairs sit beside a fireplace that ignites upon entrance. On the table is a book entitled: *Magecraft and Astrology by Galaxina* (value 150gp). Written in the back are the words: *Staff. Three times.*

3. The door to this chamber is locked. The key is located in the owlbear den (Room 26). Four sealed clay pots (labeled P, Y, C, and M) rest on a low table along the western wall. The table is partially covered in a harmless brown mold. Two statues of gargoyles stand on plinths at the corners. The pots are all that remains of an experiment to seal and preserve various kinds of dangerous molds. The pots can be thrown 30 feet and used as ranged weapons, although the pots are fragile and there is a 1 on d6 chance they may break if the bearer engages in combat.

Label Mold Type

1	P	Purple Moss
2	Y	Yellow Mold
3	C	Cinnamon Mold
4	M	Mephical Mold

4. This chamber is empty. Strong wind blows up through an open Moon Door.

5. There are three mounds of salt in the room. One is a **Salt Pudding** AL: N, AC: 6, HD: 6, HP: 25, #AT: 1, DMG: 2d6.

6. The door to this room is open. It is filled with cobwebs.

7. This hallway ends with a cave opening to the sky.

8. Strong wind howls into the chamber from a great cave opening 60 feet across along the side of HighFell.

9. This was once a scribing chamber. There is an overturned table and chair. In addition, there are several broken inkwells.

10. This chamber is lined with empty scrollshelves.

A. Inside this small secret room is a unique wooden potion-carrying box. There are six cavities, each lined with cushioned velvet and lids with clasps.

This potion box allows the bearer to easily access and carry potions. All potions carried in the box are +2 on saves. Inside are a *Potion of Extra-Healing* and a *Potion of Climbing*.

11. A portcullis blocks entry to this room. Inside, on shelves, are 10 small idols, both mundane and magical. The magical idols are used by holding them aloft and speaking their name:

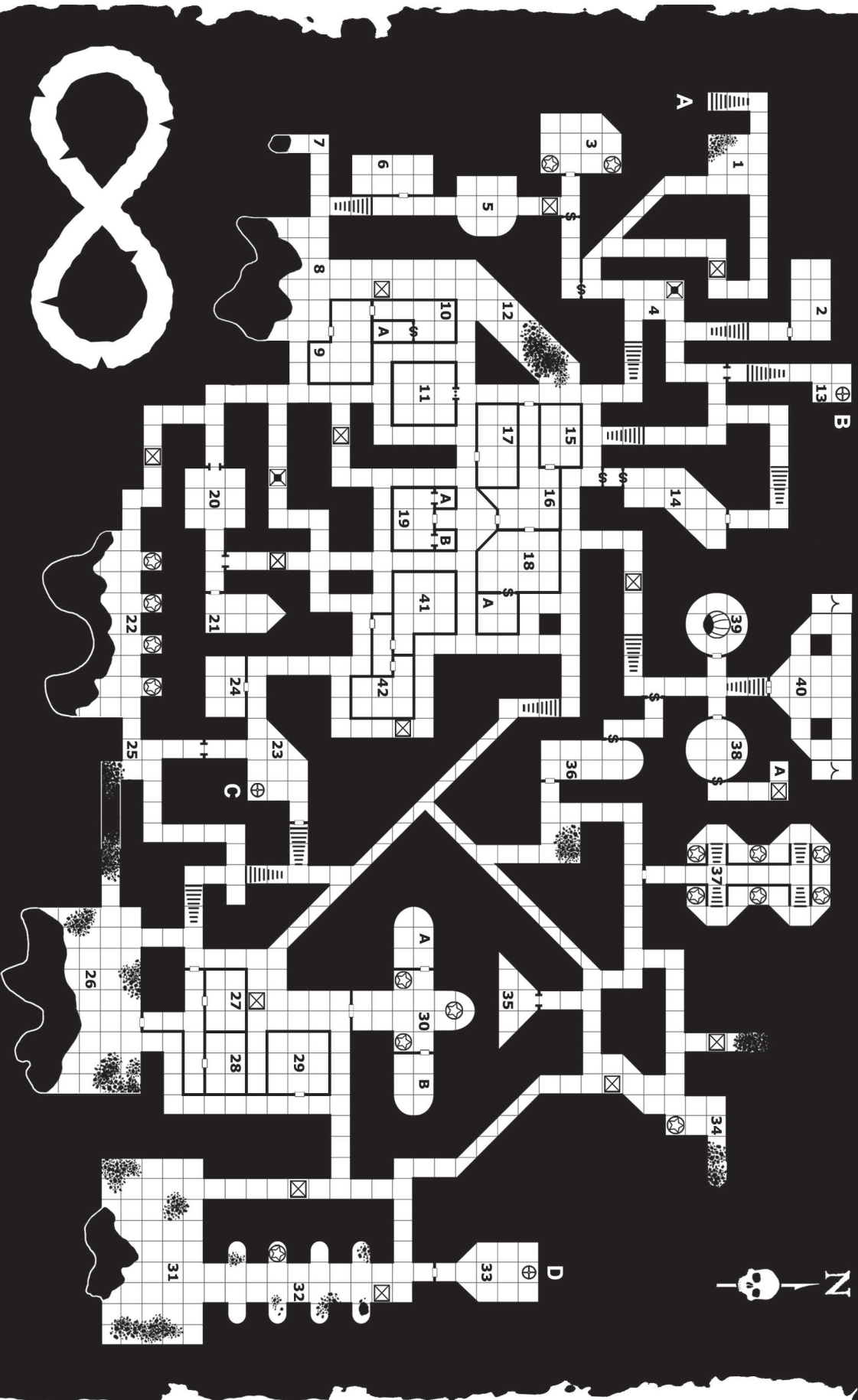
Idol	Ability/Value
1	Jade Demon 300gp
2	Crystal Sun Light/2 Uses
3	Wooden Dog Polymorphs into a Wardog
4	Bone Moon Darkness/2 Uses
5	Iron Cross +1 to Turn/1 Use
6	Leather Star Faerie Fire/2 Uses
7	Glass Flower 200gp
8	Stone Castle +2 to AC/2 Turns
9	Wax Tree No Value
10	Salt Golem No Value

12. A massive collapse of the ceiling has left a large rubble pile on the floor. **Giant Carnivorous Flies** (4) AL: N, AC: 6, HD: 2, HP: 14, 11, 7, 4, #AT: 1, DMG: 1d8, are looking for food. The rubble contains a *Shortsword* +1 and a Key to Room 33 (6 turns of searching).

13. This 20x20 chamber contains a teleportation pad from Dungeon 14, Room 29.



DUNGEON 19: GALAXINA'S BROKEN LABORATORY



A: Up to tower 19, level 1, room 4

B: From dungeon 14, room 29

C: To dungeon 16, room 35

D: To tower 17, level 2, room 7

14. Scroll and Book Library:

Scroll and Bookshelves: (1272)

Contents: *The Duchy of Armoor: A History* (20gp), *The Tome of Revisionist Enchantments* (30gp), *The Seven Constellations of Arcanryl, Volume 2* (35gp), *The Latest Research into the Respiratory System of the Sahuagin* (30gp), *The Nature of Things* (20gp), *A Theory of Everything* (30gp), *A Dissertation on the History of Wandcrafting* (25gp), *Dogma Guide My Pen, Volume 2* (20gp), *Tales of Verminthrax Pejorative* (15gp), *A History of Vol* (200gp), *The Grimoire of Enchantments* (30gp), *Wertineves the Wondrous: Life and Times* (20gp), *A Study of Shadow Monsters and their Magic, Volume 2* (30gp), *The Magical Properties of Hemp* (10gp), *The Codex of Calamity, by Kerzon the Seer* (10gp), *An Apprentice's Encyclopedia of Lucky Charms* (10gp), *The Ecology of the Sabre-Toothed Tiger* (20gp), *A Guide to the Wartime use of the Lucern Hammer* (20gp), *Malachai's Doctrines and Edicts* (10gp), *The Eminent Manual of Abjuration* (20gp), *An Overview of the Child-Rearing Habits of Cloud Giants* (40gp), *An Expose of the Histories of Goblins in the Northern Reaches* (20gp), *666 Secrets* (10gp), *The Major Political Histories of the Kingdom of Ghuunar* (25gp), *The All-Knowing Crom: Myths and Tales* (15gp). In addition there are three other scrolls. Consult the Random Book or Scroll Table on page 34.

15. Storeroom: The door is ajar. This chamber contains four broken barrels and six broken pots. Everything is covered in cobwebs.

16. Three **Blood-Thirsty Spiders** AL: N, AC: 6, HD: 2, HP: 11, 9, 8, #AT: 1, DMG: 1d6, hang from webs. One spider sits above the western door and two above the southern door. In the webs are several skeletal bodies and a small chest with 634sp and a Gold Necklace (1400gp). There is also a Leather Pouch with 20pp.

17. This room is empty.



18. The ceiling of this room is potted with 40 small holes. Water drips from the holes, falls to the floor, and drains into small grates between the flagstones. Small pressure plates among the flagstones along the eastern length room will trigger a dangerous mechanical trap.

First, the door will swing shut and lock. Second, small glass balls, containing dried **Rot Grubs** (15) AL: N, AC: 9, HD: 1hp, HP: 1hp each, #AT: N/A, DMG: N/A, will fall through the holes in the ceiling and break on the stone floor. They will hydrate within 2 rounds and begin squiggling toward fresh blood.

A. Inside is a lever that opens the locked door.

19. The door to this room is locked (see Room 32 for the key). This room contains two 10x10 side chambers each with a strange basin. A table on the south wall has two washing bowls and soap. The water in each has a magical effect. Mixing the water from the basins has no effect. This happens only once:

A. A basin of still green water sits on the floor along the north wall (no rest required for 24 hours, 2 uses).

B. A basin of bubbling green water sits on the floor along the north wall (+1 to saving throws for six hours, three uses).

20. There is a chill as the PCs approach this room. Two **Ice Snakes** AL: N, AC: 6, HD: 2, HP: 10 each, #AT: 1, DMG: 1d4, slither about the chamber.

21. Broken tables, desks, and chairs are piled here. Six turns of searching will reveal a clerical scroll and a magic-user scroll each with three random spells.

22. Wind howls into this chamber from a large cave that opens to sky. Four stone statues of long-forgotten mages stand along the northern wall. They are cracked and weathered.

Hanging from the ceiling is a flight of **Stirges** (14) AL: N, AC: 7, HD: 1, HP: 3x7, 3x5, 6x4, 3, 1, #AT: 1, DMG: 1d3. Torches or lanterns will disturb and provoke them to attack. On the floor are a Leather Satchel with a Large Flawed Light Pink Rhodochrosite (30gp), a Huge Tiny Finely-Cut Moss Agate (10gp), a Very Large Flawed Gray-Black Hematite (10gp), and a Light Pink Rhodochrosite (10gp). There is also a Sealed Scroll: *Protection from Lycanthropes*.

23. This room has a teleportation pad (to Dungeon 16, Room 35) in the southeastern corner. Sitting on a ledge above the pad is a **Green Slime** AL: N, AC: N/A, HD: 2, HP: 10, #AT: 1, DMG: Special.

24. This chamber is trapped with a *Glyph of Warding* (Electricity, 10 points of damage, save for half). A great tapestry hangs on the western, southern, and eastern walls. They are magical and perfectly preserved. The tapestries are extremely intricate spell instructions. If studied for a week, the following spells can be learned: *Secumund's Phantasmal Steed*, *Chandra-Kar's Charm of Disciplinary Jargon*, and *Animate Statue*. The tapestries weigh 20 pounds each (4x4 feet wide).

25. Three large brown feathers lie on the floor (from the **Owlbear** in Room 26). The passageway to the east has completely collapsed.

26. This chamber has partially collapsed in three different places. Like Room 22, there is a large cave mouth open to the sky. This chamber is the den of an **Owlbear** AL: N, AC: 5, HD: 5, HP: 32, #AT: 3, DMG: 1d8/1d8/1d8, capable of flight. Scattered around the room are a locked chest with 1154ep, *Potion of Invisibility*, *Studded Leather +1*, 243cp, 331gp and 248sp. There is also a key to Room 3.

27. This room is empty.

28. A tripwire at the entrance is connected to two crossbows bolted to the northern wall of this chamber. They are designed to shoot simultaneously at the entrance. Each crossbow bolt does 1d4 points of damage. There is a 10% chance of a misfire.

29. The door to this library is locked. The first character to touch the door will activate a *Magic Mouth* that will scream "Intruders!" three times. The character must save (Spells) or flee in *Fear* (as per the magic-user spell). Make a random monster check:

Bookshelves: (340)

Contents: *Harrenser's Basic Charms and Enchantments* (30gp), *Mating Habits of the Pegasus* (50gp), *The Historical Development of the Flail* (20gp), *The Infamous Followers of Ra, Sun God* (20gp), *Giant Spider Silk: Uses and Applications* (75gp), *Ekintzuba's History of The Forests of the Northern Reaches* (75gp), *Classic Alteration and Incantations* (30gp), *Elfish Enchantments and Incantations* (30gp), *The Hunting Habits of the Lammasu: A Research Update* (100gp).

30. The double doors to this room are locked and embossed with Galaxina's wizard mark. The key is in a sarcophagus in Room 38. The room contains three statues made of Rose Quartz: one of Arcantrily

to the north and two of Galaxina opposite the doors. Above the archway to each door is a gargoyle face. Both doors are trapped. If either door is opened, the gargoyle face will animate and breathe a paralytic cloud in a 10x10 square area. All those in the cloud must save versus Breath or be paralyzed for 1d4+1 rounds. If either trap is activated, the three statues will animate and attack: **Crystal Statues** (3) AL: N, AC: 4, HD: 3, HP: 16 each, #AT: 2, DMG: 1d6/1d6. Note that these statues take 1.5 additional damage from blunt weapons.

A. Mounted on the walls of this chamber are two highly detailed (and valuable) star charts. The craftsmanship and accuracy makes each of these maps worth 1500gp each. The maps are susceptible to water damage.

B. Mounted on a wall in this chamber is *Stratton's Staff +1*. This magical quarterstaff can store 1 first level spell and also can be used as a divining rod to locate water within 50 feet. The staff also serves as the key to Room 40.

31. This chamber has partially collapsed in multiple places and has a large cave opening. At some point in the past a large predator (giant terrordactyl) used this cave as a nest. The bones of victims lie about the chamber as well as 313sp, 2193cp, 237ep, *Chainmail +1*, and a *Spear +1*.

32. Eight alcoves one held beautiful white marble statues. All of the statues have been destroyed but one through tremors and collapses. The remaining statue is a **Caryatid Column** AL: N, AC: 5, HD: 5, HP: 25, #AT: 1, DMG: 1d8, that was instructed long ago to defend the chamber. Lying on the floor of the chamber is the key to Room 19.

33. The door to this chamber is locked (the key is in the rubble pile in Room 12). This room has a teleportation pad to Tower 17, Level 2, Room 7.

34. A statue of Galaxina stands in the southeastern corner of the room. A collapse has completely blocked the passageway to the east. **Fire Beetles** (5) AL: N, AC: 4, HD: 1+2, HP: 10, 9, 8, 6, 4, #AT: 1, DMG: 2d4, mull above the chamber looking for food.

35. This was once a robing room. However, all the robes have rotted. There is nothing of value.

36. Apprentice Barracks: This was once a dorm for apprentice magicians. Bunk beds line the walls. All are in disrepair and covered in dust. Hidden under a loose stone in the floor is a *Potion of Extra-Healing*.

37. There are six stone statues in this room. The two to the north and south are round planetary bodies. The two in the center, one of Dogma and one of Arcantryl, have jeweled Ruby Eyes (500gp per eye). The stairs used to access the latter statues are trapped with pressure plates. If triggered, the round stone planets will fall down onto the stairs causing 2d6 points of crushing damage (save versus Death for half).

38. Two sealed sarcophagi stand upright, back-to-back, in the center of this circular room. Each contains a **Son of Gaxx** (2) AL: CE, AC: 8, HD: 3, HP: 17, 9, #AT: 1, DMG: 2d8. The sarcophagi can only be opened with iron spikes and sledge-hammers (2 turns). When the first is broken open, the second **Son of Gaxx** will burst open from the other sarcophagus. One possesses a Key (Room 30) and a Gold Circlet worth 450gp. The other has a Pouch with a Very Large Exquisite Clear Green Zircon (150gp), Tiny Finely-Cut White Chalcedony (55gp), Tiny Broken Star Rose Quartz (10gp) and a Large Chipped Star Rose Quartz (55gp).

A. Hanging on hooks against the western wall are three small bells. The bells are magical and have the following functions when jingled. The first has the effect of a *Hold Person*, the second *Hypnotism*, and the third *Deafness*. Each has two uses.

39. Wind can be heard blowing loudly from the other side of this door. The center of this circular chamber is dominated by a large (10x10 foot) open Moon Door that runs hundreds of feet down before it opens into the air below HighFell.

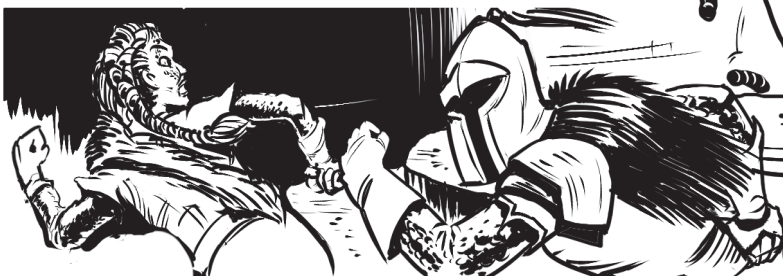
40. The door is locked. Only *Stratton's Staff* (located in 30A) can open the door (by knocking three times). Inside is a large room supported by two 10x10 square columns. At either end of the chamber is a 10x20 rectangular pool of energy, one blue and one yellow. The blue pool restores all cast spells and the yellow absorbs all remaining spells. This happens only once.

41. The door to this chamber is locked and trapped with a *Glyph of Warding* (Electricity, 20 points of damage, save for half). The room is Galaxina's Spell Component Archive:

Spell Components: (840)

Contents: Satchel with a Small Hand Mirror (10gp), Tube of Molasses (15gp), Glass Jar of Walrus Fat (20gp), Small Pot of Iron Filings (10gp), Beaker of Unholy Water (40gp), Bag of Feldspar (15gp), Tube of Brown Ichor (20gp), Glass Bottle of Gold Dust (100gp), Tiny Pouch of Fur of Bat (10gp), Bag of Black Silk Squares (10gp), Wad of Dirty Cloth (5gp), Small Pot with Dried Leaves (15gp), Small Pot with Stems of a Thorny Plant (15gp), Glass Jar of Ruby Dust (100gp), Bottle of Sweet Oil (30gp), Small Box of Dried Rose Petals (20gp), Glass Jar of Tiny Brains (45gp), Nose of a Lizardman (20gp), The Eyeball of Giant Draco Lizard (20gp), Fur of Giant Wolverine (50gp), Dried Flesh of Dragonne (75gp), Pickled Eyes of Biyakk (65gp), Hair of Giant Ferret (50gp), Vertebrae of Giant Shrew (55gp), Heart of Basilisk (150gp), and Feathers of an Axe Beak (55gp).

42. The door to this room is quite hot. The chamber is filled with steam. Three large steam pipes rise from the floor and up through the ceiling along the southern wall. There is a 1-4 on d6 chance per turn that steam will vent from the pipes. If so, it will also emit a **Steam Mephit** AC: CE, AC: 5, HD: 3+3, HP: 17, #AT: 2, DMG: 1d4/1d4, hiding within.



NEW MAGIC ITEMS

Basprofo's Brilliant Bookbag

This backpack was an invention of the wizard Basprofo who developed a love of learning, but hated toting heavy books back and forth. The *Brilliant Bookbag* functions like a *Bag of Holding* but only accepts books. In total, it can carry 500 books of any shape or size. The bearer need only think of the title of the volume, reach in the bag, and grab it. The bookbag weighs 10 pounds.

Bracers of Deflection

These magical bracers provide a base AC of 4 and allow the bearer to deflect small missiles (specifically arrows, crossbow bolts, darts, sling stones, and bullets with 90% success).

Eguresel's Key

This oversized silver key radiates magic and bears the mark of Eguresel the Abjurer. The key allows the bearer to pass through the force field protecting Tower 9: The Mysterious Keep of Eguresel. The key also functions as a *Knock* spell with 5 charges.

Folding Boat of Flying

The *Folding Boat of Flying* looks like a wooden box with a handle. However, when the command word is spoken, the box unfolds into a boat 24 feet long, 8 feet wide, and 6 feet deep. When the command word is spoken again, swanlike wings unfurl and the boat will take flight in the direction steered. The boat travels at 5 miles per hour and cannot fly in inclement weather. It has AC 10 and 20 hit points.

Medallion of Matoowb

This medallion is used to activate the teleportation gate at the center of The Henge of Lost Souls. The medallion will teleport all those within its circle to The Circle Henge of Iar (A or West), The Broken Henge of Thuath (B or North), or The Wooded Henge-Stones of Dheas (C or Southeast). The five runes on the medallion transport to one of the three above locations, back to the Henge of Lost Souls, or to Barrowmaze Hex Map #11 (The Standing Stone of the Chosen).

Staff of Ozkadoo

Through the *Staff of Ozkadoo* a cleric, magic-user, or illusionist may summon a ghostly phantasmal spiral staircase to access HighFell. The staircase will only appear for 2 turns and the bearer of the staff must be the last person to climb the stairway. As the bearer of the staff ascends, the stairs disappear. The staff contains 33 charges.

Uzeron's Unguent

This ointment heals 2d8 hit points of damage and cures both disease and poison.

NEW MAGE HATS

Allirass' Sequined Tuque of Shame

The wearer of this cursed tuque will feel self-conscious and receive a -2 on all reaction rolls. Only a *Remove Curse* can allow the hat to be removed.

Baltron's Be-Cursed Beanie

This cursed magical hat despoils all holy water within 30 feet. Only a *Remove Curse* will allow the hat to be taken off.

Basparamb's Furry Cossack of Warmth

This hat functions like a *Ring of Warmth*.

Eguresel's Brilliant Beret

This worn wool beret increases the intelligence of the wear by 1 point. It does not stack with other magic items that increase intelligence. It can be worn by magic-users and illusionists only. Wearing this cap will allow entry into Tower 9: The Mysterious Keep of Eguresel.

Filangee's Propeller Beanie of Feather Falling

This winged beanie functions like a *Ring of Feather Fall*. The wearer must hold on to both sides in flight.

Gaidenmorden's Furry Mongol Helmet of Discontent

The wearer of this cursed helmet complains bitterly about jobs and tasks and is generally unhappy and mal-contented. Only a *Remove Curse* will allow the hat to be taken off.

Gaxiluke's Corinthian Helm of Free Action

This hat functions like a *Ring of Free Action*.

Gaxiluke's Reptile-Eye Headband of Seeing

This headgear functions as a *Gem of True Sight*.

Gir-Shaul's Conical Cap of Eyes

The *Hat of Eyes* is a lesser version of the *Robe of Eyes*. Eyes of various types adorn the entire cone. When placed on the head, the bearer can see through the eyes and cannot be surprised (unless from above). This cap can be worn by magic-users only.



Great Helm of the Juggernaut

This helmet allows the wearer to make a single free head-butt attack once per combat for 1d4 points of damage plus strength bonus.

Grelf's Dented Metal Cone of Power

This metal cone functions like a *Pearl of Power*.

Grigby's Woolly Owlbear Cap of Warmth

This cap functions like a *Ring of Warmth*.

Halabaster's Hat of the Hornets' Nest

This hat looks like a hornets' nest and hornets are constantly buzzing around the head of the bearer. Upon command the wearer can summon 1d4 hornets to attack a single opponent. Their impact is akin to a dart (1d3 hit points of damage). There are only 1d20+6 hornets in the hat when found. Once emptied the hat loses its magical properties. This item is usable by magic-users only.

Hitzemun's Blue Tuque of Stammering

This cursed headgear allows the wearer to speak normally, but any attempt at spell-casting will result in an inability to articulate, and thereby ruin, the spell. This condition can only be removed by a *Dispel Magic* followed by a *Remove Curse*.

Kazzibal's Exotic Canterbury Cap of False Trap Location

The wearer of this cursed cap believes it allows them to detect traps. Only a *Remove Curse* will allow the hat to be taken off.

Mazakala's Antlered Faluche of Disease

This hat makes the wearer immune to disease.

Mazakala's Cursed Cowl

The wearer of this cursed cloth hood will grow a white, waist-length wizard beard.

Mermomodel's Conical Wizard Cap of Wonder

This magic item functions like a *Wand of Wonder* with 2d20 charges.

Metznward's Golden Coif of Protection +3

This piece of headgear increases the armour class of the wearer by three points.



Necro-Crown of Zadukalu

The wearer of this magic item must make an immediate save versus death or die. If the save is successful, the wearer can turn as a first level cleric once per week.

Ool's Rusty Corinthian Helm of Jumping

Once per day, the bearer of this ring may jump 10ft up, 10ft back, or 30ft forward.

Sagnala's Purple Velvet Fez

This worn velvet fez increases the intelligence of the wear by 1 point. It does not stack with other magic items that increase intelligence. It can be worn by magic-users and illusionists only.

Shadred's Leather Headband of the Bat

Through this magic item, the bearer can hide in darkness with 90% success and can also hang from the ceiling with the same percentage of success. The bearer also possesses darkvision (30 feet).

Tartan Tam of Sustenance

The bearer of this hat does not need to eat or drink for up to seven days. After seven days the magic will cease to function and cannot be used again for seven more days (while wearing the cap, the player must speak with an accent).

Vitharia's Cold Spiral Cone of Frost Resistance

The wear of this cap receives a +4 on all saving throws against cold-based attacks and spells.

Vomael-Pa's Adamantine Coif of Protection +2

This adamantite coif increases the armour class of the wearer by two. Useable by Magic-Users, Illusionists, and Clerics only.

Zaflazna's Steel Skullcap

This steel skullcap increases the hit points of the wearer by 3 when equipped. It can be worn by magic-users and illusionists only.



NEW SPELLS

Ambasse's Absent Lapse

Level: 2 (MU)
Duration: See below
Range: 0

Ambasse's Absent Lapse targets an opposing magic-user in the midst of spell-casting and instantaneously wipes the memory of the spell, resulting in spell failure. The *Absent Lapse* is instantaneous and need not be declared prior to rolling initiative. The targeted wizard is allowed a saving throw versus Spells. A bonus/penalty of +/-1 is applied for every level of difference between the caster and the target. For example, if the caster is level 2 and the target is level 4, the target would receive a +2 on the save, or if the caster was level 5 and the target Level 2, the target would save at -3.

Antiliam's Necromantic Drain

Level: 2 (MU)
Duration: See below
Range: Touch

By means of this spell, a magic-user can reduce a target by one level for 1d6+1 rounds. The caster can drain a second level upon reaching level 3, a third level at level 6, and so on. No target can be drained below one hit die. The drain includes the loss of spells, combat abilities, and special abilities. The target is allowed a save versus Spells for no effect.

Baltron's Beguiling Birdseed

Level: 3 (MU)
Duration: Special
Range: Seed

Baltron's Beguiling Birdseed is similar to the spell *Charm Monster* (and thus *Charm Person*), except that a mage must cast the charm on seed that must be consumed by giant ravens, hippogriffs, or griffons, to take effect. Only one monster is charmed if 4 HD or greater. A group of 3 HD monsters or fewer may be affected, with the total HD determined by rolling 3d6.

Breath of the Dragon

Level: 2 (MU)
Duration: 1 Turn
Range: See below

Breath of the Dragon is a second level magic-user or illusionist spell that creates a bank of fog that functions like a horizontal bridge (maximum 200 feet long). See page 22 for more information.

Chandra-Kar's Charm of Disciplinary Jargon

Level: 2 (MU)
Duration: 1d4 rounds +1 per level of the caster
Range: See below

This spell confuses and confounds the ability of an opposing magic-user to cast spells. Instead of reciting the required incantation, complex and unrelated academic wizardly jargon will issue forth from the mage's mouth that prohibits spell-casting. The target wizard is allowed a save versus Spells for no effect. The target mage must be within sight and no more than 50 feet away from the caster.

Dragon Fire

Level: 1 (MU/CL)
Duration: 6 rounds plus +1/level
Range: See below

This spell is a Volsectum Cultist variation of *Faerie Fire*. Through this spell a cultist breathes a magical fire directed at multiple targets (see below). The caster must have line of sight and targets can be no farther than 40 feet away. The targets are outlined in a fire-like eldritch luminescence. The *Dragon Fire* can be blue, green, white, red, or black, according to caster's choice. The spell does not cause any harm to the objects or creatures outlined. However, their greater visibility grants attackers +2 to hit while the spell is in effect. The spell does not stack with additional *Dragon Fire* spells cast at a target. Outlined subjects shed light that makes them visible in darkness at a distance of 80 feet, or half if the creatures are near a light source. The caster can outline one target plus another for every level of the caster (2 at third level, 3 at fifth level, etc.).

Dragon Mist

Level: 2 (CL)
Duration: Permanent
Range: 30ft

Dragon Breath creates a 20ft cubed bank of thick choking mist centered anywhere within range, making living creatures within it helpless with asphyxiation and nausea. The condition lasts as long as the target remains in the mist and for 1d4+1 rounds after it leaves. Any creature that succeeds in a saving throw versus Poison when leaving fog is not affected for the additional rounds. The mist can also be used to obscure vision.

Galaxina's Gorgonic Glyph

Level: 3 (MU)
Duration: Permanent
Range: One target

This spell is a magical trap. The caster inscribes an almost invisible rune onto a door (searching the door may 1-2 on d6 result in mundane detection). If any attempt is made to open the door (or pick the lock) the spell will discharge. A small phantasmal bullhead will emerge from the rune and exhale a poison gas cloud similar to the breath of a gorgon. All those within 5 feet of the door must save versus Petrification or be turned to stone (a successful save negates the effect). *Dispel Magic* will remove the trap

Grelf's Acidic Arrow

Level: 2 (MU)
Duration: Varies
Range: 60 feet

This dweomer conjures a magical missile, or arrow, that flies to its target as if from a longbow. The arrow strikes at +1 to hit and, on impact, explodes in a splash of acid that causes 2d4 points of damage. For each level beyond the third, the acid lingers for an additional round and causes 1d4 damage (one round at Level 4, two rounds at level 5, and so on).

Scaly Skin

Level: 2 (CL)
Duration: 4 rounds, +1 round per level
Range: Touch

Scaly Skin is a spell specific to the followers of Vol. The spell toughens skin with dragon-like scales. This spell may be used on the caster or another willing human worshipper. The effect lowers the creature's existing armor class by 1, and provides a +1 to all saving throws, and +4 on saves versus dragon fire.

Scare

Level: 2 (MU)
Duration: 1d4 rounds +1 round/level
Range: 1 creature

By means of this spell, the caster may inspire a fit of trembling and shaking in a single target of fewer than 6 hit dice (save versus Spells for no effect). The target may no take any action other than to cower. The spell has no effect on undead, elves, half-elves, or clerics.

Secumund's Phantasmal Steed

Level: 1 (MU)
Duration: 1d6 turns + 1 turn/level
Range: 0

Through this spell a magic-user conjures a phantasmal steed. At levels 1 through 4 the steed appears horse-like. However, when cast at level 5 the phantasmal steed appears similar to a wyvern with glowing eyes and can fly at a maximum movement of 120ft each round. The phantasmal steed can bear a second rider but this halves its duration and speed. It cannot attack and a *Dispel Magic* disperses the phantasm.

Sepia Snake Sigil

Level: 3 (MU)
Duration: 6 turns
Range: 5 feet

This dweomer is a form of magical trap. By means of the spell, a magic-user inscribes a rune (typically on a scroll, spellbook, or door) that when read conjures a brownish phantasmal force that resembles a snake. The sepia snake attacks with the same hit dice as the caster. If a successful hit is rolled, the reader of the rune will be engulfed in a brownish force field. The force field completely immobilizes the victim. The victim will remain in a state of suspended animation, unable to breath, age, sleep, or function in any way until a *Dispel Magic* is cast. If the sepia snake misses the reader of the rune it dissipates with a loud crackle of energy (necessitates a random monster roll) and brown smoke.

Summon Phantom Stalker

Level: 6 (MU)
Duration: See below
Range: 0

The caster uses this spell to summon a phantom stalker, which can be ordered to undergo a task or mission. The creature will attempt to accomplish the task until it is finished or until it is destroyed. Although the creature is bound to serve, it is not loyal to its conjurer. The stalker will resent complex missions or prolonged tasks, and will try and subvert its instructions. The spell *Dispel Magic* may send a phantom stalker back to the Elemental Plane of Fire, if it fails a save versus Spells.

Transmute Ice to Flesh

Level: 6 (MU)
Duration: Permanent
Range: Touch

This spell allows the transmutation of a frozen living humanoid to its normal state, restoring both life and items. The spell is reversible and allows one to freeze a living humanoid target if a save versus Petrification is failed.

SPECIAL MONSTERS

Gargonathrax: The Plane Wyrm of Vol

No. Enc: 1 (Unique)
Alignment: Lawful Evil
Movement: 40 (Fly 200)
Armor Class: -4
Hit Dice: 14
Attacks: 4
Damage: See entry
Save: F14
Morale: 12
Hoard Class: None
XP: 8700

This strange serpentine wyrm is an aspect of the dragon god Vol gated onto the Prime Material Plane.

The creature is 120 feet long (from the top of its head-fin to the end of its tail) and six feet across at its widest point.

The wyrm has thin underdeveloped claws that cannot support its body weight. It has a large maw of serrated teeth and acid drips from its mouth. It also has a long tongue (through which it can discharge a breath weapon). The Plane Wyrm communicates telepathically. Three large eye stalks and a massive ridged fin dominate the head of the creature.

The Plane Wyrm moves through flight only. It can *Fly* at will by generating body waves that travel down its length, similar to an eel. The creature can reverse itself, hover, or move backwards as necessary.

The wyrm attacks four times per round (its three eye stalks plus either a bite from its maw or its breath weapon, as desired). The eye stalks release beams of energy (each with a range of 60 feet) with the following order and effect:

- | | |
|-----------------------|---|
| Eye Stock 1 (Right): | <i>Disintegration Ray</i>
(Save versus Death) |
| Eye Stock 2 (Left): | <i>Stasis Ray</i>
(Save versus Spell) |
| Eye Stock 3 (Center): | <i>Petrification Ray</i>
(Save versus Petrification) |

In addition, the wyrm can bite with its central maw for 4d8 points of damage or extend its tongue and, from a hole at the tip, shoot a jet of acid (akin to the breath weapon of a black dragon) in a line 60 feet long and 5 feet wide for half its current hit point total. This attack is useable three times per day.

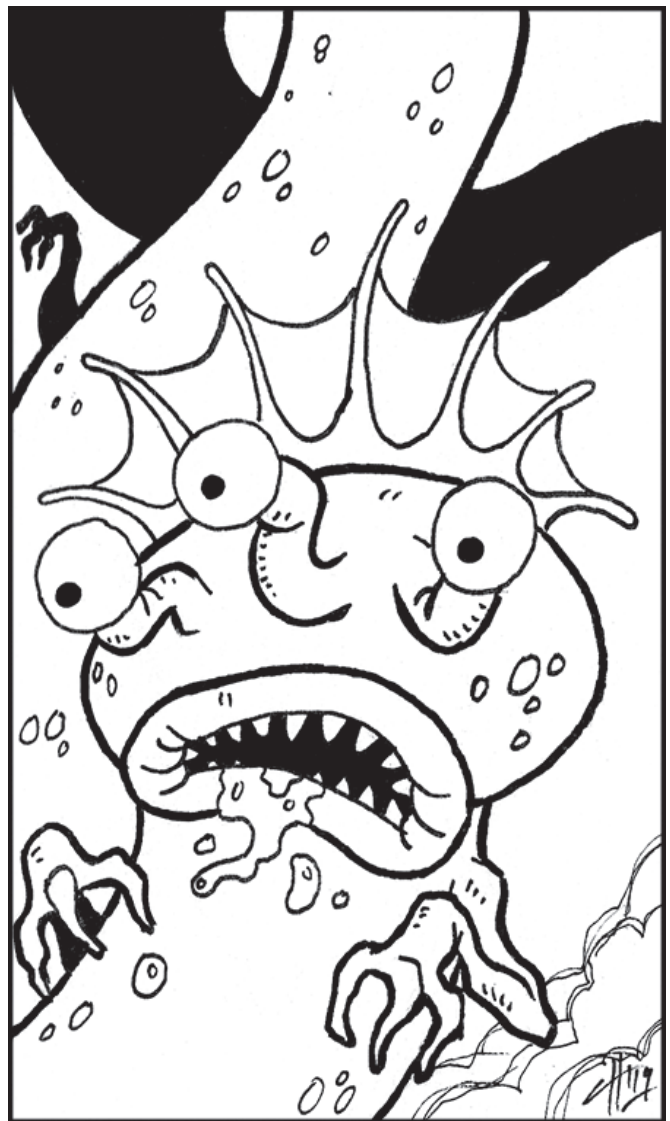
The Plane Wyrm's ridged head fin serves to repel spells at the caster similar to a *Ring of Spell Turning*. The fin can redirect 12 spell levels per 24 hour period. The fin also provides 20% magic resistance once the spell levels have been turned.

The creature possesses the casting ability of a Level 10 Magic-User (3/3/3/3/2):

Magic Missile, Darkness, Protection from Good, Invisibility, Mirror Image, Pyrotechnics, Ool's Broiling Exhalation, Zozomir's Stentorian Shout, Haste, Confusion, Ice Storm, Summon Monster II, Cone of Cold, Conjure Elemental.

In addition, once per week the Plane Wyrm can *Teleport, Control Weather, Commune (with Vol), Move Earth, Reverse Gravity, and Gate.*

Vulnerabilities: The Plane Wyrm takes additional damage (1.5x rounded up) from fire-based attacks.



NEW MONSTERS

There are two general notes on the monsters in this section. First, all monster movement rates are converted to 3.5 edition for easy miniature use (based on movement squares of 5 feet). Please also note that any monsters not listed in this section can be found in *Barrowmaze Complete*, *The Forbidden Caverns of Archaia*, or the *Labyrinth Lord Core Rulebook*.

Aarakocra

No. Enc: 2d4
Alignment: Neutral
Movement: 30 (Fly 120)
Armor Class: 6
Hit Dice: 1+1
Attacks: 2
Damage: 1d3/1d3
Save: F1
Morale: 7
Hoard Class: XIX (In lair)
XP: 33



The aarakocra are intelligent flying humanoids that live atop high mountains. The aarakocra are extremely shy and shun the civilized world of humans. Little is known about their culture, language, and social structure.

They appear to live in clans or flocks of 3d10 (half will be female with 2d4 non-combatant fledglings and 1d3 eggs) and share the same plumage. Adults stand between 4'10" and 5'5" tall. The former tend to be female and larger male. Each flock of 20+ aarakocra will have a chieftain of 3 HD (1d6+1/1d6+1 DMG) and/or a shaman with the abilities of a Level 3 Magic-User/Level 3 Cleric.

In battle, the aarakocra will either attack with their two claws for 1d3 points of damage each, or by weapon. They prefer rudimentary weapons like long flint spears, clubs, axes, daggers, and shortbows. In some instances, they will use scavenged steel weapons and shields, as well as pieces of armour that do not impede their flying ability.

The aarakocra have two special abilities in combat. First, they can hover just above the ground and bat their wings repeatedly to create a dust storm. Unless a save versus Paralyzation is made all targets in a cone of effect (10 feet at the base and extending 20 feet in depth and also in width) will be blinded for 2 rounds. The birdmen will use this tactic to flee as they reproduce slowly, value their numbers, and are not skilled warriors. They will also use this method to gain surprise and take an early advantage in combat.

Second, despite their thin and frail appearance, they possess extremely strong wing muscles and backward bending legs. The aarakocra will dive and grab a

humanoid by the shoulders or the arms and either lift them up and drop them from 30 or 40 feet in the air (1d6 points of damage per 10 feet) or carry them beyond a ledge and release. The aarakocra, it has been rumoured, have flown injured humans like climbers and mountaineers, to safety.

The aarakocra covet shiny baubles, magical things, and bright coloured garments/string. The males use these as gifts to woo the favour of potential mates.

Archaian Sentinel

No. Enc: 1d4
Alignment: Neutral
Movement: 20
Armor Class: 3
Hit Dice: 3
Attacks: 1
Damage: 1d6
Save: F3
Morale: 12
Hoard Class: None
XP: 65



The Archaian sentinel is similar to a caryatid column. They appear as stone statues, pillars, or columns in the form of warriors.

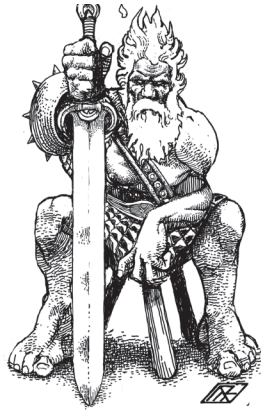
Archaian sentinels are often used to guard important locations. They are inanimate until someone disturbs the place they have been assigned to protect. They are made of a marble strengthened and reinforced with eldritch magic.

With each hit on an Archaian sentinel, the character must make two saving throws: first for the character (Paralyze) and the second for the weapon (Death). Roll the character save first. A successful save results in no damage. If the character fails, the strength of the stone has quivered up the arm to the body of the attacker (1d4 points of damage).

Next, roll for the weapon using the character's unmodified Death save. If the weapon fails, it shatters against the stone. Magical weapons apply their bonuses to the saving throw. A successful save results in no effect.

Azer

No. Enc: 1d4 (2d8)
Alignment: Lawful Neutral
Movement: 20
Armor Class: 2
Hit Dice: 2+2
Attacks: By weapon
Damage: See below
Save: F2
Morale: 10
Hoard Class: VII
XP: See below



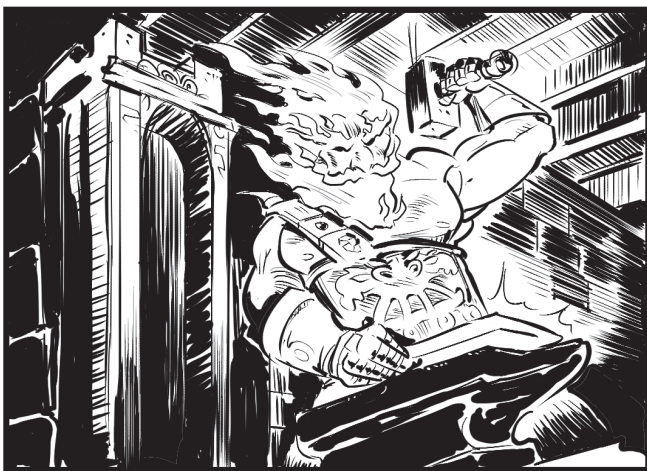
The azeri appear as dwarves with hair and beards of flame. They hail from the Elemental Plane of Fire. Their skin is dark grey and their eyes glow like bright embers in a fire. Their garments consist of metal kilts or plates of whatever metal they can scrounge or forge, often beaten bronze or brass. They carry pouches with coins or gemstones at their waist.

The azeri are particularly strong and hardy melee opponents. They wield two-handed hammers, maces, and flails that all strike for 1d8 points of damage. They rarely carry shields.

They are immune to all mundane and magical forms of fire. They take double damage from cold or water based spells or weapons. The touch of an azer causes 1d4+1 points of heat damage.

The azeri are normally found at 2+2 HD but other variants exist. See the chart below:

HD	Damage	Str. Bonus	XP
2+2	1d6	15 (+1/+1)	71
3+3	1d6+1	16 (+1/+1)	175
4+4	1d8	17 (+2/+2)	365
5+5	1d10	18 (+3/+3)	860



Biyakk

No. Enc: 2d4
Alignment: Neutral
Movement (Fly): 20 (50)
Armor Class: 6
Hit Dice: 2
Attacks: 1 or 2
Damage: See below
Save: F2
Morale: 8
Hoard Class: None
XP: 47



The biyakk, or batyllo as they are also known, are a strange hybrid creature found in the mountainous regions of the Principality of Brine. The origin of the species is completely unknown but sages speculate they are the result of magical experimentation gone awry.

Biyakks are about five feet long and appear like a cross between a bat, a bison, and a yak. They have woolly bodies well adapted to the cold and their heads appear bovine but with large broad eyes. Their wings are bat-like and can fold into their furry coat to protect against frigid temperatures. Biyakks save at +2 versus cold attacks.

Due to their relatively docile nature, they are easily trained and used as flying mounts by small humanoids (no larger than goblins). They attack either by bite (1d6) or two claws (1d3/1d3). Although in the latter case the biyakk must be grounded.

Biyakks are herbivores and live in herds high in the mountains away from land-based predators. They can see equally well in the dark through echolocation, although the spell *Silence 15' Radius* negates this ability.

Biyakk, or batyllo, horn is a valuable commodity used in medicines and spell components. The value of their horns is determined by the size (in hit points) of the biyakk (5gp value for every hp/per individual horn).



Blooderfly

No. Enc: Varies
Alignment: Neutral
Movement (Fly): 20
Armor Class: 10
Hit Dice: 1hp
Attacks: 1/per blooderfly
Damage: 1hp
Save: F1
Morale: 12
Hoard Class: None
XP: 5 per Blooderfly



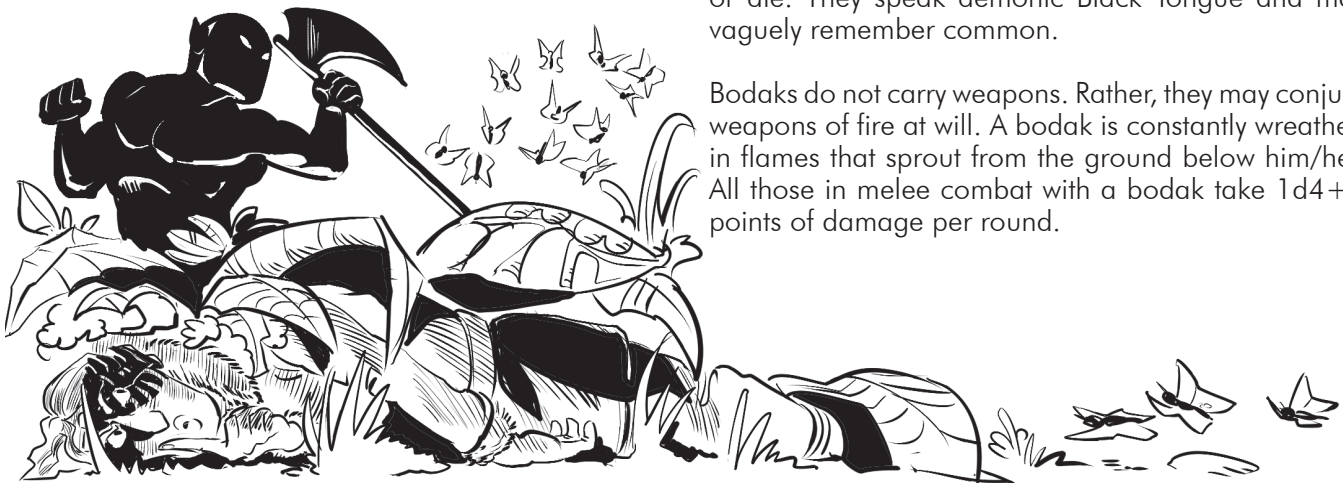
Blooderflies are very small, subterranean flying fungi, about four inches long by four inches wide. They vaguely resemble butterflies. Blooderflies are often found hidden within patches of mushrooms, molds, or clinging to walls or ceilings. There is a 1-2 on d6 chance blooderflies will be found in the vicinity of a shrieker, faze fungus, yellow mold, or mephical mold.

They attack in swarms that vary in size and can be scaled to party level (see below). Blooderflies are drawn to warm-blooded creatures (which they can sense within 30 feet). On a successful attack roll, a blooderfly latches onto flesh and causes 1 hit point of damage. Once a blooderfly draws fresh blood, other blooderflies in the swarm will target the wounded character (if an opponent is already wounded, they will target the wounded character first).

They emit a soft purple bioluminescence when famished that changes to crimson when satiated.

Blooderfly Swarm Size

Character Level	Swarm Size
1-2	3d4+2
3-4	6d4+4
5-6	8d4+8



Bodak

No. Enc: 1
Alignment: Chaotic Evil
Movement: 30
Armor Class: 4
Hit Dice: 9+9
Attacks: 1
Damage: By weapon
Save: F10
Morale: 12
Hoard Class: None
XP: 3800



A bodak is a lesser demon wreathed in flame. Bodaks are extremely muscular. They possess black skin with a gold sheen, are bald, and have pale oval white eyes. They normally carry a devious grin on their broad faces. Bodaks are a servant-class of demon and are often sent to other planes and realms to fulfill tasks on behalf of their patron master.

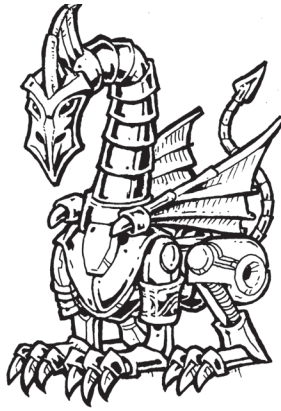
Bodaks are conjured to the Prime Material Plane through the summoning of an evil sorcerer or necromancer. Their chaotic evil nature makes them extremely cunning (INT 18) and they will attempt to control the mind of their summoner. This is accomplished through a battle of contested intelligence checks. The summoner must roll the bodak's intelligence, and the bodak must roll the magic-user's intelligence (bonus applies). If the bodak wins he possesses the wizard until he no longer desires the host or the body dies. If the magic-user wins, the bodak must obey and serve the magic-user for 6 years, 6 months, and 6 days. After which time he will return to the abyss. In a tie, the summoning fails.

The bodak may only be hit by +1 or better magical weapons or cold-based magical weapons. They are immune to mind-influencing spells and poison, but cold-based spells do double damage against them. The gaze of a bodak is terrifying to behold. Anything that meets the gaze of a bodak must save versus Death or die. They speak demonic Black Tongue and may vaguely remember common.

Bodaks do not carry weapons. Rather, they may conjure weapons of fire at will. A bodak is constantly wreathed in flames that sprout from the ground below him/her. All those in melee combat with a bodak take 1d4+1 points of damage per round.

Brass Drake

No. Enc: Varies
Alignment: Neutral
Movement: 50
Armor Class: 3
Hit Dice: 3
Attacks: 1
Damage: 1d8
Save: F2
Morale: 12
Hoard Class: None
XP: 110



Brass drakes are constructs made by the Volsectum Dragon Cult for use as sentinels. They appear as white dragons (the symbol of the god Vol) but are the size of a large dog.

Like brass jackals, they are constructed of bronze and iron and possess a smooth shell of armour. Their eyes glow like orbs of cold blue.

Brass drakes attack with sharp bite for 1d8 hit points of damage. Instead of a bite, once every three rounds a brass drake may breathe a cloud of frost for 3d4 points of damage (save versus Breath for half damage).

Due to their reinforced metal bodies, these constructs can only be struck by magical weapons. Moreover, they take no damage from slashing weapons, half damage from piercing weapons, and full damage from blunt weapons. They receive a +3 on saves against Spells.

Brass Jackal

No. Enc: Varies
Alignment: Neutral
Movement: 50
Armor Class: 3
Hit Dice: 2
Attacks: 1
Damage: 1d8
Save: F2
Morale: 12
Hoard Class: None
XP: 47



Brass jackals are used as sentinels and personal protectors, often for clerics and magic-users. Constructed of bronze and black iron, they possess a smooth shell of brassy armor, and their eyes glow like orbs of red.

In combat, brass jackals bite with sharp metal teeth for 1d8 hit points of damage. Due to their reinforced metal bodies, these constructs can only be struck by magical weapons. Moreover, they take no damage from slashing weapons, half damage from piercing weapons, and full damage from blunt weapons. They receive a +3 to saves against Spells.

Brigands

No. Enc: 2d4+4
Alignment: Neutral Evil
Movement: 30
Armor Class: Varies
Hit Dice: Varies
Attacks: 1
Damage: Varies
Save: Varies
Morale: 8
Hoard Class: I-V/HD
XP: 10



Brigands are mercenaries-for-hire, seedy criminals, and/or desperate men looking to make a few quick gold pieces by recovering gold and treasure.

Bandits are fighters and their exact hit dice and equipment varies based on the needs of the campaign and party level. Referees are encouraged to create bands of brigands equal to the strength and hit dice of player characters.

Brigands are often armed with broadswords, spears, and crossbows. Their armour consists of leather, studded leather, and occasionally chainmail.

For every 10 brigands there will be a leader. The leader is a Level 4 Fighter with a longsword, platemail, and shield. There is a 10% chance one of these items is magical.



Carnivorous Ape

No. Enc: 2d4
Alignment: Neutral
Movement: 40
Armor Class: 6
Hit Dice: 5
Attacks: 2 or 3
Damage: 1d4/1d4/1d8
Save: F5
Morale: 10
Hoard Class: XIX
XP: 650



Man-eating apes are related to gorillas but are bigger, faster, and stronger. They are very aggressive and have an insatiable hunger for human flesh.

They attack with two powerful claws. If both claws hit the same target in the same round, the victim suffers a bite attack for an extra 1d8 hit points of damage.

Carnivorous apes are more intelligent than other apes (average INT 8) and will use tools and set ambushes for their prey. They are rarely surprised (1 on 1d6).

Carnivorous Vines

No. Enc: 1
Alignment: Neutral
Movement: See below
Armor Class: 6
Hit Dice: Varies
Attacks: See below
Damage: See below
Save: Varies
Morale: N/A
Hoard Class:
I, II, III, IV, V, XI, XIV



Carnivorous vines are intelligent plants found in patches anywhere from 10-100 feet long (1d10) x 10-100 feet wide (1d10).

The carnivorous vine gains 1/2 hit die for each 10-foot square it covers (rounding up). For example, an 80-foot by 30-foot patch would have 24 10x10 squares or 12 hit dice ($8 \times 3 = 24 \div 2 = 12\text{HD}$).

Carnivorous vines have red poppy-like flowers that possess the ability to mimic voices or sounds like an *Auditory Illusion* (Level 2 Spell). It uses this ability to lure prey into a kill zone, or where it can surround and feed on its victim(s).

The carnivorous vine can attack with as many vines as it has hit dice. However, these vines are 40 feet in length and, subject to the size of the patch, it may be that only about half can attack at any moment, subject to the discretion of the Referee. It is particularly drawn to humanoid blood and will immediately target a wounded opponent over an unwounded opponent with half its attacks.

On its first attack, the creature will attempt use a vine to entangle and immobilize its target (save versus Paralyze for no effect). It will then use successive attacks to puncture and drink 1d3 points of damage per hit die (or enter pre-existing wounds). When a carnivorous vine enters a wound it will inject poisonous seeds that will lead to insanity in 1d6 hours (save versus Poison for no effect).

Experience points for carnivorous vines are 100 per hit die.

Cave Fisher

No. Enc: 1d4
Alignment: Neutral
Movement: 20 (Climb 20)
Armor Class: 4
Hit Dice: 3
Attacks: Special
Damage: 1d8/1d8
Save: F3
Morale: 8
Hoard Class: XVI
XP: 95



The cave fisher is a 7-foot long insect-like creature with a hard exoskeleton. It possesses six legs and a front pair of serrated pincers. The fisher's snout fires a strong sticky filament (60 feet long) that it uses to grab and reel in its prey.

Cave fishers seek to lair on high ledges underground where they can strike their prey from safety. Only alcohol or a sharp weapon can release the grip of the fisher's filament (AC 2 and 10 points). A cave fisher can grow a new filament within 2d4 days. Its filament attacks as a 6 HD monster.



Cerepod

No. Enc: 1
Alignment: Chaotic Evil
Movement: 50
Armor Class: 4
Hit Dice: 5
Attacks: 11
(10 tentacles & beak)
Damage: See below
Save: F6
Morale: 10
Hoard Class: XIX
XP: 1250



The cerepod, also called the “beaktopus” or “floating horror” is a solitary underground creature. Although the exact origin of the beast is unknown, sages believe the cerepod is the result of strange magical experimentation.

A cerepod stands well over eight feet tall. Its central body appears as an exposed organ of pink tissue. The creature possesses greenish tentacles that hang below the body. The cerepod has a sharp yellow beak.

A cerepod moves through a combination of magical levitation and its tentacles. The latter it uses to pull itself through space. When hunting, a cerepod can be completely silent and surprises its prey on a 1–4 on d6. The source of the creature’s levitation ability is a gland located in the central body, and if lanced, will secrete enough liquid to act as a *Potion of Levitation*.

The creature’s tentacles lash out at its prey and squeeze for 1d4 points of damage. A squeezed victim automatically takes 1d4 points of damage in each successive round. In addition to the damage, the small suction cups on its tentacles secrete a paralytic enzyme (save versus Paralysis at +2 or be paralyzed for 1d6 turns). Its tentacles have a reach of six feet. Each of the cerepod’s tentacles has an armour class of 4 and 5 hit points (these are in addition to its normal hit dice).

Once the cerepod has successfully attacked and paralyzed its prey, the creature will draw its grasped victim into its beak the following round (causing and automatic 1d6 points of damage each round thereafter). The cerepod may move and attack its paralyzed prey with its beak at the same time.

The cerepod is immune to magical lightning and possesses a magical resistance of 15%.

Clockwork Centipede

No. Enc: 1d4
Alignment: Neutral
Movement: 20
Armor Class: 2
Hit Dice: 1
Attacks: 1
Damage: 1d3+poison
Save: F1
Morale: 12
Hoard Class: None
XP: 16



Clockwork centipedes are metal constructs animated by magic. They are used to guard treasures and secret places.

A clockwork centipede is completely silent when motionless, but when moving emits a *click, click, click, clack* noise.

Non-magical weapons inflict only half damage on a clockwork construct. Its bite inflicts 1d3 points of damage. In addition, its first two bites will inject poison into the victim (save versus Poison or die).

Clockwork Cobra

No. Enc: 1
Alignment: Neutral
Movement: 5
Armor Class: 2
Hit Dice: 1
Attacks: 1
Damage: 1d3
Save: F1
Morale: 12
Hoard Class: None
XP: 16



Clockwork cobras are metal constructs used in crypts to guard precious treasures. They are animated by magic.

A clockwork cobra is silent when motionless, but when moving, it emits a repeated *Bzzzzzzzt, click, click, click* series of noises.

Non-magical weapons do only half damage on a clockwork cobra. The cobra’s bite inflicts 1-3 hit points of damage. In addition, the first two bites will inject poison into the victim (save versus Poison or die).

Clockwork Scorpion

No. Enc: 1d4
Alignment: Neutral
Movement: 5
Armor Class: 2
Hit Dice: 1
Attacks: 3
Damage: 1d2x2/1d2
Save: F1
Morale: 12
Hoard Class: Nil
XP: 16



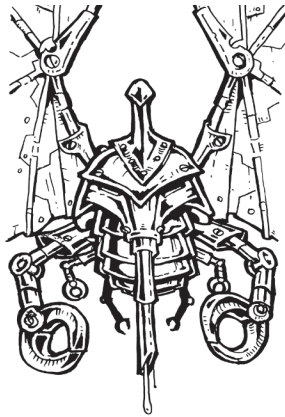
Relics of an age long past, clockwork scorpions are deadly magical constructs used to guard important tombs or precious treasures.

Clockwork scorpions strike quickly and are resilient to damage due to their bronze carapace. Often the first sign of their presence is the death cry of a foolish tomb-robber. Unlike the clockwork cobra, the clockwork scorpion is completely silent and emits no noise when moving. The clockwork scorpion's stinger, located at the tip of its flexible tail, contains a single dose of lethal venom. Anyone hit by the stinger must save (Poison) or die. They range from six inches to one foot in length.

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Clockwork Stirge

No. Enc: 1d4
Alignment: Neutral
Movement: 10 (60 Fly)
Armor Class: 2
Hit Dice: 1
Attacks: 1
Damage: 1d3 + poison
Save: F1
Morale: 12
Hoard Class: None
XP: 22



Clockwork stirges are metal constructs animated by magic. They are used to guard treasures and secret places. A clockwork stirge is completely silent when motionless, but when flying emits a repetitive *Bzzzt, Bzzzt, Clack* noise.

The construct attacks by piercing its target with a sharp metal proboscis that inflicts 1d3 points of damage. In addition, the stirge injects lethal poison into its victim (one dose only, save versus Poison or die).

A clockwork stirge is exceedingly fast and attacks at +1 on the die. Non-magical weapons inflict only half damage on a clockwork construct.

Coldbold

No. Enc: 4d4 (6d10)
Alignment: Neutral
Movement: 20
Armor Class: 7
Hit Dice: 1d4 hp
Attacks: 1
Damage: Weapon -1
Save: F0
Morale: 6
Hoard Class: I (XIII)
XP: 6



Coldbolds are short, furry, dog-like kobolds adapted to northern climates. A coldbold's fur ranges from taupe to chocolate brown in a merle pattern. A coldbold is 2 to 2.5 feet tall.

Coldbolds are largely surface dwellers, but not exclusively. They often live in caves and have darkvision to 30 feet. They wear little clothing, and improvise most weapons like clubs and spears.

A coldbold chief is an exceptional specimen, and attacks like a monster of 2 HD with 9 hit points.

A chief is accompanied by 1d6 bodyguards. Each bodyguard has 6 hit points, and attacks as a monster with 1 + 1 HD. All coldbolds in the presence of the chief have a morale score of 8.

Coldbolds always have more treasure in lair (hoard class XIII).



Dracolisk

No. Enc: 1d2
Alignment: Chaotic Evil
Movement: 30 (50 fly)
Armor Class: 3
Hit Dice: 7+3
Attacks: 3
Damage: See below
Save: F7
Morale: 11
Hoard Class: XX, XIV
XP: 1490



The dracolisk is a pairing of black dragon and a basilisk. The dracolisk has six legs but its colour, head shape, and wings reveal its black dragon heritage. The creature has a short, curved horn, similar to a rhino that protrudes from its nose.

A dracolisk can spit a stream of acid similar to a black dragon. It can use its breath weapon three times per day, inflicting 4d6 points of damage (5 feet wide and 20 feet long). A saving throw versus Breath Weapon halves the damage.

The dracolisk possesses a gaze weapon (30-foot range) that can petrify its target (save versus Petrification to negate). Blind attacks suffer a -4 penalty. It is almost (90%) immune to its own gaze.

The creature attacks with two front claws (1d6 each) and a vicious bite 3d4. It has limited capability to fly - no more than two turns at a time.

Dragonmen

No. Enc: Varies (1d8)
Alignment: Lawful Evil
Movement: 30
Armor Class: Varies
Hit Dice: 3/4/5
Attacks: 1
Damage: By weapon
Save: Varies/HD
Morale: Varies
Hoard Class: VII (15% all categories)
XP: 80 per HD



Dragonmen, sometimes called as drax or draconians, are dragon cultists who have undergone the Ritual of Transmutation to become dragon-like humanoids. Dragonmen are the shock troops of the cult of Vol.

There are three known types of draconians: Thrall, Midiarrii, and Voldrax.

The thrall are considered light infantry and weakest of the dragonmen. They are the most human in appearance and are often mistaken as such from afar. The thrall have small wings but cannot fly. However, they can glide downward on their wings (for no more than 8 rounds at a time).

The thrall possess an armour class of 5 and 3 hit dice. They prefer broadswords, spears, and daggers in melee combat and spears and slings as ranged weapons. If unarmed they can also attack with a claw/claw/bite routine for 1d2/1d2/1d4 hit points of damage.

The midiarrii are the medium infantry of the dragon army. The midiarrii are larger and stronger than their thrall brethren. They have long necks and typically walk with a forward lean. Midiarrii dragonmen possess fully developed wings and can either glide or fly at will, although their capacity for flight is limited to 1 turn (after which they are incapable of flight for 1 turn).

The midiarrii have an armour class of 4 and 4 hit dice. These dragonmen use the broadsword, longsword, dagger, and especially the longbow. If unarmed they can also attack with a claw/claw/bite routine for 1d3/1d3/1d6 hit points of damage.

The voldrax are the heavy, elite infantry of the dragon army. They are the most dragon-like in appearance in comparison to other dragonmen. They are also the tallest, strongest, and broadest of the draconians. The voldrax possess fully developed wings and can glide or fly at will without restriction.

They have an armour class of 2 and 6 hit dice. They prefer two-handed weapons like swords, spears, and pole arms and can cast divine and arcane spells from magical scrolls. If unarmed they can also attack with a claw/claw/bite routine for 1d4/1d4/1d6 hit points of damage.



Elementals

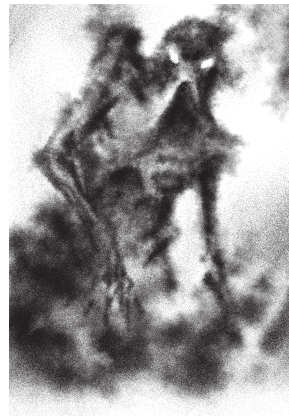
No. Enc: 1
Alignment: Neutral
Movement: 20
Armor Class: 2/0/-2/-4
Hit Dice: 8/12/16/20
Attacks: 1
Damage: See below
Save: Varies
Morale: 10
Hoard Class: None
XP: 1570/2800/3300/5500



Elementals are living beings made of the elements. Only magic and magical weapons can harm elementals. There are four different power levels of elemental, and the level is determined by the means used to summon them. Any elemental summoned with a staff is the weakest of the three, having AC 2, HD 8, and DMG: 1d8. Any elemental summoned with other miscellaneous magic items has AC 0, HD 12, and DMG: 2d8. Elementals summoned with a spell have AC -2, HD 16, and DMG: 3d8. Huge Elementals are rarely encountered and have AC -4, HD 20, and DMG 4d8.

Lava Elemental

Lava Elementals are drawn from the Elemental Plane of Fire. Lava Elementals have a vaguely humanoid shape comprised of liquid hot magma. Their eyes and mouths burn with the intensity and heat of a furnace. All those within 10 feet of a lava elemental take 1d4 hit points of fire damage per round. All liquid within this radius evaporates. These elementals take no damage from fire or fire-based attacks and cold-based attacks inflict double damage.



Ice Elemental

Ice elementals are drawn from the Elemental Plane of Ice and resemble tall, translucent, white humanoids coated with frost. All those within 10 feet of an ice elemental take 1d4 hit points of freezing damage per round. All liquid within this radius freezes. Ice elementals take no damage from cold or ice based attacks and fire-based attacks do double damage.

Lightning Elemental

Lightning Elementals are drawn from the Elemental Plane of Air. Lightning Elementals have a vaguely humanoid shape comprised of cracking, intertwined bolts of lightning.

Their eyes and mouths burn with the intensity and heat of a furnace. All those within 10 feet of a lightning elemental take 1d4 hit points of electrical damage per round. All liquid within this radius evaporates. These elementals take no damage from lightning, fire, or fire-based attacks.

Smoke Elemental

Smoke elementals appear as an amorphous cloud of thick black ash and soot. The soot is so overwhelming that all those within a 10-foot radius of a smoke elemental must save (Poison). Success results in a -1 to hit penalty from the blinding ash. Failure results in choking and blindness for 1d4+1 rounds (followed by a -2 penalty to hit for the remainder of the melee).

To attack, a smoke elemental will form a roughly human face from its cloud and "bite" for damage. Each successful bite requires an additional saving throw to the above. Penalties for success or failure to the save stack with any existing penalties to the elemental's smoke radius affect.

Faze Fungus

No. Enc: 1d4
Alignment: Neutral
Movement: 10
Armor Class: 6
Hit Dice: 3
Attacks: See below
Damage: See below
Save: F3
Morale: 12
Hoard Class: None
XP: 65



The faze fungus is related to the standard shrieker in most respects except that its cap is larger and red in color.

When it senses movement within 30 feet, the fungus emits a scream that lasts for 1d4 rounds and requires at least one random monster check.

Alongside its scream, it also releases a disorienting spore cloud. Any creatures caught within a 30-foot radius of the fungus will be confused and unable to act (beyond staggering outside the cloud). The condition lasts for 1d4+1 rounds after leaving the cloud. The faze fungus is also called the scarlet shrieker.

Fire Bat

No. Enc: 1d4+1 (2d4)
Alignment: Neutral Evil
Movement: 20 (Fly 40)
Armor Class: 7
Hit Dice: 1
Attacks: 1
Damage: 1d3+Flame
Save: F2
Morale: 8
Hoard Class: XIV (in lair)
XP: 23



The fire bat is a large bat, about two feet in length, indigenous to the Elemental Plane of Fire. Its body is black or brown and it is wreathed in flames. Fire bats leave a trail of flames through the air behind them.

Fire bats will make swooping dive attacks at their prey. With a successful hit a fire bat will bite with its teeth for 1d3 points of damage. It will then immediately burn its prey with intense flames for 1d2 points of damage. A fire bat will inflict automatic flame damage for a total of three rounds unless it is pulled off (Strength Check with 1d2 fire damage) or it dies.

If one fire bat has latched on and flamed its target, other fire bats will be drawn to, and attack, the same opponent.

As a creature of the Plane of Fire, the fire bat is immune to all mundane and magical fire. If found on the Prime Material Plane, fire bats will seek hot humid lairs like volcanoes or lava pools. They might also group together in a campfire, forge, or fireplace as camouflage.

Fire Crab

No. Enc: 1d4+1
Alignment: Neutral
Movement: 20
Armor Class: 2
Hit Dice: 3
Attacks: 2
Damage: 1d8/1d8*
Save: F3
Morale: 8
Hoard Class: None
XP: 95



A fire crab appears as a giant crab in most respects. However, its reddish color and jagged appearance distinguish it.

In combat, fire crabs generate intense heat and flames rise from their back. A fire crab attacks with its two claws, each dealing 1d8 hit points of damage. In addition, opponents will suffer 1d3 points of fire damage on each successful hit. Fire crabs are immune to fire-based attacks and take double damage from cold attacks.

They are native to the Elemental Plane of Fire.

Fire Salamander

No. Enc: 1d4+1
Alignment: Chaotic Evil
Movement: 20
Armor Class: 2
Hit Dice: 8
Attacks: 3 (2 claws, bite)
Damage: 1d4/1d4/1d8
Save: F8
Morale: 8
Hoard Class: XVII
XP: 2060



The flame salamander is native to the Elemental Plane of Fire. It has a lizard-like appearance, with red scales and four limbs. It reaches a length of 12 to 16 feet.

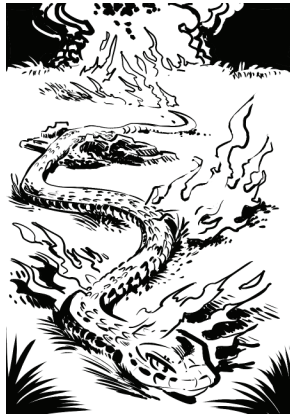
Scorching heat emanates from the flame salamander, and all those within 20 feet take fire damage (1d4 hit points of damage per round).

Flame salamanders are unharmed by all fire-based damage and non-magical weapons.

They are unaffected by sleep or charm spells. These creatures often live in the molten lava of volcanoes, or otherwise in very hot and arid regions. Frost salamanders and fire salamanders are blood enemies.

Fire Snake

No. Enc: (1d6)
Alignment: Neutral
Movement: 20
Armor Class: 6
Hit Dice: 2
Attacks: 1
Damage: 1d4
Save: F2
Morale: 9
Hoard Class: None
XP: 47



Fire snakes, it is believed, are from the Elemental Plane of Fire originally, although they are found on the Prime Material Plane. They are about four feet in length and their colours vary with black, red, orange, and yellow being most prominent.

Fire snakes are immune to all mundane and magical forms of fire.

They prefer hot or humid environments. In the absence of such a location they will seek fires of any type or lava pools to remain warm. In the latter examples fire snakes are nearly imperceptible and surprise on a 1-4 on d6.

Their bite strikes for 1d4 points of damage. They also inject venom that burns and causes the victim to writhe on the ground in agony for 1d4+1 rounds. Prone opponents are +4 to hit.



Fire Toad

No. Enc: (1d4)
Alignment: Neutral
Movement: 20
Armor Class: 6
Hit Dice: 3
Attacks: 1
Damage: 3d4
Save: F3
Morale: 8
Hoard Class: None
XP: 100



Fire toads are about four feet long with large mouths and bulbous eyes. They are normally burnt orange in colour, although some are deep red or maroon.

They constantly drip saliva from the edges of their mouth that burns the ground on contact. It is believed they are originally from the Elemental Plane of Fire but have acclimatized to the warmest environments on the Prime Material Plane.

Most fire toads will flee direct combat. However, if cornered or forced to defend themselves they will belch a gout of lava and flame at their aggressors akin to a *Fireball*. The glob of incendiary fluid has a range of 20 feet and covers a 10x10 foot square. All those caught in the area of effect take a number of hit points of damage equal to the total remaining hit points of the toad at the time of the attack. A saving throw versus Breath Weapon indicates half damage.

There is a 1-4 on d6 chance that a fire toad will have either Hoard Class X (50%) or XI (50%) in its belly.

Fog Giant

No. Enc: 1d4
Alignment: Neutral Evil
Movement: 40
Armor Class: 1
Hit Dice: 14
Attacks: 1
Damage: 4d6
Save: F14
Morale: 12
Hoard Class: XVIII
XP: 5100



Fog giants have pale white skin with dark black eyes and greasy black hair. They are related to giant-kin broadly defined but are closest to cloud giants, their distant cousins.

Fog giants have exceptionally keen senses, and like minotaurs, are never lost or confused by direction regardless of environmental conditions like fog, mist, snow, etc. They prefer to live in high mountains near the clouds or in remote misty valleys or vast woodland bogs. They can hide themselves in thick fog at will and will surprise opponents most of the time 1-5 on d6.

They prefer broad two-handed weapons like swords and axes. Like all giants, they can throw large rocks up to 25 feet away and inflict 1d10 hit points of damage. They can bat away large mundane missiles (anything larger than an arrow) without effect.

Fog giant language is a guttural combination of their own dialect, the cloud giant dialect, and Black Tongue.

Freant

No. Enc: 1d8
Alignment: Neutral (Evil)
Movement: 30
Armor Class: 3
Hit Dice: 6
Attacks: 2
Damage: 1d8/1d8
Save: F2
Morale: 6
Hoard Class: XX
XP: 1070



A freant is a frozen or frost treant native to the Elemental Plane of Ice. A freant appears like a dead tree covered in ice (about 18 feet tall). Their eyes are a piercing pale blue. Freants are very long lived, and as such they take few actions, including speaking, with any haste.

A freant's legs fit together when closed to look like the trunk of a tree, and a motionless freant is nearly indistinguishable from a tree. For this reason, at a distance of more than 30 yards, a motionless freant cannot be distinguished from a normal tree. Because of their inconspicuous nature, they often attack with surprise (1-3 on d6).

Freants have the ability to control two normal trees with a range of 60ft. These animated trees will engage in combat with the same characteristics of a freant. Freants may stop or start animating trees at will. In addition to clubbing or crushing damage from stomping their enemies, opponents must save versus Petrification or take an additional 1d3 points of cold damage.

They fear fire and take double damage from magical fire attacks.

Frettin

No. Enc: (1d2)
Alignment: Chaotic Evil
Movement: 40
Armor Class: 3
Hit Dice: 10
Attacks: 2
Damage: 3d6/3d6
Save: F10
Morale: 9
Hoard Class: XIX
XP: 2400



Frettins are frost ettins. They may be related to frost giants, or the result of a union between an ettin and a frost giant.

Frettins possess their own culture and can be found in frigid climes on the Prime Material Plane or on the Elemental Plane of Ice. Like frost giants they have white skin and beards and piercing blue eyes. They wear tattered skins and often use barbed weapons, such as great clubs. They have two heads, each of which controls one arm.

Frettins are seldom surprised (1 on d6) because one head or the other is usually keeping watch.

Frogling

No. Enc: 2d6 (3d10)
Alignment: Chaotic Evil
Movement: 20 (Jump 30)
Armor Class: 6
Hit Dice: 1-1
Attacks: 1
Damage: By weapon
Save: F1
Morale: 7
Hoard Class: III (XX)
XP: 7



Froglings, also called bullywugs or frogmen, are often found in marshes and moors. They have large round eyes, a broad mouth, and are from 3 feet to 3 1/2 feet tall. They possess thin arms and legs that belie their strong leaping ability. They have muted olive green to bright green skin with lighter coloured underbellies and wear drab clothing to reflect their environment.

Froglings use primitive weapons. They prefer clubs, spears, nets, and short swords. Their weapons are often improvised and in disrepair. They use wooden shields or shields made from tortoise shells. Froglings have naturally tough hides and are very agile. They rarely wear mail, but instead create armour from scraps and

bits they have scavenged or looted.

Froglings possess a unique jumping ability useable once per combat. They can either use their jump to attack an opponent (+1 to hit) or they can use their unique jumping ability to disengage from an opponent without incurring an attack as they flee. Froglings take advantage of their natural "hit and run" ability and prefer to ambush unsuspecting prey.

For every six froglings, there will be a sub-leader with two hit dice. For every 20 encountered, there will be a frog king with 3 hit dice with a +1 bonus on all damage rolls. The king will have two sub-chiefs (2 HD) that serve him as bodyguards. The king will have a hoard class of XX. Alongside the king and the bodyguards, there is a 75% chance the tribe will have a witchdoctor or shaman (with the hit points and casting abilities of a third level cleric or magic-user). Any tribe will have females and young (25%) in addition to the total number of males.

Froglings have a disagreeable nature, even with each other. Whenever one tribe of froglings meets another tribe, or a tribe of orcs or goblinoids, there is a 1 on d6 chance of a shoving match (65%) or conflict (35%) breaking out between them. Froglings speaking their own language. Shamans will also speak Black Tongue.

1d6 Weapons

1-2 Spear (1d6) and Net

3-4 Spiked Club (1d6) and Sling

5-6 Shortsword and Javelins (3)

1d6 Armour

1-2 AC: 6 (No armour)

3-4 AC: 5 (Shell Chain)

5-6 AC: 4 (Shell Chain and Turtle Shield)



Frost Man

No. Enc: 1d6+2

Alignment: Lawful Evil

Movement: 30

Armor Class: 5

Hit Dice: 3

Attacks: 1

Damage: By weapon

Save: F3

Morale: 9

Hoard Class: See below

XP: 80



Frost men have pale white skin, black hair, and the palest of blue eyes. At a distance, they appear human and can pass as men of northern stock. Despite their appearance they are the result of diabolical wizardly experimentation between humans and ice devils.

All frost men look identical, although they may choose to dress or groom themselves differently. They typically wear eyeglasses or snow-goggles to hide their eyes (and their nature) from outsiders.

They have an evil disposition, identical ability scores (15 for each), and may class as fighters, clerics, thieves, or even magic-users. Their clerics wear deep blue cloaks with white trim and appear to lead their society. Their deity is unknown.

They carry weapons appropriate to their class. Classed frost men are worth an additional 50 experience points per level. They prefer axes, spears, and crossbows made of enchanted ice (+1 to damage). Any non-frost man that touches these weapons takes 1d4 damage.

Frost men radiate a cold aura within 5 feet that causes 1d2 points of damage (save versus Breath Weapon for half damage). The effect is not cumulative with additional frost men.

It is unknown how frost men procreate or if frost women or children exist. Their culture and social organization is completely unknown. They dress simply, often in skins or furs, despite being immune to cold (mundane and magical).

They carry their personal treasure in pouches and sacks. They value diamonds and crystals and will normally have 1d4 of either (or both) worth 1d100 + 75gp each. There is a 1 on d8 chance of exceptional value (+500gp).

Frost Salamander

No. Enc: 1d3
Alignment: Chaotic Evil
Movement: 20
Armor Class: 3
Hit Dice: 12
Attacks: 5
Damage: See below
Save: F12
Morale: 9
Hoard Class: XVIII
XP: 4400

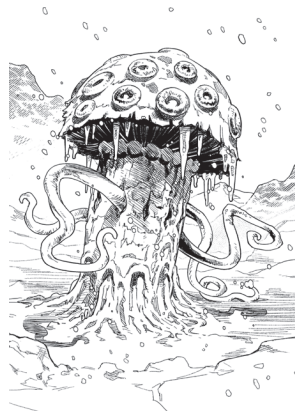


The frost salamander resembles a flame salamander, except that it has six limbs and is white or bluish white. It attacks with its front four claws (1d6) and a bite (2d6). The frost salamander is native to the Elemental Plane of Ice.

Bone-chilling cold emanates from the frost salamander, and all creatures within 20 feet receive 1d6 hit points of cold damage per round. Frost salamanders are unharmed by all cold-based damage and non-magical weapons. They are unaffected by sleep/charm spells. These creatures prefer to live in icy and cold regions. Frost and fire salamanders are blood enemies.

Frozen Fungi

No. Enc: 1d3
Alignment: Neutral
Movement: 10
Armor Class: 5
Hit Dice: 3
Attacks: 1-4
Damage: See Below
Save: F3
Morale: 8
Hoard Class: None
XP: 95



Frozen or ice fungi are distantly related to violet fungi that have adapted to arctic climates. They are rather stout, approximately 3 feet to 5 feet tall. A frozen fungi's coloration ranges from white to pale blue and is sometimes covered in light grey spots. They are often mistaken as mounds of snow and surprise on a 1-3 on d6.

A frozen fungus attacks creatures that approach within 10 feet by flailing its 1d4 tentacles. The tentacles extend outward from the body of the fungus and inject a cold slime that causes a victim to rot into a corpse within 2d4+1 rounds unless a successful save versus

Poison is made. The corpse will then sprout a new fungus within 1d4 days. The rotting effect is neutralized if the spell *Cure Disease* is cast on the victim.

Fungus Man

No. Enc: 1d12 (3d20)
Alignment: Neutral
Movement: 20
Armor Class: 5
Hit Dice: Varies
Attacks: 1
Damage: Varies
Save: Varies
Morale: 9
Hoard Class: IV
XP: 10 per HD

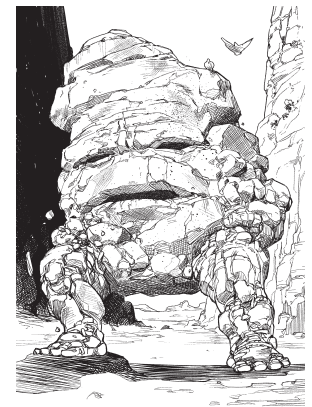


Fungus men, also called mushroom men or myconids, resemble humanoid mushrooms with arms and legs. They are found underground in dark subterranean passages and fear direct sunlight.

They vary in size from 1 to 6 hit dice with each hit die corresponding to roughly two feet in height. Fungus men attack with their fists which do 1d4 points of damage per hit die. Each colony of 20 or more includes a king with 6 HD (XP: 275) and a shaman, also with 6 HD, called a shroom or a sporceror. The sporceror has the spell casting ability of a fourth level magic-user (at minimum) and can use the following once per day: *Control Plants*, *Plant Growth*, *Entangle*, *Faerie Fire*, *Find Plants*, and *Speak with Plants*.

Galeb Duhr

No. Enc: 1d4
Alignment: Neutral
Movement: 20
Armor Class: Varies
Hit Dice: Varies
Attacks: 2
Damage: Varies
Save: Varies
Morale: 10
Hoard Class: II(x3)
XP: See below



A galeb duhr is a monster that closely resembles a rock or boulder with stubby arms and legs. They have dark eyes hidden under oversized rocky brows and have large broad mouths.

The galeb duhr can be found on the Elemental Plane of Earth or on the Prime Material Plane in mountainous and rocky areas. They vary in hit dice, armour class, and damage (see the following chart):

HD	AC	Damage	XP
5	0	2d6	200
6	0	2d6	320
7	-1	3d6	440
8	-1	3d6	1,060
9	-2	4d6	1,700
10	-2	4d6	1,700

Adult galeb duhrs (8-10 HD) have special abilities. They may use the following spells at 20th level of magic use: *Stone Shape*, *Move Stone*, *Transmute Rock to Mud*, *Passwall*, and *Wall of Stone*. They can also animate 1d2 boulders within 10 feet (treat these as 6 HD).

Galeb duhrs take no damage from lightning based attacks or mundane fire. They save at -4 against (and also take double damage) from cold-based attacks, and are +4 on saves against magical fire from which it will take normal damage.

Giant Ant

No. Enc: Varies
 Alignment: Neutral
 Movement: 20
 Armor Class: Varies
 Hit Dice: Varies
 Attacks: 1
 Damage: Varies
 Save: Varies
 Morale: 9
 Hoard Class: None
 XP: 20 per hit die

Giant Exploding Ant

No. Enc: Varies
 Alignment: Neutral
 Movement: 20
 Armor Class: Varies
 Hit Dice: Varies
 Attacks: 1
 Damage: Varies
 Save: Varies
 Morale: 12
 Hoard Class: None
 XP: 40 per hit die

These giant insects are often found in three varieties: workers, soldiers, and exploding ants.

Workers are normally three feet long and typically have an armor class of 4 and 2 hit dice. They attack once per round for 1d6 points of damage.

Soldiers are normally four feet long and are stronger and more resilient. They have an armor class of 2 and 3 hit dice. They attack once per round for 2d4 points of damage. On each successful hit they may also sting for 1d4 points of damage.

For every 20 ants there will be a queen with an armor class of 3 and 10 hit dice. The queen is a noncombatant. For each queen there will be 10-40 larvae overseen by the worker ants. Giant ants will never retreat if defending the queen.

Giant ants tend to have little treasure but in some rare instances they inexplicably mine precious metals. This occurs in about 30% of nests, and there will be as much as 1d10x1000 gold pieces' worth of raw gold nuggets.

Giant Exploding Ants:

Exploding ants, workers and soldiers, have the same AC, HD, and damage as other giant ants.

The primary difference is that worker exploding ants, called *Colobopsis Explodens*, respond to threats by purposefully clenching (and thereby fatally rupturing) their abdomen walls, spattering anything adjacent with neon yellow acidic fluid for 1d6 points of damage the first round, and 1d3 points the second round. If a target is wearing armour they are allowed a save versus Breath to half the damage. A failed save results in the destruction of normal armour.

There is a 1 on d6 chance that the explosion of one ant will cause an adjacent ant to also explode.

Giant Dragonfly

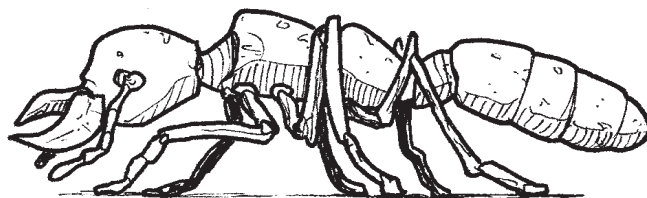
No. Enc: 1d4
 Alignment: Neutral
 Movement: 20 (Fly 80)
 Armor Class: 3
 Hit Dice: 7
 Attacks: 1
 Damage: 4d4
 Save: F8
 Morale: 12
 Hoard Class: None
 XP: 1140



Giant dragonflies are known for their speed, darting, and hovering abilities. As such they receive +2 on all initiative checks.

With initiative, these insects are immune to melee weapons and ranged attacks are at -4. Without initiative, they may be attacked normally and missile weapons are at -2.

Due to their scintillating, gleaming coloration, giant dragonfly skin is highly valuable. One 800gp patch of skin can be taken from each adult, although the utmost time and care must be taken when harvested.



Giant Earthworm

No. Enc: 1d6
Alignment: Neutral
Movement: 30
Armor Class: 6
Hit Dice: 4
Attacks: 1 (bite)
Damage: 1d8
Save: F4
Morale: 9
Hoard Class: XXI
XP: 190



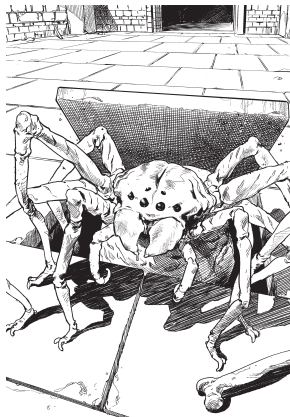
These 30-foot long worms attack with wide, toothed-rimmed mouths.

Giant earthworms are able to swallow prey whole on an attack roll of 19 or 20. A swallowed opponent takes 1d8 hit points of automatic damage each round until the worm is killed. If swallowed, only a dagger can be used to cut through the worm at a -4 penalty.

These worms can burst forth from floors or walls and surprise 50% of the time (1-3 on d6).

Giant Flagstone Spider

No. Enc: 1d3
Alignment: Neutral
Movement: 20
Armor Class: 3
Hit Dice: 1
Attacks: 3
Damage: 1d2 + poison
Save: F1
Morale: 8
Hoard Class: VI
XP: 16



This species of giant spider is a relative of the trap-door spider. One pair of their forward legs resembles claws, which it uses to pry up, and dig under, flagstones.

The spider lairs underneath its trapdoor, which is 90% indistinguishable from the floor. Flagstone spiders attack with surprise 50% of the time (1-3 on d6). A bite from a flagstone spider requires a save versus Poison (+2) or die.

Giant Mosquito

No. Enc: 1d10
Alignment: Neutral
Movement: 20 (Fly 60)
Armor Class: 6
Hit Dice: 1
Attacks: 1
Damage: 1hp + special
Save: F1
Morale: 12
Hoard Class: None
XP: 19



Giant mosquitoes are about three feet in length with six long gangly legs and translucent wings.

They attack by latching on to their prey (1 hit point in the first round) and using their proboscis to suck blood, inflicting an automatic 1d6 hit points of damage in subsequent rounds.

Their victims must save versus Poison. Failure indicates that their prey immediately develops a horrible sickness for 10 days, cannot fight, and can only move at 50% normal rate unless a *Neutralize Poison* spell is cast. Only a successful strength check can pull a living giant mosquito from its prey.

Giant Pterodactyl

No. Enc: 1d2
Alignment: Neutral
Movement: 10 (Fly 180)
Armor Class: 5
Hit Dice: 6+6
Attacks: 1
Damage: 4d4
Save: F6
Morale: 9
Hoard Class: XVIII (lair)
XP: 680



These flying dinosaurs have a ten-foot long neck and sharp razor teeth. If a giant pterodactyl dives and attacks its prey, it does so at +4 and inflicts double damage. They weigh about 300 pounds and sages believe they can carry three times that weight in their jaws.



Giant Saw-Toothed Beetle

No. Enc: 1d4
Alignment: Neutral
Movement: 30
Armor Class: 7
Hit Dice: 4
Attacks: 1
Damage: 2d6
Save: F4
Morale: 12
Hoard Class: VI (in lair)
XP: 190



A giant saw-toothed beetle has oversized, serrated mandibles to chew and crush its food. These creatures are about six feet long.

On a successful attack, the saw-toothed beetle inflicts 2d6 points of damage and immobilizes its prey in its massive mandibles.

The beetle automatically inflicts 1d8 points of damage each round until its target is killed.

Giant Slicer Beetle

No. Enc: 1d3
Alignment: Neutral
Movement: 30
Armor Class: 2
Hit Dice: 6
Attacks: 1
Damage: 3d8
Save: F6
Morale: 12
Hoard Class: XIX
XP: 570



This huge beetle has a triangular head, two long razor-sharp mandibles, and a black body.

This creature is often mistaken as a giant stag beetle. Slicer beetles are approximately 10 feet in length but the largest can grow as big as 20 feet long.

If a slicer beetle scores a natural 20 (and its prey fails a save versus Death), it severs an extremity (roll 1d6 to randomly determine which limb is severed: 1-3 arm, 4-6 leg (50% chance of right or left)).

There is a 35% chance of mismatching magical gloves and/or gauntlets and/or boots in its lair. The effect of mismatching magical items is subject to the discretion of the referee.

Giant Snowy Owl

No. Enc: 1d4
Alignment: Neutral
Movement: 10 (Fly 70)
Armor Class: 6
Hit Dice: 4
Attacks: 3
Damage: 2d4/2d4/1d4+1
Save: F4
Morale: 8
Hoard Class: XI(x5), XXII
XP: 190



The giant snowy owl, or arctic owl, is a nocturnal bird of prey. They are feared for their ability to hunt and attack in near silence.

They nest on the ground and will hunt and eat both live prey and carrion. They have yellow eyes and black beaks with beautiful white plumage.

A giant snowy owl stands about 12 feet tall and has a wingspan of up to 20 feet. When annoyed or disturbed males make a distinctive *kek-kek* sound.

Snowy owls tend to swallow their prey whole. They have strong stomach juices that digest flesh, while dissolving and compacting indigestible items like bones, teeth, fur, etc., into stones they regurgitate a day after feeding. The owls often regurgitate near their regular perches, where dozens of stones and items may be found.

In a nest there is a 25% chance of finding 1d4 eggs and a 25% chance of finding 1d4 chicks. Eggs and young are valuable, as they can be raised and trained as mounts.



Goblin

No. Enc: 2d4 (6d10)
Alignment: Chaotic Evil
Movement: 20
Armor Class: 6
Hit Dice: 1-1
Attacks: 1
Damage: by weapon
Save: F1
Morale: 7
Hoard Class: III (XX)
XP: 6



Goblins stand about 3 to 3.5 feet tall. Their skin color ranges from yellow through any shade of orange to a deep red. Usually the members of a single tribe are roughly the same color. Goblins wear clothing of dirty leather and tend toward drab, soiled-looking colors. They spend most of their days underground, and as such suffer a -1 penalty to all attack rolls when in full sunlight. They have a long range of dark vision, to 90 feet. Goblins and dwarves are bitter enemies, who they hate above all other humanoid.

For every two-score goblins, there will be a goblin king who attacks as a 3 HD monster with a damage bonus of +1. Normally, 2d6 loyal bodyguards accompany the goblin king. The bodyguards each have 2d6 hit points, and attack as monsters with 2 HD. All goblins in the presence of the king have a morale score of 9.

There is also a 50% chance of a goblin shaman to oversee the tribe. The shaman has 3 HD and the abilities of Level 3 Cleric/Magic-User. The goblin lair always has more treasure (hoard class XX). Any tribe consists of roughly 25% females and young to the total number of males.

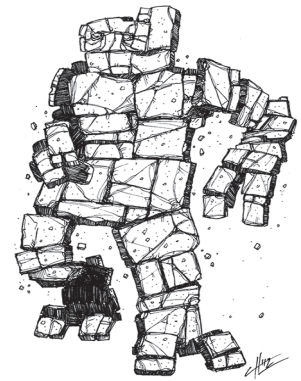
Goblins often use wolves as mounts and 20% of the time 25% of their number will be mounted. This includes giant or huge bats and biyakks.

Goblins possess an obnoxious and disagreeable nature, even with each other. Whenever one tribe of goblins meets another tribe of goblins, orcs, or goblinoids, there is a 1 on d6 chance of a shoving match (65%) or conflict (35%) breaking out between them. Goblins speak a dialect Black Tongue.

D6	Armor	D6	Weapon
1-3	Leather/Shield (AC7)	1-3	Club & Dagger
4-5	Studded (AC7)	4-5	Spear & Dagger
6	Studded/Shield (AC6)	6	Scimitar & Sling

Golem, Flagstone

No. Enc: Varies
Alignment: Neutral
Movement: 20
Armor Class: 6
Hit Dice: Varies
Attacks: 2
Damage: varies
Save: Varies
Morale: 12
Hoard Class: None
XP: 50/HD



A flagstone golem is constructed from the stones and mortar used in dungeon walls and floors. These monsters often serve as special camouflaged guardians to protect crypts and other important locations.

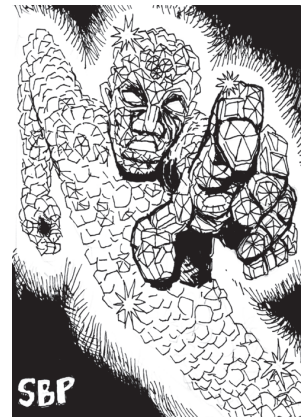
Flagstone golems are relatively flat and pull themselves away from the wall or floor to surprise tomb-robbers.

Bludgeoning weapons do full damage (all others do half). Only spells that affect stone will cause these golems full damage (acid, fire, cold, and electricity cause half damage).

The size and damage inflicted by a flagstone golem's fists varies subject to hit dice - HD: 1-3 (1d6 each) and HD: 4-6 (1d8 each), HD: 7-10 (1d10 each).

Golem, Gemstone

No. Enc: 1
Alignment: Neutral
Movement: 30
Armor Class: 0
Hit Dice: 8
Attacks: 1 or 2
Damage: Varies
Save: F8
Morale: 12
Hoard Class: None
XP: 1560



Gemstone golems are constructed by powerful clerics and magic-users and are bound as tomb guardians.

They activate when certain conditions or stipulations are met or broken (such as a living creature entering the crypt they have been assigned to protect).

Gemstone golems appear as a huge hoard of gemstones of all shapes, sizes, varieties, and cuts. However, when disturbed, the gemstone golem draws itself up quickly into a large, roughly humanoid shape with great fists.

These golems attack twice per round with their fists for 1d10 points of damage each; or, once every three rounds, they can issue forth a hail of gemstones from their body. This attack functions similar to a breath weapon and does 8d4 points of damage (save versus Breath for half) to anyone caught in a cone 30ft long and 30ft wide at its terminal end.

When defeated, PCs can collect 4d4+8 gemstones. Consult the random gem table in the Labyrinth Lord Core Rulebook to determine their value.

Golem, Runic

No. Enc: 1
 Alignment: Neutral
 Movement: 20
 Armor Class: 5
 Hit Dice: 7
 Attacks: 1
 Damage: 1d10
 Save: F7
 Morale: 12
 Hoard Class: None
 XP: 1490



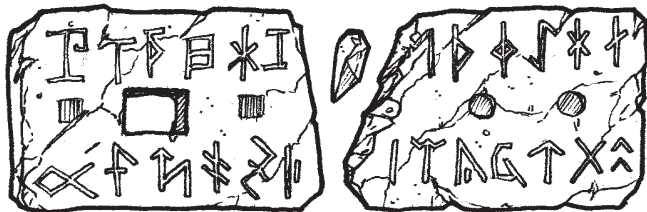
A runic golem is roughly humanoid in shape and is comprised of magical runic tablets. These golems are often used to guard tombs and crypts of import.

When a runic golem is first activated - normally by an intrusion into the crypt it guards - its magical energy flickers on and off momentarily as if powering up after a long dormancy.

The golem defends the crypt by bashing opponents with its fists. When this golem is struck opponents must save (Spells) or randomly activate a runic tablet (roll 1d6) with the following effect cast at 7th level (if applicable):

- | | |
|-----------------------|---------------------|
| 1. Burning Hands | 4. Hold Person |
| 2. Silence 15' Radius | 5. Glyph of Warding |
| 3. Cause Light Wounds | 6. Magic Missile |

These golems are unaffected by non-magical weapons. Like all golems they are immune to *sleep*, *charm* and *hold* spells. They are unaffected by poison or gases. When a runic golem is destroyed, 1d4 runic tablets will remain intact.



Golem, Salt

No. Enc: 1
 Alignment: Neutral
 Movement: 20
 Armor Class: 2
 Hit Dice: 10
 Attacks: 2
 Damage: 1d12/1d10
 Save: F10
 Morale: 12
 Hoard Class: None
 XP: 2400



Salt golems look like a rough-hewn mass of bipedal salt crystals with no apparent face. Salt golems make two attacks per round - one arm ends in a mace-like club (1d12) and the other in a sharp piercing spike (1d8). All those within 10ft of the golem suffer 1d2 points of dehydration damage per round. Salt golems take double damage from water-based attacks.

Grub Globules

No. Enc: 1d4+1
 Alignment: Neutral
 Movement: 0
 Armor Class: 10
 Hit Dice: 1hp/globule
 Attacks: See below
 Damage: See below
 Save: F1
 Morale: 12
 Hoard Class: VII
 XP: 7



Grub globules are orb-like membranous cysts that grow in damp subterranean environments. They hang fruit-like from vines that grow, from carrion or dead organic tissue infected with rot grubs, up dungeon or cavern walls. There are 1d4+1 cysts per globule. The cysts glow with a pale yellow-green bioluminescence. The cysts sense movement (10ft) and react by bursting and ejecting 1d4+1 rot grubs onto its target.



Ice Hag

No. Enc: 1
Alignment: Neutral Evil
Movement: 30
Armor Class: 7
Hit Dice: 8
Attacks: 1
Damage: 2d6
Save: F8
Morale: 8
Hoard Class: XIX
XP: 2560



Ice hags are beings from the Elemental Plane of Ice. Some sages believe they are old crone-demons from that realm. They appear to be bent and misshapen old women, with ugly faces, malicious eyes, and long noses.

Despite their outward appearance they are quick of foot and have long talons and a cold touch that does 2d6 hit points of damage. They attack lawful and fire-based creatures on sight, if the odds of success seem favorable. An ice hag has the following spell-like abilities usable at will: *Detect Good*, *Know Alignment*, *Polymorph Self*, *Sleep* (affects up to 12th level beings) and may use the following spell-like abilities 3 times per day: *Magic Missile* (Ice shards that cause 2d8 damage) and *Ray of Enfeeblement*. An ice hag can pass through ice and snow at will.

Ice hags may visit the dreams of individuals by using a special magical periapt known as an ice-stone. The hag takes ethereal form and hovers over the victim. Once a hag invades the victim's dreams, the sleeper suffers from tormented dreams and permanently loses 1 point of CON upon awakening. This process may be repeated nightly until a victim reaches 0 CON and dies. If this happens, the hag returns to her home plane with the victim's soul, and the victim may not be raised, resurrected, or reincarnated.

Ice hags brew strange potions, concoctions, and especially, ice-wine. Humans and demi-humans who drink ice-wine will suffer a random potion effect. A hag will always have 1d4+1 bottles in lair.



Ice Snake

No. Enc: 1d6
Alignment: Neutral
Movement: 20
Armor Class: 6
Hit Dice: 2
Attacks: 1
Damage: 1d4
Save: F2
Morale: 9
Hoard Class: None
XP: 47



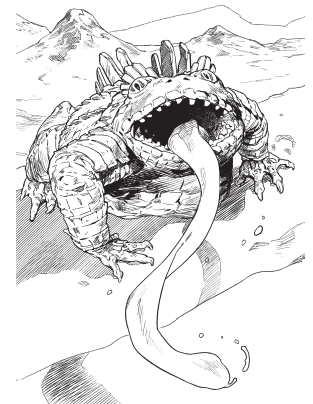
Ice snakes it is believed, are from the Elemental Plane of Ice originally, although they are found on the Prime Material Plane in frigid climates. They are about six feet in length and their colours vary with white, blue, and aquamarine.

Ice snakes are immune to all mundane and magical forms of cold. They prefer freezing or frigid environments. In the absence of such a location they will seek near freezing water to remain cold. In the latter examples ice snakes are nearly imperceptible and surprise on a 1-4 on d6.

Their bite strikes for 1d4 points of damage. They also inject venom that burns cold and causes the victim to writhe on the ground in agony for 1d4 rounds. Prone opponents are +4 to hit.

Ice Toad

No. Enc: 1d4
Alignment: Neutral
Movement: 30
Armor Class: 4
Hit Dice: 5
Attacks: 1
Damage: 3d4
Save: F5
Morale: 7
Hoard Class: XIV
XP: 800



Giant ice toads are 8-foot long and live in cold and frigid climates. Giant ice toads have a swallow attack, and are capable of swallowing human-sized opponents. They lash out with 20-foot long tongues, and on a successful attack yank a victim to its mouth for a bite attack (3d4). Swallowed opponents automatically suffer 1d6 hit points of damage per round until freed. In addition, once every 2 rounds a giant ice toad may emit an icy blast, similar to a shockwave, at all creatures within a 10-foot radius. All creatures susceptible to cold-based attacks suffer 3d6 hit points damage.

Ice Troll

No. Enc: 1d6
Alignment: Chaotic Evil
Movement: 30
Armor Class: 6
Hit Dice: 3+3
Attacks: 2
Damage: 1d8/1d8
Save: F3
Morale: 9
Hoard Class: XIX
XP: 275



Ice trolls are beings of the Elemental Plane of Ice, but they have been found on the Prime Material Plane in arctic climates. Their bodies are white with a blue sheen and their eyes are a piercing blue and silver.

Ice trolls attack with their two claws and may divide their two attacks against multiple opponents. Most adults are about 9 feet tall and have exceptionally long arms. Ice trolls possess the size and reach (10 feet) to attack a second rank of opponents if they chose. They take no damage from cold-based attacks and double damage from magical fire. Ice trolls can only be struck by magical weapons. They possess superior senses and darkvision, to a range of 90 feet.

Ice trolls regenerate 2 hit points per round but they must be in contact with ice or snow.

Lava Weird

No. Enc: 1
Alignment: Neutral
Movement: Special
Armor Class: 4
Hit Dice: 8
Attacks: 1
Damage: 1d8
Save: F8
Morale: 12
Hoard Class: XIV, XIII, XII
XP: 2560



A lava weird appears as a large pseudopod that emerges from a pool of lava. This appendage looks like a snake at first glance but does not possess eyes or a mouth.

A lava weird attacks by bashing opponents with its appendage for 1d8 points of damage. On a successful hit, the lava weird has grabbed a PC and will attempt to pull the victim back into its lava pool. A successful save (Paralyze) will break the hold. Each round thereafter the held victim automatically takes 1d8 points of

damage of python-like constricting damage plus 1d6 points of fire damage. A lava weird will normally take 2 rounds to pull an opponent into its lava pool (but this is subject to the discretion of the Referee and the PC's proximity to the lava pool).

Once immersed in the lava pool, a victim will take 4d8 points of damage each round. A lava weird is immune to fire damage and takes double damage from cold-based attacks.

Luft Baboon

No. Enc: 2d4 (or 99)
Alignment: Neutral Evil
Movement: See below
Armor Class: 6
Hit Dice: 1+1
Attacks: See below
Damage: See below
Save: F1
Morale: 8
Hoard Class: See below
XP: 33



Flying baboons, also called luft baboons, are powerful and aggressive primates who, through diabolical magical experimentation, have developed powerful leathery bat-like wings.

They create lairs on vertical rocky outcroppings to protect themselves from predators. A typical luft baboon is the size of a large dog weighing from 40 to 90 pounds and from 20 to 45 inches in length excluding the tail. Males normally weight 20 pounds more than females. Luft baboons have darkvision of 30 feet.

Flying baboons have a movement rate on the ground of 20 (bipedal) or 40 (quadrupedal), a climbing speed of 30, and a flight rate of 40. They can attack by weapon type (normally clubs or spears), with a claw swipe for 1d4 points of damage, or with a bite for 1d6 points of damage. They possess below average intelligence and will construct rudimentary weapons and traps to protect themselves. They will also use ranged weapons such as rocks for 1d3 points of damage. The strongest and smartest will improvise weapons, normally clubs or spears (1d6).

A large troop (15 or more, 3d30 in lair) of luft baboons will have a social structure ruled by a dominant male chief who possesses AC 5, 3+3 hit dice, and attacks with +1 to hit and damage. The presence of the dominant male will raise troop morale to 10. There is a 50% chance of a sub-chief with 2+2 HD and attacks at +1 to hit. If a chief and sub-chief are present there

is a 50% chance they will be led by a luft banderlog.

Half the number encountered in lair will be female and there will be 2d4 non-combatant youth.

Luft baboons may train and release flying insects such as giant flies, giant bees, or stirges, to defend themselves.

The nest of a flying baboon may (50%) contain Hoard Class VI (the dominant male will have VII).

Luft Banderlog

No. Enc: 1d6 (3d6)
Alignment: Neutral Evil
Movement: See below
Armor Class: 6
Hit Dice: 4
Attacks: See below
Damage: See below
Save: F4
Morale: 9
Hoard Class: See below
XP: 300



Luft banderlogs are large intelligent gorilla-like primates with bat-like wings. They are larger, stronger, and more intelligent and devious than luft baboons.

They possess their own tribal groups but can also be found among luft baboons, where they can bully their smaller cousins. Similar to luft baboons, it is believed they are the result of magical experimentation.

Luft banderlogs are fond of shiny, glittering treasures like gems (Hoard Class: XI) that they jealously hoard in their lairs. On rare occasions their leaders may wear a treasure as a trophy for the ostentatious display of their dominance to a tribe (1d6 (40%) Jewelry and XI).

These muscular flying primates can be as large as six feet tall on their hind legs and weigh over 200 pounds. They can attack once by weapon type, with their two claws (each 1d4+1 points of damage). If they successfully hit with both claw attacks they automatically receive a vicious bite attack for 1d6 points of damage. They possess the intelligence to use (or improvise) weapons and set traps and ambushes.

Flying banderlogs can beat their wings while hovering just above the ground to create a dust storm. Unless a save versus Paralyzation is made all targets in a cone of effect (10 feet at the base and extending 20 feet in depth and also in width) will immediately will be blinded for 2 rounds. Luft banderlogs have darkvision of 60 feet.

Like luft baboons they savour the taste of human flesh above all things.

Flying banderlogs have a movement rate on the ground of 40 (bipedal) or 60 (quadrupedal), a climbing speed of 40, and a flight rate of 50.

A dominant male chieftain leads every tribe of eight or more luft banderlogs. The male has AC 4, 4+3 hit dice, and strikes for 1d6 with fists and a bite for 1d8 points of damage. He also receives a +1 on attack and damage rolls. Luft banderlogs are green-skinned with brownish fur. They have a simple language of their own and may know select words or phrases from humanoids or monstrous humanoids with whom they come in contact.

Magman

No. Enc: 1d8
Alignment: Chaotic Neutral
Movement: 20
Armor Class: 6
Hit Dice: 2
Attacks: 1
Damage: 1d6
Save: F2
Morale: 6
Hoard Class: None
XP: 50



Magmen are small (3-foot tall) mischievous humanoids from the Elemental Plane of Fire. They migrated through gates and spells to the Prime Material Plane. They prefer hot climates and environments like volcanoes and deep places in the ground warmed by the earth. They are cowardly, and prefer to flee direct combat unless in ambush.

Their touch lights flammable objects on fire, and they revel in the chaos this creates among humans (whom they also enjoy lighting ablaze). Their burning touch (or punch if defending themselves) causes 1d6 points of damage and the flames they create last for two more rounds (1d2, then 1) unless extinguished. Note that this will light scrolls, clothes, and clothing aflame.

Magmen are immune to fire-based attacks, mundane and magical. Non-magical weapons only cause half-damage and there is a 50% chance the weapon will melt. Only magical weapons strike for full damage and are immune to the heat of a magman.

Magmen possess the ability to meld into a magma elemental in sufficient numbers (4/5/6/10 magmen can thus form an 8/10/12/20 HD magma elemental).

Mephit (Fire)

No. Enc: 1
Alignment: Chaotic Evil
Movement: 30 (Fly 50)
Armor Class: 5
Hit Dice: 3+3
Attacks: 2
Damage: 1d4/1d4
Save: F3
Morale: 7
Hoard Class: None
XP: 205



Fire mephits are minor elemental beings used by wizards as spies, couriers, or peons. Mephits are highly intelligent and enjoy playing pranks and tricks on their masters. Fire mephits are also summoned and confined to heat rooms and baths.

A fire mephit's body and extremities are black, thin and wispy. Their eyes are bright yellow and their bodies are surrounded by flames. They have long noses and ears. Wings extend from their thin backs.

A fire mephit possesses two magical powers that can be used once per day. These include *Heat Metal* and *Pyrotechnics*.

A fire mephit attacks with two claws (1d4 each) and each successful hit scores an additional point of flame damage. Once per combat a flame mephit can unleash a minor breath weapon at a single target for 2d4+1 hit points of damage (half with a successful saving throw).

Alternatively, they can choose to flame a 10ftx10ft square area. All those within take 5 hit points of damage (no save, also once per combat).

A fire mephit, once per day, can use its powers to gate another fire mephit. First, it will flame the ground with its breath weapon, followed by casting its two spell-like powers into the fire. It has a 1-2 on d6 chance gating a new mephit through the fire and smoke.

Mephit (Steam)

No. Enc: 1
Alignment: Chaotic Evil
Movement: 30 (Fly 50)
Armor Class: 5
Hit Dice: 3+3
Attacks: 2
Damage: 1d4/1d4
Save: F3
Morale: 7
Hoard Class: None
XP: 205



Steam mephits, like fire mephits, are used by sorcerers as spies and couriers.

A smoke mephit's body appears semi-formed and in flux. It possesses an aura that exudes soot and smoke. A trail of smoke always lingers behind it.

Like other mephits, its extremities are extremely thin. Their eyes are dark gray and indistinguishable from the colour of its face and body. They have long noses, ears and wings extend from their backs.

A smoke mephit possesses two magical powers that can be used once per day. These include *Faerie Fire* and *Obscuring Mist*.

A smoke mephit attacks with two claws (1d4 each) and each successful hit scores an additional point of asphyxiation damage.

Once per combat a smoke mephit can unleash a minor breath weapon at a single target. The breath is a ball of grimy smoke that causes blindness for 1d4 rounds (successful save negates).

Instead of a single target, they can choose to breathe a sooty cloud in a 10ftx10ft square area. All those within take 5 hit points of damage (no save).

Alternatively, a smoke mephit, once per day, can use its powers to gate another smoke (50%) or fire (50%) mephit. First, it will breathe its haze on the ground, followed by casting its two spell-like powers into the fire. It has a 1-2 on d6 chance gating a new mephit through the soot and smoke.



Mudman

No. Enc: 2d4
Alignment: Neutral
Movement: 10
Armor Class: 10
Hit Dice: 2
Attacks: Special
Damage: Special
Save: F2
Morale: 12
Hoard Class: None
XP: 56



Mudmen appear like normal puddles of mud until disturbed. They will draw themselves up into a vaguely humanoid form and defend themselves in 1 round.

Mudmen hurl mud at their opponents (up to 30 feet). On impact the mud hardens and slows the victim by 1/4 of their movement rate. While hurling, mudmen also move toward, and throw their bodies, at their opponents. If successful, a mudman encases and suffocates its victim inflicting 1d6 points of damage per round unless the face of their target is cleared. If unsuccessful with their body slam, mudmen will reform in 1 round and attack again.

Mudmen are immune to normal weapons and mind-related spells. *Transmute Mud to Rock* destroys them.

Myrmidyte of Matoowb

No. Enc: 1d6
Alignment: Lawful Evil
Movement: 30
Armor Class: See below
Hit Dice: 6
Attacks: 1
Damage: See below
Save: F6
Morale: 10
Hoard Class: See below
XP: 1570



Myrmidytes are elite warriors devoted the protection and service of the Necrolytes of Matoowb, who, by means of secret arcane rituals and enchantments, have become undying.

Despite their skin being pulled tightly over their skeletons, myrmidytes are not technically undead, at least not as the term is typically understood. Clerics have no power over myrmidytes and thus cannot turn them.

Like true undead, though, myrmidytes are immune to mind-influencing spells. They also possess a cold touch that deals 1d6 points of damage.

Myrmidytes are typically armed with magical weapons and armour (see the chart below).

	Weapon	Armour*
1	Broadsword +1	Platemail
2	Broadsword +2	Platemail +1
3	Flail +1	Half-Plate AC4
4	Spear +1	Half Plate +1
5	Hammer +1	Mithril Chain AC4
6	Hand Axe +1	Mithril Chain +1

*All myrmidytes carry a buckler shield (50% of these are magical +1) and are able to block most (50%) ranged attacks with their advanced training.

In addition, myrmidytes always carry a dagger and 50% of them carry a Light Repeating Crossbow that fires two shots per round and is cartridge loading with four bolts per cartridge (1d4 damage per bolt). It requires one round to change cartridges. They will also carry one random potion from this list below:

	Potion
1	Speed
2	Extra-Healing
3	Giant Strength
4	Heroism
5	Speed
6	Invulnerability

In return for the gift of immortality, myrmidytes typically guard persons of particular importance to the cult of Matoowb. Their necrolyte overlords will summon Shadow Mastiffs (50%: 1d3) or construct Brass Jackals (50%: 1d3) to accompany the myrmidyte guards.

For every 10 encountered there will be a Master Myrmidyte with 50hp (HD 8) and AC -2 (*Platemail +2, Shield +2*), a *Broadsword +1 Flame Tongue*, a random potion, and a random magical helm or headgear (Referee's discretion). The master attacks twice each round.

While acting as guardians, Myrmidytes hone their swordplay and study the martial techniques of all historical weapon types and styles, completely unfettered by the weaknesses prone to flesh. Myrmidytes never sleep and do not require nutritional sustenance.

Necrolyte of Matoowb

No. Enc. 1d2
Alignment: Lawful Evil
Movement: 40
Armor Class: 3
Hit Dice: 7
Attacks 1
Damage: (1d8)
Save: MU7
Morale: 10
Hoard Class: XVII
XP: 1840



Necrolytes are magic-users devoted the cult of the mage Matoowb who, by means of secret rituals and enchantments, have become undying.

Despite their skin being pulled tightly over their skeletons, necrolytes are not technically undead, at least not as the term is usually understood. Clerics have no power over necrolytes and thus cannot turn them.

Like true undead, though, necrolytes are immune to mind-influencing spells. The cold touch of a necrolyte deals 1d8 points of damage, and all of these creatures can cast spells as if they were 7th-level magic-users (3/2/2/1). Many are also equipped with offensive magic items, such as wands.

In return for the gift of immortality, necrolytes were bound to maintain and defend The Mystical Tower of Matoowb. They are often encountered (75%) with 1d2 myrmidytes of Matoowb to serve as their personal escort. While acting as guardians, they are free to continue their research into magic and occult lore, unfettered by the weaknesses to which all flesh is prone. Necrolytes never sleep and do not require nutritional sustenance.

Peryton

No. Enc: 2d4
Alignment: Chaotic Evil
Movement: 30 (fly 120)
Armor Class: 7
Hit Dice: 4
Attacks: 1
Damage: 4d4
Save: F4
Morale: 10
Hoard Class: XXI
XP: 245



Perytons are otherworldly creatures created, sages believe, through magical experimentation. They

tend to dwell along rocky crags and mountaintops. Perytons possess the head of a stag and the body of an eagle. The cast a human shadow and have their own language.

The monster is adept at attacking with its sharp horns (+2 on "to hit" die) because its claws are too weak to be effective melee weapons.

A peryton attacks a single creature until it is dead. Once it has subdued its prey it rips out the heart of its victim with its sharp teeth.

A peryton requires a heart to reproduce and upon harvesting the organ, it will fly away to do so (sages remain baffled on the detail of the latter point). Perytons prize human hearts above all others. Occasionally they will take human captives for food or reproduction needs.

Perytons can only be struck by magical or silver weapons. Normal weapons do not harm these creatures.

Phantom Stalker

No. Enc: 1d2
Alignment: Neutral
Movement: 40
Armor Class: 3
Hit Dice: 6
Attacks: 2
Damage: 1d4/1d4
Save: F6
Morale: 10
Hoard Class: None
XP: 1570



Phantom stalkers appear as large (8-foot tall), emaciated, purplish humanoids with large round yellowish eyes and clawed hands and feet. They are native to the Elemental Plane of Fire, and are sometimes conjured by wizards and sorcerers (see New Spells) and bound to servitude (messengers, spies, bodyguards, servants, etc.). Phantom stalkers are highly intelligent and will seek to break the bonds of their subjugation and return to the Plane of Fire.

Phantom stalkers possess limited combat ability. They can attack with their two claws (1d4 each). However, they do possess some defensive capability. They are immune to fire both magical and mundane. As a creature of the fire element they take double damage from cold-based attacks. Upon reaching zero hit points a phantom stalker can combust into a 4d6 *Fireball*, if it desires.

Phantom stalkers can *Polymorph Self* at will. They can assume *Gaseous Form* at will and in this state may fly unimpaired. They use this ability effectively when serving as a spy for their masters.

Phase Ghoul

No. Enc: 1
 Alignment: Chaotic Evil
 Movement: 40
 Armor Class: 2
 Hit Dice: 8
 Attacks: 3
 Damage: 1d8/1d8
 Save: F6
 Morale: 12
 Hoard Class: XVII
 XP: 3060



The phase ghoul is a hideous undead monstrosity. The ghoul possesses no eyes, nose, or mouth per se. However, the ghoul has the ability to track living creatures within a 50-foot radius.

It can also sense fresh blood within an 80-foot radius to which it is immediately drawn. It attacks with two damaging, paralyzing claws (save versus Paralyze). Once it has paralyzed its prey, the phase ghoul peels back the flesh of its "head" to reveal a single, wide toothed-maw that bites for a devastating 4d6 points of damage.

The creature is native to the Plane of Shadow and enters the Prime Plane through a small, well-hidden gate that is always within a mile of its location.

Although a phase ghoul can take damage, it can only be permanently destroyed on its home plane of existence.

Upon reaching zero hit points the ghoul immediately phases back to the Plane of Shadow where it regenerates to full hit points within 24 hours.



Phycomid

No. Enc: 1d4
 Alignment: Neutral
 Movement: 10
 Armor Class: 5
 Hit Dice: 2
 Attacks: See below
 Damage: See below
 Save: F4
 Morale: 12
 Hoard Class: None
 XP: 65



Phycomids are subterranean tubular fungi often found among common mushrooms and molds. They are partially immune to fire (save at +4 and only take half damage). When threatened, phycomids ejaculate globules of thick sticky mucus as far as 40 feet. There are at least three known types of phycomids (green, white, and yellow):

1. Green: Save versus Poison or be stuck to the ground for 1d4+1 rounds.
2. White: Shoots a wad of spores that sprout into small mushrooms when they come in contact with flesh (1d6+1 damage).
3. Yellow: Shoots a spore cloud that blisters human skin for 1d8 points of damage and can cause permanent blindness unless a save versus Poison is made. This can be cured by a *Cure Blindness* spell.

Raven, Huge

No. Enc: 2d4
 Alignment: Neutral
 Movement: 10 (Fly 60)
 Armor Class: 4
 Hit Dice: 3+2
 Attacks: 1
 Damage: 2d4
 Save: F3
 Morale: 11
 Hoard Class: XVIII
 XP: 170



Ravens are large black birds. They are primarily scavengers. Ravens are omnivorous and will eat unattended food, as well as raid nests and crops. Their presence is considered an ill-omen in many towns and villages.

Ravens possess their own language and some older ravens can possess a vocabulary of about 100 words in Common. Some can even understand the meaning

of basic phrases. This makes standard ravens useful pets and familiars.

Ravens are most often found in flocks, use advance scouts that can report back to the main flock, and as such cannot be surprised in daylight.

They attack with their two claws and a powerful and lightning-fast beak. The claws do no physical damage and are intended to distract an opponent while it pecks at its target.

Ravens are drawn to bright shiny objects including eyeballs. Any attack roll made by a standard or giant raven is 10% likely to directly target an opponent's eye and pluck the organ from the socket.

Ravens are found in three sizes: ordinary, giant and huge.

Raven: Ordinary ravens will attack in a flock. They possess wingspans of 2 to 4 feet. See Insect Swarms in the Advanced Labyrinth Lord Rulebook for more information. Their hoard class includes a 10% chance of I through IV. Stats: No Enc: 4d8, AL: N, AC: 7, HD: 1hp, #AT: 1, DMG: 1.

Giant Raven: Giant ravens will often attack in pairs or in threes to take advantage of multiple numbers. They possess wing spans of 6 to 8 feet. Their hoard class includes I to IV and a 10% chance of XI. Stats: No Enc: 2d8 AL: N, AC: 6, HD: 1, #AT: 1, DMG: 1d6.

Huge Raven: Huge ravens are large enough for up to a medium-sized human to ride (approximately 200lbs total encumbrance). They make excellent mounts if trained as fledglings. Junior wizards, especially, used them as aerial mounts in the golden days of HighFell. They possess wing-spans of 8 to 14 feet. Their hoard class includes: I to IV and a 20% chance of VIII, IX, and XI.



Rock Lobster


No. Enc: 1d2
 Alignment: Neutral
 Movement: 30
 Armor Class: 4
 Hit Dice: 1-3
 Attacks: 2
 Damage: Varies
 Save: F1-3
 Morale: 9
 Hoard Class: See below
 XP: 20, 50, 80



Similar to rock reptiles, rock lobsters have a tough stone-like exterior and the chameleon-like ability to match their environment. Their natural camouflage allows them to surprise on a 1-3 on d6.

Despite their hard exoskeleton, rock lobsters are deceptively quick and can engage and disengage from combat without penalty.

Also known as "robsters" by savvy adventurers, rock lobsters attack with two pincer-like claws and can divide their attacks between multiple opponents if they wish. Rock lobsters vary in size according to the following chart:

Age Category	Size	HD	Damage
Young 	3ft	1 HD	1d3/1d3
Young Adult	4ft	2 HD	1d4+1/1d4+1
Mature	5ft	3 HD	1d6+1/1d6+1

Although they will hunt in daylight, rock lobsters prefer dark subterranean environments normally with access to water. There is a 1-2 on d6 chance of hoard classes I, II, III, IV as well as VI and XI in their lairs.

Rock Reptile

No. Enc: 1d2
 Alignment: Neutral
 Movement: 20
 Armor Class: 3
 Hit Dice: 2-5
 Attacks: 1
 Damage: Varies
 Save: F2-5
 Morale: 10
 Hoard Class: See below
 XP: 20, 50, 80, 250



Rock reptiles have a tough rock-like hide and the ability to change their skin color to match their environment. Their camouflage ability allows them to surprise on a

1-3 on a d6. Rock reptiles vary in size:

Age Category	HD	Damage
Young	2HD	1d4+2
Young Adult	3HD	1d6+3
Adult	4HD	1d8+4
Mature	5HD	2d4+5

Although they will hunt in daylight, rock reptiles prefer dark caves. There is a 1-2 on d6 chance of hoard classes I, II, III, IV as well as XI, IX and VIII in their lairs.

Salt Bats

No. Enc: 1d10
Alignment: Neutral
Movement: 10
Armor Class: 4
Hit Dice: 1+2
Attacks: 1
Damage: 1d4
Save: F1
Morale: 8
Hoard Class: None
XP: 33



Giant salt bats look like salt marks or encrustations (surprise 1-3 on d6) and their resemblance to bats is loose. They often cling together in groups.

Salt bats possess a bite that will cause paralysis if a saving throw versus Paralyze is not rolled successfully. This paralysis lasts for 1d10 rounds. Unless otherwise distracted, a giant salt bat will feed on a paralyzed victim, dealing 1d4 hit points of damage per round until it is drained of all its juices and dehydrated into a husk. If the opponent is killed by this attack, s/he will rise as a salt zombie.

There is debate about the origin of salt bats. Some say they are the result of magical experimentation with salt and giant bats. Others feel they are indigenous to the elemental plane of salt and have been brought to the prime material plane.

Salt bats take double damage from water-based attacks.



Salt Pudding

No. Enc: 1d3
Alignment: Neutral
Movement: 20
Armor Class: 6
Hit Dice: 6
Attacks: 1
Damage: 2d6
Save: F6
Morale: 9
Hoard Class: None
XP: 1070



Salt puddings are clandestine dungeon predators. They appear as large translucent-white puddles or pools, and are often mistaken as such (1-2 on d6).

They lay in wait until their prey confuses them for a source of water. They then reach out with a pseudopod (2d6 points of damage on a successful hit) and attempt to paralyze their prey for 1 turn (save versus Paralyzation for no effect).

Once paralyzed, a salt pudding will move aggressively to cover (two rounds) and absorb the bodily juices of its prey. The pudding will inflict 1d6 points of damage on its paralyzed prey per round. Once drained the pudding will leave the dehydrated husk of its victim behind. Salt puddings take double damage from water-based attacks.

Salt Skeleton

No. Enc: 1d4+1
Alignment: Chaotic Evil
Movement: 30
Armor Class: 4
Hit Dice: 2+2
Attacks: 1
Damage: 1d6
Save: F2
Morale: 12
Hoard Class: None
XP: 47



Salt skeletons are skeletons that have been exposed to salt and mineralized water for an extended period of time. The bones of these skeletons have thus been hardened (the equivalent of chainmail and shield) and thus are harder to destroy than regular skeletons.

A necromancer can induce the salt mineralization process deliberately. Like all undead they are immune to sleep, charm, and mind influencing spells.

Salt Weird

No. Enc: 1d2
Alignment: Neutral
Movement: 20
Armor Class: 5
Hit Dice: 4
Attacks: 1
Damage: 1d6
Save: F4
Morale: 8
Hoard Class: None
XP: 245



A salt weird appears as a pile of salt. When provoked, it will form a large pseudopod appendage that looks like a snake at first glance but does not possess eyes or a mouth.

A salt weird attacks by bashing opponents with its appendage for 1d6 points of damage. In addition, on each successful hit a salt weird dehydrates its opponent for 1d4+1 points of damage unless a successful save versus Poison is made. A salt weird takes double damage from water-based attacks.

Salt Zombie

No. Enc: 1d6+2
Alignment: Chaotic Evil
Movement: 30
Armor Class: 8
Hit Dice: 2
Attacks: 1
Damage: 1d8
Save: F2
Morale: 12
Hoard Class: None
XP: 38



Salt zombies, also called brine zombies or "brinies" are diabolical undead constructs. They look like emaciated, almost husk-like undead.

Due to the use of salt in their creation, their skin is thin and pale white in colour. Other than the shuffling of their feet, they make no noise.

Brinies can use melee weapons but are also constructed with a unique breath attack. Their esophagus is filled a substance called "Black Brine" that they can vomit at the face of a single adjacent target (one use only). Unless a successful save is made versus Breath, the target is blinded for 1d4+1 rounds. Like all undead, brine zombies are immune to charm and sleep spells.

Sandling

No. Enc: 1d2
Alignment: Neutral
Movement: 20
Armor Class: 3
Hit Dice: 4
Attacks: 1
Damage: 1d12+3
Save: F4
Morale: 8
Hoard Class: None
XP: 135



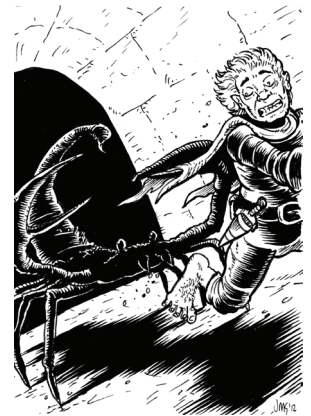
A sandling appears as a simple pile of sand. However, they are semi-intelligent, territorial, and highly solitary creatures.

They are easily provoked and attack by lashing out with tendril-like appendages of sand for 1d12+3 damage.

If a sandling is exposed to a large quantity of water, it will be *Slowed* as per the 3rd level magic-user spell.

Scorpion, Giant

No. Enc: 1d6
Alignment: Neutral
Movement: 20
Armor Class: 5
Hit Dice: 2+2
Attacks: 3
Damage: 1d6x2/1d3*
Save: F2
Morale: 12
Hoard Class: XIX
XP: 59



Giant scorpions are approximately four feet long.

They attack with their two pincers, each doing 1d6 points of damage. They also use their poison stinger (1d3) that requires a save (Poison) or be killed instantly.



Scorpion, Huge

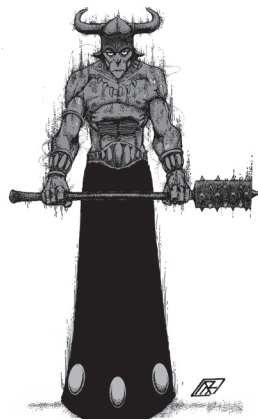
No. Enc: 1d3
Alignment: Neutral
Movement: 30
Armor Class: 4
Hit Dice: 4+4
Attacks: 3
Damage: 1d8/1d8/1d3
Save: F4
Morale: 12
Hoard Class: XIX
XP: 290



Similar to their smaller cousins, huge scorpions attack with their two pincers, each doing 1-8 points of damage. They also use their poison stinger that does 1d3 points of damage and requires a save (Poison) or be killed instantly. Huge scorpions are normally five to seven feet long.

Shade

No. Enc: 1d4
Alignment: Neutral (Evil)
Movement: Varies
Armor Class: Varies
Hit Dice: Varies
Attacks: See below
Damage: By weapon
Save: Varies
Morale: 9
Hoard Class: Varies
XP: 50/level



Shades are shadowy, semi-transparent, negative energy undead that have been trapped on the Plane of Shadow. The atmosphere slowly decayed and corrupted their corporeal bodies, leaving them mere shadows of their former selves. Their souls have been lost and they seek to destroy the living.

Shades retain their class levels and abilities, spells, hit points, and armor class. Their material items, weapons, and armor have merged with their shadow-state and are not recoverable as treasure. They are merely a distant echo of their past selves and are consumed by the destruction and draining of life. Anyone killed by a shade, will rise as a shade within 1d4+1 rounds.

Shades resemble black shadows and are mistaken as such 90% of the time. They are immune to all mind-influencing spells and all cold spells. They may only be struck by magical or silver weapons. If they speak, they use Black Tongue. Shades lose all racial languages and abilities.

Shades of Level 5 or above may summon 1d4 Shadows once per day.

Shades are stronger in darkness and weaker in bright light. Use the following chart and adjust accordingly:

Conditions*	Ability Scores**	Saves	Hit Points
Bright Light	-2	-4	-2 per HD
Torch Light	Normal	Normal	Normal
Darkness	+2	+4	+2 per HD

*These conditions or their equivalents

**To a maximum of 18

Shadow

No. Enc: 2d4 (4d4)
Alignment: Chaotic Evil
Movement: 30
Armor Class: 7
Hit Dice: 2+2
Attacks: 1
Damage: 1d4, special
Save: F2
Morale: 12
Hoard Class: XVII
XP: 83



Shadows appear as wispy black forms that shift and change as they move. Shadows are ethereal undead. As a consequence, they are susceptible to the clerical turning ability. They are malevolent and hate all living things.

They possess little intelligence and seek to drain the life force of their victims.

With each successful hit, the cold touch of a shadow causes 1d4 points of damage and drains 1 point of Strength for 1 turn (cumulative with multiple hits). Should a being be drained to STR 0, it immediately transforms into a shadow.

Shadows are silent and difficult to observe. They will surprise with a 1-5 on 1d6. Like all undead, shadows are immune to mind-influencing spells. Shadows may only be struck with silver or magical weapons.



Shadow Demon

No. Enc: 1
Alignment: Chaotic Evil
Movement: 30 (Fly 120)
Armor Class: See below
Hit Dice: 7+3
Attacks: 3
Damage: 1d6/1d6/1d8
Save: F8
Morale: 10
Hoard Class: None
XP: 2500



The shadow demon resembles a black shadow and is mistaken as such 90% of the time. It attacks with a vicious claw, claw, bite routine. The creature's armor class is subject to light. In full darkness, or near darkness, it has an AC of 1, attacks at +2 on the die, and takes half damage from weapons and spells. In torchlight, it is AC 5 and takes full damage. In daylight, the shadow demon is AC 10 and takes double damage from attacks.

A shadow demon is immune to all lightning, cold, and fire attacks. Although a *Light* spell cast on it is equivalent to a *Fireball*, regardless of illumination. The creature can cast *Fear* in a 40-foot radius and can cast *Darkness 15 Feet* once each per day. Shadow demons are extremely intelligent (16+). They are occasionally summoned from the lower planes to serve evil magic-users in the service of their demon lord. They turn as specials on the cleric undead turning table and speak Common, Ancient Common, and Black Tongue.

Shadow Dragon

No. Enc: 1
Alignment: Neutral Evil
Movement: 80 (Fly 150)
Armor Class: -2
Hit Dice: 6-8
Attacks: 3
Damage: 1d8/1d8/3d6
Save: F8
Morale: 10
Hoard Class:
XP: 1820/2540/3560



Shadow dragons are monsters of negative energy native to the Plane of Shadow. They prefer environments that are cool and dark. In some instances, shadow dragons have migrated to the Prime Material Plane through gates and rifts in the realm of shadow. Despite their evil nature, shadow dragons are truly majestic creatures. Their scales shimmer and have a magnificent black sheen. Their claws are razor sharp and their teeth and

fangs glimmer and, at times, are semi-transparent. The easiest feature of a shadow dragon to find are their white eyes.

Like all shadow monsters, shadow dragons are weakened in bright light and stronger in darkness or near darkness. Use the following chart as a guide:

Conditions*	HD	Saves	Hit Points
Bright Light	6	-4	-2 per HD
Torch Light	7	Normal	Normal
Darkness	8	+4	+2 per HD

Shadow dragons are below-average flyers, in comparison to other dragons, and they fatigue quickly. They are particularly intelligent (INT 16) and adult shadow dragons can cast the following illusionist spells at 9th level of magic use (3/3/3/2): *Darkness Globe*, *Detect Invisibility*, *Auditory Illusion*, *Blur*, *Fog Cloud*, *Invisibility*, *Continual Darkness*, *Fear*, *Paralyze*, *Phantasmal Monsters*, and *Confusion*.

Shadow dragons possess a breath weapon similar to other dragons. Shadow dragons can breathe a cloud of negative energy (50 feet long, 40 feet wide, and 20 feet high). All those caught within the cloud who fail their save are blinded (including darkvision or infravision) and are drained a number of hit points equal to the current hit points of the dragon (save for half damage). There is a 50% chance that the breath attack will also absorb the spells of magic-users, illusionists, clerics and druids (percentage dice should be rolled for each spell individually).

Shadow dragons can only be struck by magical weapons and are immune to all negative energy or draining spells and weapons.

Shadow Mastiff

No. Enc: 1d4+2
Alignment: Neutral Evil
Movement: 50
Armor Class: 6
Hit Dice: 4
Attacks: 1
Damage: 2d4
Save: F4
Morale: 9
Hoard Class: None
XP: 190



Shadow mastiffs are vaguely hound-like negative energy creatures from the Plane of Shadow. They roam the shadow realm in packs looking to feed on the living and positive energy.

Shadow mastiffs are stronger in the darkness and weaker in direct light. These monsters prefer to attack in near darkness or the equivalent of torchlight. They can attack and then hide in shadows with a 66% (1-4 on d6) chance of success. In contrast, in the presence of bright light their movement is reduced by half and they are unable to hide in shadows.

The baying of pack of shadow mastiffs (4 or more) will cause panic in the living as per the Level 4 Magic-User spell *Fear*. Failure means PCs will panic and run hysterically in a random direction for 2d4 melee rounds.

There is a 50% chance those affected will drop whatever they are holding as they flee.

Spectator

No. Enc: 1d2
Alignment: Neutral
Movement (Fly): 30
Armor Class: 3/4
Hit Dice: 5+10hp/Eye stalk
Attacks: 4
Damage: See below
Save: F4
Morale: 12
Hoard Class: See below
XP: 1660



A spectator is a guardian summoned by a magic-user for a period of 666 years. Spectators serve as protectors of wondrous treasure, magical items, or deceased remains.

They appear much like an eye of terror and are often mistaken as such (1-5 on d6). They possess a central floating body, toothed-maw, and three eye-stalks that protrude from the central body. The spectator's body has an armour class of 3, and the eyestalks have an armour class of 4 (10 hit points per stalk, these hit points are in addition to its 4+4 Hit Dice which reflect the damage to the central body). Its eyes regenerate in three days. The spectator will maintain its post until it is destroyed or 666 years have elapsed.

A spectator attacks with its three eye-stalk rays (see below) followed by a bite from its maw that inflicts 2d8 points of damage. It can divide its attacks between multiple opponents.

Eye 1: Ray of Pain: Inflicts 2d8+3 damage to a single target with a range of 60 feet. A save versus Spells halves the damage.

Eye 2: Ray of Paralyzation: One target with a range of 60 feet (duration 5d4 rounds). A save versus Spells negates the effect.

Eye 3: Ray of Panic: One target with a range of 60 feet (duration 5d4 rounds). A save versus Spells negates the effect.

A spectator has special magical defenses. First, it has a magic resistance of 10%. Second, the creature can deflect one spell per round back at the caster or a target of its choosing. Spectators can *Create Food and Water* three times per day. They never sleep and cannot be surprised.

The spectator will likely (1-9 on d10) be guarding a treasure or magic item worth at least 12,000gp. It may (1 on d6) also have incidental treasure: 50% for 3d10 x100 coins of mixed types (1d20pp, 2d20gp, 4d20ep, with the remainder in sp). There is also a 30% chance of 1d8 gems, 20% chance for 1d4 potions; 15% chance for a piece of armour. There is also a 15% chance of a weapon and a 5% chance of a miscellaneous magic item valued under 8,000gp.

Stalagbite

No. Enc: 2d6
Alignment: Neutral
Movement: 10
Armor Class: 4
Hit Dice: 1 to 4
Attacks: 1
Damage: See below
Save: Varies with HD
Morale: 10
Hoard Class: See below
XP: 25 per HD



Sages believe stalagbites are related to ropers and storopers. Stalagbites resemble regular stalagmites in every way, and they use their stone-like skin as camouflage to their best advantage. They prefer to ambush by spreading out and waiting until their prey passes between them. Once in their kill circle, they attack. Damage is determined by HD (1 to 4): 1d6/2d4/2d6/2d8.

Stalagbites possess a single, large central eye and a maw of razor sharp teeth. Despite their appearance, stalagbites are surprisingly quick and can shuffle along a cavern floor with their lower appendages. Inside a stalagbite is a small central organ that may (35%) hold 1d4 gemstones:

HD 1-2**1** 1d4x20gp**2** 2d4x20gp**3** 3d4x20gp**4** 4d4x20gp**HD 3-4****1** 1d4x75gp**2** 2d4x75gp**3** 3d4x75gp**4** 4d4x75gp

28mm stalagbites are available from Midlham Miniatures. Stalagbites are Copyright Midlham Miniatures and used with permission.

Storoper

No. Enc: 1

Alignment: Chaotic Evil

Movement: 20

Armor Class: 0

Hit Dice: 6

Attacks: 6

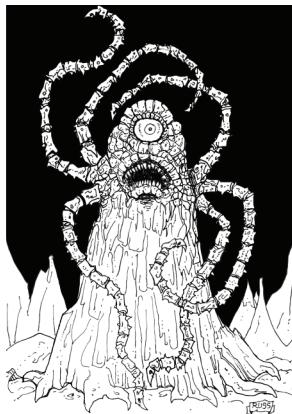
Damage: Varies

Save: F6

Morale: 10

Hoard Class: See below

XP: 1250



The stone roper, or storoper, appears like a smaller version of the standard roper but with a rock-like exterior. They have a tubular-shaped body and stand about 6 feet tall. They possess 6 tentacles and a mouth filled with razor-sharp teeth.

Ambush is the storoper's preferred means of attack. They understand their subterranean environment and will position themselves at key locations and choke-points. They can sense movement within 100 feet and become statue-like, while they await their prey.

The storoper will attack anything that moves within 10 feet with its tentacles. It can divide its six attacks in any manner it chooses. A storoper has five options with its melee tentacle attacks (no more than 2 of each in any round):

1. Tentacle Whip Attack: Use its tentacles as a whip and lash opponents for 1d8 points of damage per tentacle.

2. Maw Bite: On a successful melee attack, a storoper will grab its opponent (waist 50% or limb 50%: no damage) and drag it into its sharp maw for 1d10 points of damage. An opponent must make a strength check (by rolling their strength score or under, strength adjustment applies) to avoid being dragged into the maw. This roll is penalty adjusted by +1 for every 2 points of strength difference between the opponent and the storoper's strength (18).

3. Strangulation: Use its tentacles to wrap around the throat of its victim, lift it off the ground, and strangle it. A strangled opponent takes an automatic 1d6 points of damage. Attack and damage rolls against the storoper are at -2.

4. Paralysis (Venom): The barbed tip of a tentacle will inject venom into its prey that (unless a successful saving throw is made versus Petrification at -1) will result in paralysis for 1d4+1 turns.

5. Petrification (Venom): If the storoper fears for its life, and cannot flee, it will use a higher dose of its venom to petrify its attackers (save versus Petrification negates).

A storoper's tentacles are AC -2 and have 10 hit points each. Tentacle hit points are in addition to its regular hit dice.

Due to their exceptionally strong, stone-based exteriors, storopers are immune to normal weapon damage. A storoper's belly may include undigested gemstones, see Hoard Class IV, IX, XI(x2).

Taer

No. Enc: 2d4+1

Alignment: Neutral

Movement: 40

Armor Class: 4

Hit Dice: 3+3

Attacks: 3 or 1

Damage: See below

Save: F3

Morale: See below

Hoard Class:

XP: 205



Taers are primitive humanoids who live in caves and cold mountainous regions. They have hard skin and patches of thick white or grey fur and are impervious to cold, magical or mundane.

Taers have long fangs and sharp teeth. They attack with a bite (1d6) followed by two claw swipes (1d4/1d4). Some will use crude spears or clubs (1d6) or will throw large stones two-handed up to 20 feet for 1d8 points of damage. Taers have exceptional strength (15 or +1 to hit and damage).

All taers exude a disgusting and unpleasant odour. All those within 10 feet of a taer will suffer nausea and vomiting for 1d3 turns unless a save versus Breath is successful. Those who fail their save will attempt to move away from the stench radius and attacks are made at -2 to hit and -1 to damage.

Taers possess a hunting culture and they prize and display their trophies both on their bodies and in their cave dwellings. They carve and shape horns and bones, make necklaces from teeth, and wear the skulls of their enemies. Amongst these trophies there is a chance of hoard class VI and VII (gems, jewelry, and magic only).

Terrordactyl

No. Enc: 1d4
 Alignment: Neutral
 Movement: 10 (Fly 120)
 Armor Class: 5
 Hit Dice: 2-3
 Attacks: 2-3
 Damage: 1d6/head
 Save: 2-3
 Morale: 9
 Hoard Class: None
 XP: 38, 80



The terrordactyl is similar to the pterodactyl in most respects except it will have 2 or 3 heads (65% have two, 35% have three). This is also a reflection of their hit dice. The terrordactyl may divide its attacks between multiple opponents.

Giant Terrordactyl:

The giant terrordactyl is similar to the terrordactyl in all respects except for size (it possesses a wingspan of 30 feet). It will have 2 or 3 heads (65% have two, 35% have three). This is also a reflection of their hit dice (6 or 7).

The neck of each head extends about ten feet long and the giant terrordactyl may divide its attacks between multiple opponents.

Giant Terrordactyl: No. Enc: 1d2, Alignment: Neutral, Movement: 10 (Fly 180), Armor Class: 5, Hit Dice: 6 or 7, Attacks: 2-3, Damage: 3d4/head, Save: F6, Morale: 9, Hoard Class: XVII (lair), XP: 820, 1140.



Troglodyte

No. Enc: 1d8 (5d8)
 Alignment: Chaotic Evil
 Movement: 40
 Armor Class: 5
 Hit Dice: 2
 Attacks: 1 or 3
 Damage: see below
 Save: F2
 Morale: 9
 Hoard Class: XXII
 XP: 59



These humanoid reptiles are green, scaly, and have a bony spine along the center of the top of their heads and down their backs.

Troglodytes are tribal, malicious and warlike. They have the ability to blend into their environment like a chameleon, and will surprise opponents on a roll of 1-4 on 1d6. Their scales secrete a stinky, slimy coating. All non-troglodytes that come near a troglodyte are required to make a saving throw (Poison) or suffer -2 to attack rolls due to the disgusting, horrid stench.

For every dozen troglodytes, there will be a leader with 3 HD, and for every score of troglodytes, there will be a tribal chief with 5 HD. The chief will always be surrounded by 2d4 bodyguards (leaders with 3 HD).

Any tribe has about 25% the number of females to the total number of males. Females are combatants and attack as 1 HD troglodytes.

Troglodytes prefer stone axes, clubs, spiked clubs, and javelins. Troglodytes are particularly adept at throwing javelins (+3 to hit and strike for 2d4 points of damage). They can also attack with their natural weapons: two claws and a bite (1d4/1d4/1d4). Troglodytes speak their own language and some (10%) speak a dialect of Black Tongue.

Vargouille

No. Enc: 1d6
 Alignment: Chaotic Evil
 Movement: 10 (Fly 60)
 Armor Class: 2
 Hit Dice: 1
 Attacks: 1
 Damage: 1d4+Special
 Save: F1
 Morale: 10
 Hoard Class: None
 XP: 16



Varghouilles are demons from the lower planes. They have a demonic fanged visage covered in tentacles. Their batwings extend from the backs of their stubby bodies. Their bite is deadly and causes the permanent loss of hit points on a failed save (Poison).

Vegepygmy

No. Enc: 3d10
 Alignment: Neutral
 Movement: 20
 Armor Class: 4
 Hit Dice: 1 to 6
 Attacks: 1
 Damage: 1d6
 Save: Varies
 Morale: 10
 Hoard Class: VIII
 XP: See below



Vegepygmies are small humanoids made of vegetable matter. They possess little intelligence and form small tribal bands for safety and security. These creatures reflect the colors of their environment and surprise 50% of the time (1-3 on d6). They fear direct sunlight and generally flee from light greater than a torch or lantern.

Vegepygmies average two feet in height and gain six inches for every hit die beyond the first. Piercing weapons only score 1 point of damage and electrical attacks do no damage. Vegepygmies will cultivate (85% likely) defensive funguses and molds (such as shriekers, scarlet shriekers, yellow mold, purple moss, sunburst lichens, etc.) around their colonies for defense. Vegepygmies can pass through these without disruption and are immune to their effects.

These vegetable creatures communicate through a combination of sign language and body thumping. They eat meat and carrion. In combat these humanoids cause 1d6 points of damage with their fists or they can score damage by weapon type (they prefer spears and clubs). They also use blow darts with lethal and non-lethal poison. They reproduce via russet mold.

Vegepygmy patrols can be randomly generated using the following suggested guidelines: determine the total number of player characters and the party level. There will be the same number of vegepygmies to PCs with HD that corresponds to average character level. In addition, there will be 1d4 vegepygmies with 1 (50%) or 2 (50%) lower hit dice and 1d2 with 1 (50%) or 2 (50%) higher hit dice.

Each colony of 20 or more includes a sovereign with 4-8 HD and AC 3. There is a 50% chance of a shaman

(4-6 HD), called a vegemancer. The vegemancer has spell casting ability of a fourth level magic-user or illusionist (at minimum) and can use the following once per day: *Control Plants*, *Plant Growth*, *Entangle*, *Faerie Fire*, *Find Plants*, and *Speak with Plants*.

Experience by HD (1-6): 19/35/80/225/550/950

Volt

No. Enc: 2d6
 Alignment: Neutral
 Movement: 10 (Fly 60)
 Armor Class: 4
 Hit Dice: 2+1
 Attacks: 1 and 1
 Damage: 1d4 and 1d12
 Save: F2
 Morale: 12
 Hoard Class: None
 XP: 65



This strange creature has a shaggy horned head with two bulbous eyes and a gaping maw. A long tail extends about three feet behind it. It flies through the air by a means unknown to sages. It attacks by biting at the head or neck for 1d4 points of damage. Once latched, a volt cannot be removed and will drink 1d4 points of blood automatically each round. While attached, it will also whip its prey for an automatic 1d12 of electrical damage per round.



Volsectum Cultists

No. Enc: 2d6
 Alignment: Lawful Evil
 Movement: 30
 Armor Class: Varies
 Hit Dice: Varies
 Attacks: 1
 Damage: By weapon
 Save: Varies/HD
 Morale: 10
 Hoard Class: XXI
 XP: 21 per HD



Dragon cultists are a cleric-like class available to humans only. They are worshippers of Vol, the God of Evil Dragons, Dragon Cults, and Dragonmen. They typically wear purple robes underneath their armor and horned dragon masks. They wear the holy symbol of Vol (an upright flying dragon) around their necks

(these vary in gold piece value and reflect rank, see below). Unlike clerics, cultists are permitted by their god to use daggers and swords as melee weapons.

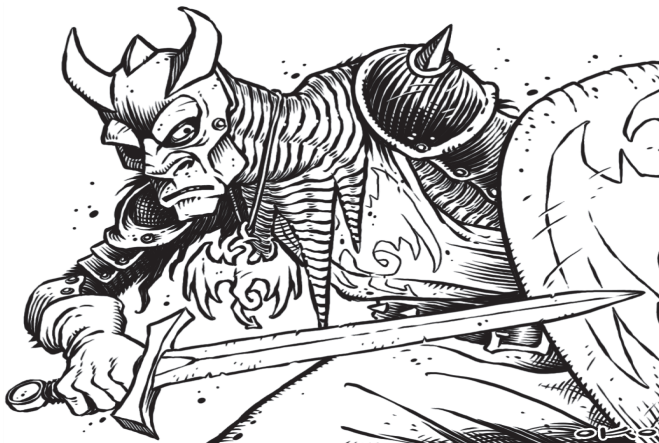
There are three ranks in the order: Initiates of the Dragon, Disciples of the Dragon, Dragoons.

Initiates of the Dragon, first (75%) or second (25%) level cultists, can cast one (or two respectively) of the following spells: *Command*, *Dragon Fire* (See New Spells), or *Protection from Good*. These low-level adepts typically wear studded leather armour and carry a shield (AC 6). They use shortswords and daggers and carry 3d30sp. Their holy symbols are made of silver and valued at 25gp each.

Disciples of the Dragon, third and fourth level clerics, wear purple robes, chainmail and shield (AC 4). They have both a shortsword and dagger and carry 5d10gp. Their masks are made of gold and valued at 100gp each. Third level cultists will normally have the following spells prepared (2/1): *Protection from Good*, *Dragon Fire*, and *Hold Person*. Fourth level cultists will usually have the following spells (3/2): *Command*, *Dragon Fire*, and *Protection from Good*, as well as *Hold Person*, *Bless/Harm*.

Dragoons, or fifth level cultists and beyond, wear platemail and shield (AC 2). Some of these wield broadsword and shield (25%) or (75%) use a shield alongside a shortsword (50%) or mace (50%). They normally have 5d4pp. There is a 10% chance that clerics of fifth level and above are carrying a magical weapon, armor, or random potion. There is also 15% chance that they are carrying a scroll with 1d4 clerical spells randomly drawn from the lists below. Their masks are made of platinum and valued at 500gp each (20% of these are jeweled and their value increases by 100-600gp (d6) accordingly.

Clerical spells memorized for fifth level cultists and above are subject to the discretion of the referee. Consult the spell list provided below for levels 1 to 4:



Spell List: Volsectum Cultists				
	Level 1	Level 2	Level 3	Level 4
1	<i>Command</i>	<i>Bless/Harm</i>	<i>Animate Dead</i>	<i>Cause Serious Wounds</i>
2	<i>Cure Light Wounds</i>	<i>Find Traps</i>	<i>Continual Darkness</i>	<i>Divination</i>
3	<i>Detect Good</i>	<i>Hold Person</i>	<i>Cause Blindness</i>	<i>Neutralize Poison</i>
4	<i>Detect Magic</i>	<i>Unholy Chant</i>	<i>Dispel Magic</i>	<i>Protection from Good 10' Radius</i>
5	<i>Darkness</i>	<i>Resist Fire</i>	<i>Glyph of Warding</i>	<i>Sticks to Snakes</i>
6	<i>Protection/Good</i>	<i>Silence 15' Radius</i>	<i>Prayer</i>	<i>Tongues</i>
7	<i>Shocking Grasp</i>	<i>Snake Charm</i>	<i>Curse</i>	<i>Temperature Control</i>
8	<i>Resist Cold</i>	<i>Spiritual Weapon</i>	<i>Speak with Dead</i>	<i>Hallucinatory Terrain</i>
9	<i>Feather Fall</i>	<i>Scaly Skin*</i>	<i>Striking</i>	<i>Protection/Electricity</i>
10	<i>Dragon Fire*</i>	<i>Dragon Mist*</i>	<i>Call Lightning</i>	<i>Summon Monster I</i>

*See New Spells

For every group of 5 or more Initiates of the Dragon there will be a mid-rank Disciple of the Dragon (third or fourth level). For every 10 or more cultists there will be a Dragoon (fifth level).

Once a cultist achieves third level they can choose to undergo the Ritual of Transmutation. The ritual of transmutation transforms a Disciple of the Dragon into a dragonman, also known as a draconian. The degree of their devotion and faith determines which dragonman form they will assume: Thrall, Midiarri, or Voldrax (see Dragonmen).

Vortex

No. Enc: 1d6
 Alignment: Neutral
 Movement: 50
 Armor Class: 4
 Hit Dice: 2+2
 Attacks: 1
 Damage: See below
 Save: F2
 Morale: 10
 Hoard Class: None
 XP: 107



A vortex is a creature from the Elemental Plane of Air. Through gates or summoning they are brought to the Prime Material Plane, although they are quite rare.

A vortex is a constantly swirling conical mass of wind. They remain relatively small (dust devils about 1 or two feet tall) in their dormant state until they are disturbed or agitated. Within a round a vortex will swirl and gather great energy until it is as large as 7 feet tall (about 2 feet broad at the base). When agitated, two glowing eyes can be seen within the mass of swirling wind.

Upon a successful attack, the vortex engulfs its target. The target is caught in the cone of air and spins uncontrollably taking 1d3 hit points per round. For each round in the vortex there is a cumulative 5% chance that the target will be spun violently out of the vortex (4d6 damage, save versus Death for half). A single vortex can engulf no more than two targets at a time. A vortex can only be damaged by magical weapons or spells.

Vulture, Giant

No. Enc: 2d6
 Alignment: Neutral
 Movement: 10 (Fly 60)
 Armor Class: 6
 Hit Dice: 2+2
 Attacks: 1
 Damage: 1d6+1
 Save: F2
 Morale: 7
 Hoard Class: None
 XP: 59

Giant Vulture:

Giant vultures are scavengers. They prefer carrion and avoid direct combat. They have pink bald heads and greasy black feathers. As a result of their diet, giant vultures are immune to disease. They are approximately 10 feet long from beak to tail feathers.

Giant vultures are often found with harpies who train them as pets or for protection. They attack with sharp powerful beaks for 1d6+1 points of damage.

Giant vultures draw strength from numbers. For each giant vulture present after the third, their morale increases by one (a morale of 8 with four vultures, 9 with five vultures, etc.) to a maximum morale of 11.

Giant vulture hatchlings, or intact eggs, are worth 20–50gp each.



Huge Vulture:

Huge vultures are very rare. They stand almost 20 feet tall and have a wingspan of 40 feet. They prefer marshes and vast bogs. They look much like normal and giant vultures, insofar as they have pink bald heads, a white ring of feathers at the base of their necks, and black feathers. If trained from a fledgling, they will serve as mounts.

They are more fearless than their smaller cousins and will poach livestock from nearby farms and herding communities. In the absence of easy prey, they still prefer carrion to direct combat. As a result of their diet, huge vultures are immune to disease.

Huge vultures are more solitary than normal or giant vultures who group together for protection. Huge vultures are rarely found in more than groups of 1d4.

Huge vulture hatchlings, or intact eggs, are worth 2000–5000gp each.

Water Weird

No. Enc: 1
 Alignment: Chaotic Evil
 Movement: Special
 Armor Class: 5
 Hit Dice: 4+4
 Attacks: Special
 Damage: Nil
 Save: F4
 Morale: 12
 Hoard Class: XIV, XIII, XII
 XP: 440



A water weird is an elemental creature that a magic-user summoned to a fountain or pool for the purpose of protection or defense.

When disturbed, the elemental forms a watery snake-like appendage (in 1d3 rounds) and attacks passersby by striking as a 6 hit dice monster. PCs must save (Paralyze) or be dragged into the fountain (in one round) and face drowning. Water weirds take full damage from bludgeoning weapons and half from edged and piercing weapons.

As a water-based creature, these elementals take half damage from fire and are *Slowed* by cold spells (as per the 3rd level magic-user spell). If a water weird is reduced to zero hit points, it will reform in 1d3 rounds. It can only be killed permanently by the spell *Purify Water*.

PREGENERATED CHARACTERS

Pomplemouse the Prestidigitator

Level 1 Human Magic-User

STR: 8 **INT:** 14 **WIS:** 12 **DEX:** 13 **CON:** 11 **CHA:** 12



HP: 4

AC: 9 (Dex)

Alignment: Neutral Good

Weapons: Quarterstaff (1d6), Sling with 20 Stones (1d4), Dagger (1d4)

Equipment: Backpack, 1 week iron rations, waterskin, lantern, 4 flasks of oil, flint and steel, parchment, oil, and quills, chalk, 4 sacks, 25' rope

Spellbook: *Read Magic, Detect Magic, Burning Hands, Feather Fall*

Ser Budalius "Bud" the Knight

Level 1 Human Paladin of St Ygg

STR: 17 **INT:** 13 **WIS:** 14 **DEX:** 13 **CON:** 13 **CHA:** 17



HP: 11

AC: 3 (Chainmail, Shield, Dex)

Alignment: Lawful Good

Weapons: Broadsword (1d6+1), Heavy Crossbow and 10 Bolts (1d8), Dagger (1d4)

Equipment: Backpack, 6 torches, waterskin, 1 week iron rations, 50' rope, 2 vials of holy water, silver holy symbol, grappling hook, crowbar, steel mirror, 4gps

Abilities: Paladin skills

Makk the Knife

Level 1 Human Thief

STR: 10 **INT:** 12 **WIS:** 9 **DEX:** 14 **CON:** 10 **CHA:** 10



HP: 6

AC: 6 (Studded Leather and Dex)

Alignment: Chaotic Good

Weapons: Broadsword (1d6+1), Light Crossbow and 10 Bolts (1d4), Daggers (2) (1d4)

Equipment: Backpack, 6 torches, waterskin, 1 week iron rations, lantern, 4 flasks of oil, flint and steel, 50' rope, wolfsbane, bone scroll case, bells (6) and string, small sack of flour

Abilities: Thief Skills

Wee "Woosy" Woosnam

Level 1 Halfling Thief

STR: 14 **INT:** 11 **WIS:** 9 **DEX:** 16 **CON:** 12 **CHA:** 14



HP: 6

AC: 6 (Leather and Dex)

Alignment: Neutral Good

Weapons: Shortsword (1d6), Dagger (1d4)

Equipment: Backpack, 6 torches, waterskin, 1 week iron rations, thieves' picks and tools, 1 vial of acid, 1 bag of caltrops, 1 bag of steel balls, flint and steel, small steel lockbox with false bottom, 6gp

Abilities: Halfling traits, Thief Skills: PP: 27%, F/RT: 19%, PP: 28%, MS: 33%, CW: 72%, HIS: 23%, HN: 1-2

Inidouh of the Copper Fields

Level 1 Human Illusionist

STR: 10 **INT:** 15 **WIS:** 9 **DEX:** 18 **CON:** 13 **CHA:** 14



HP: 5

AC: 7 (Dex)

Alignment: Neutral

Weapons: Daggers (3) (1d4)

Equipment: Backpack, 6 torches, waterskin, 1 week iron rations, lantern, 4 flasks of oil, flint and steel, 50' rope, wolfsbane, bone scroll case, bells (6) and string, chalk, 37gp

Spellbook: *Read Magic, Detect Magic, Colour Spray, Hypnotism, Phantasmal Force*

Freydis Finehair

Level 1 Human Cleric of Syldina

STR: 14 **INT:** 10 **WIS:** 14 **DEX:** 13 **CON:** 11 **CHA:** 10



HP: 8

AC: 3 (Chainmail, Shield, and Dex)

Alignment: Neutral Good

Weapons: Hammer (1d6), Sling and 20 Stones (1d4)

Equipment: 6 torches, waterskin, 1 week iron rations, wooden cross, prayer beads, 1 vial of holy water, 10' pole, 2 large sacks, 5 iron spikes and a mallet, steel mirror, small sack of flour, 10gp

Spells: *Cure Light Wounds*

RIVAL ADVENTURING PARTIES

Rival adventuring parties provide a certain verisimilitude to the game world. They create a dynamic environment and situate treasure (and XP) as a limited resource. However, Referees should use rival adventuring parties with care. Sometimes the rumours of a rival group (and whispers of their successful forays) could be as advantageous as a direct confrontation in a tavern or the wilderness.

The section below outlines various competing groups of adventurers. They each have their own personality and motivations. Referees should change, adapt, or increase the levels of these groups commensurate with the advancement of player characters. These groups will possess standard equipment as determined by the Referee.

The Company of Hooded Men

The Company of Hooded Men are a group of sellswords and archers that hail from Woodvale in the Principality of Brine. They are accustomed to wilderness travel and know pathways through the wild that are seldom trodden. They have seen a number of limited engagements with the gnolls of the Fargone Forest. The conniving Rumm the Red leads the Hooded Men.

Rumm the Red

Level 3 Human Fighter

S 13 I 8 W 10 D 13 C 13 Ch 9

AL: CN **HP:** 21 **AC:** 3 (Chain, Shield, Dex)

Weapons: Broadsword, Hand Axe, Dagger

Athyer the Archer

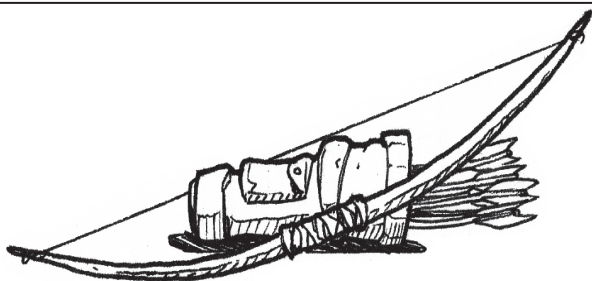
Level 2 Human Thief

S 11 I 13 W 9 D 16 C 9 Ch 7

AL: NE **HP:** 9 **AC:** 5 (Leather +1 and Dex)

Weapons: Longbow, Shortsword, Daggers x2

Thief Abilities: PL 23%, F/RT 17%, PP 27%, MS 27%, CW 88%, HS 17%, HN 1-2



Errard the Bowman

Level 1 Human Fighter

S 14 I 9 W 8 D 13 C 11 Ch 10

AL: CN **HP:** 10 **AC:** 6 (Studded and Dex)

Weapons: Longbow, Longsword, Dagger

Sabel of the Whitecliff

Level 2 Human Fighter

S 13 I 11 W 12 D 14 C 13 Ch 12

AL: NE **HP:** 14 **AC:** 5 (Studded, Shield, Dex)

Weapons: Broadsword, Longbow, Dagger +1

Riffolk the Acolyte-Archer

Level 1 Human Fighter/Level 2 Cleric of Silvanus

S 13 I 10 W 15 D 10 C 12 Ch 12

AL: N **HP:** 14 **AC:** 4 (Chain and Shield)

Weapons: Staff, Mace, Sling

Spells (1): *Cure Light Wounds*

Vace Blackwater

Level 1 Half-Elf Fighter

S 15 I 12 W 10 D 15 C 13 Ch 14

AL: N **HP:** 11 **AC:** 5 (Studded, Shield, Dex)

Weapons: Broadsword, Shortbow, Dagger

Abilities: Half-Elf Traits

Ulleanis the Seer

Level 2 Elven Magic-User

S 9 I 17 W 13 D 13 C 9 Ch 13

AL: NE **HP:** 7 **AC:** 8 (Ring +1, Dex)

Weapons: Staff, Sling, Daggers x3

Spells (2): *Read Magic, Detect Magic, Magic Missile, Sleep, Zu-Pang's Protracting Eyeball*

Haldrick o' the Hood

Level 2 Human Fighter

S 15 I 10 W 9 D 15 C 13 Ch 10

AL: CN **HP:** 16 **AC:** 4 (Chain and Dex)

Weapons: Heavy Crossbow, Hand Axe, Dagger

The Bloody Ingrates

The Bloody Ingrates are named after their belligerent behaviour, and their deadly skill. They are a band of ruffians who, after a few days in the wilderness, like to cut lose in the local villages and towns. They are led by the muscular Udanmar the Bold, a capable warrior who lacks social grace.

Udanmar the Bold

Level 2 Human Fighter

S 16 I 11 W 13 D 12 C 16 Ch 13

AL: NE **HP:** 17 **AC:** 3 (Chain, Shield +1)

Weapons: Hand Axe, Shortbow, Dagger

Athug Battlehelm, Blood of Gurag

Level 3 Dwarven Fighter

S 17 I 10 W 8 D 11 C 15 Ch 9

AL: LN **HP:** 11 **AC:** 5 (Chain)

Weapons: Battle Axe, Hammer, Dagger

Abilities: Dwarf Traits

Ethalston the Devout

Level 2 Human Cleric

S 13 I 12 W 15 D 12 C 13 Ch 14

AL: LN **HP:** 9 **AC:** 5 (Studded, Shield +1)

Weapons: Mace, Hammer, Sling

Spells (2): *Cure Light Wounds, Command*

Elagar Allanholme

Level 2 Human Fighter/Level 2 Magic-User

S 14 I 14 W 10 D 14 C 9 Ch 16

AL: N **HP:** 13 **AC:** 7 (Bracers AC8, Dex)

Weapons: Longsword, Longbow, Dagger x2

Spells (2): *Read Magic, Detect Magic, Magic Missile, Burning Hands, Baltron's Black Sheen*

Branathin Bracegurdle from Lowbottom

Level 2 Halfling Thief

S 9 I 14 W 12 D 16 C 13 Ch 12

AL: NE **HP:** 8 **AC:** 5 (Leather, Shield, Dex)

Weapons: Shortsword, Sling, Daggers x2

Thief Abilities: PL 33%, F/RT 27%, PP 37%, MS 42%, CW 77%, HS 33%, HN 1–2.

Marta Mountainside

Level 2 Human Fighter

S 18 I 9 W 8 D 16 C 15 Ch 10

AL: LN **HP:** 18 **AC:** 3 (Chain, Dex)

Weapons: Two-Handed Sword, Spear, Dagger

Bohdma of the Bureen

Level 2 Human Magic-User

S 7 I 16 W 12 D 10 C 9 Ch 16

AL: NE **HP:** 6 **AC:** 8 (Ring +2)

Weapons: Quarterstaff, Sling, Dagger

Spells (2): *Read Magic, Detect Magic, Aztazibar's Acrid Finger, Mazakala's Imperfect Panic, Fennril's Exquisite Strangulation*

The Sisterhood of Spears

The Sisterhood of Spears, also called the Sisterhood of Syldina, are devout shield-maidens and clerics pledged to the service of their god and the protection of the people in the far north. They are a band of face-painted warriors led by Ivarda, a ranger of repute from the northern villages of Brine.

Ivarda of the Spear

Level 3 Human Ranger

S 15 I 12 W 12 D 13 C 13 Ch 14

AL: NG **HP:** 25 **AC:** 1 (Chain, Shield+2, Dex)

Weapons: Spear, Longbow, Hand Axe

Abilities: Ranger traits

Brunhilde, Shield-Maiden

Level 2 Human Fighter

S 13 I 10 W 11 D 14 C 13 Ch 15

AL: NG **HP:** 16 **AC:** 3 (Chain, Shield, Dex)

Weapons: Spear, Shortbow, Hand Axe

Asluag the Acolyte

Level 1 Human Cleric of Syldina

S 11 I 14 W 15 D 11 C 13 Ch 12

AL: LN **HP:** 9 **AC:** 6 (Studded and Shield)

Weapons: Mace, Hammer, Sling

Spells (1): *Cure Light Wounds*

Drayga the Acolyte

Level 2 Human Fighter/Level 1 Cleric of Syldina

S 15 I 12 W 14 D 13 C 14 Ch 16

AL: LN **HP:** 9 **AC:** 5 (Studded, Shield, Dex)

Weapons: Mace, Hammer, Sling

Spells (1): *Light*

The Men from White Castle

The Men from White Castle hail from the far east of the Northern Reaches. They are a mixed band of ruffians and rag-tags led by Ulleg, a fierce red-bearded mountain dwarf. Each of the band comes from a different locale and has a different accent. They were hand-picked by Ulleg to form a young but very capable group of treasure-seekers and tomb-robbers.

Ulleg, Son of Bulgan, Blood of Daygar

Level 4 Dwarven Fighter

S 16 I 12 W 14 D 10 C 17 Ch 11

AL: LN **HP:** 36 **AC:** 2 (Plate +1)

Weapons: *Battle Axe +1*, H. Crossbow, Dagger

Abilities: Dwarf Traits

Elsay of Silvanus

Level 4 Human Cleric

S 12 I 12 W 16 D 10 C 14 Ch 16

AL: N **HP:** 28 **AC:** 4 (Studded +2, Shield)

Weapons: Cudgel, Staff, Sling

Spells (2/2): *Detect Evil, Light, Bless, Hold Person*

Catlin the Cut-Purse

Level 3 Human Thief

S 13 I 10 W 10 D 14 C 10 Ch 12

AL: CN **HP:** 15 **AC:** 7 (Bracers AC8, Dex)

Weapons: Shortsword, Light Crossbow, Dagger

Thief Abilities: PL 36%, F/RT 28%, PP 42%, MS 42%, CW 95%, HS 32%, HN 1–3.

Tookworth Brandywine

Level 2 Halfling Thief

S 9 I 12 W 9 D 16 C 14 Ch 16

AL: LN **HP:** 10 **AC:** 4 (Studded, Shield, Dex)

Weapons: Shortsword, Dagger x3

Thief Abilities: PL 33%, F/RT 27%, PP 37%, MS 42%, CW 77%, HS 33%, HN 1–2.

Shal-Enu the Black Wizard

Level 3 Human Magic-User

S 10 I 14 W 10 D 13 C 12 Ch 13

AL: LE **HP:** 10 **AC:** 9 (Dex)

Weapons: *Staff +1*, Sling, Dagger

Spells (2/1): *Read Magic, Detect Magic, Magic Missile, Burning Hands, Mikda-Er's Practical Tilt, Mazakala's Glassy Facsimile, Web*

Hunta the Axe-Blade

Level 2 Human Fighter

S 15 I 12 W 10 D 13 C 14 Ch 12

AL: N **HP:** 15 **AC:** 3 (Chain, Shield, Dex)

Weapons: Broadsword, Spear, Dagger

The Barbarians of Yor

The Barbarians of Yor are a group of mixed nomadic warriors from the far north of the Northern Reaches. They are uncivilized brutes accustomed to bullying their way through the towns and villages of Brine. They possess no social graces, drink long and hearty, and their presence often causes tavern brawls. They enjoy wrestling contests and feats of strength with those they feel would be a worthy challenge.

Yor the Vandal

Level 3 Human Barbarian

S 17 I 10 W 9 D 13 C 16 Ch 16

AL: CN **HP:** 26 **AC:** 6 (Studded, Dex)

Weapons: Two-Handed Sword, Hammer, Dagger

Abilities: Barbarian skills

Klod of the Frost Wolves

Level 2 Human Barbarian

S 15 I 11 W 8 D 14 C 15 Ch 9

AL: CG **HP:** 17 **AC:** 3 (Chain, Shield, Dex)

Weapons: Broadsword, Spear, Dagger

Abilities: Barbarian skills

Gurrmak of Frozenfar

Level 2 Human Barbarian

S 17 I 8 W 7 D 14 C 17 Ch 10

AL: CN **HP:** 18 **AC:** 4 (Chain, Dex)**Weapons:** Two-Handed Hammer, Sling, Dagger**Abilities:** Barbarian skills

Klurm the Destroyer

Level 2 Human Barbarian

S 18 I 11 W 12 D 16 C 13 Ch 12

AL: CN **HP:** 9 **AC:** 5 (Studded, Dex)**Weapons:** Two Handed Mace, Shortbow, Dagger**Abilities:** Barbarian skills

Ular of Fangfrost

Level 3 Human Barbarian

S 15 I 9 W 10 D 16 C 14 Ch 16

AL: CG **HP:** 9 **AC:** 3 (Chain, Dex)**Weapons:** Longbow, Broadsword, Dagger**Abilities:** Barbarian skills

Vuuk of the Horned Stag Tribe

Level 1 Human Barbarian

S 15 I 12 W 14 D 13 C 14 Ch 16

AL: LN **HP:** 11 **AC:** 5 (Studded, Shield, Dex)**Weapons:** Mace, Hammer, Sling**Abilities:** Barbarian skills

Lott, Chosen of Valdghar

Level 1 Human Shaman (Cleric) of Valdghar

S 15 I 12 W 14 D 13 C 14 Ch 16

AL: LN **HP:** 9 **AC:** 5 (Studded, Shield, Dex)**Weapons:** Mace, Hammer, Sling**Spells (1):** *Cure Light Wounds*

The Nuns without Banners

The Nuns without Banners are a group of lawful and good aligned priests that decided to stand outside the politics of their established doctrines to prioritize the needy, the sick, and the infirm. They are led by Asada of Herne.

Asada of Herne

Level 3 Half-Elf Cleric

S 13 I 15 W 16 D 12 C 11 Ch 14

AL: LN **HP:** 17 **AC:** 2 (Chain +2, Shield)**Weapons:** Cudgel, Hammer, Sling**Spells (2/1):** *Resist Cold, Light, Hold Person*

Briannon the Blessed (Arcantryl)

Level 2 Human Cleric

S 10 I 15 W 15 D 13 C 12 Ch 16

AL: LN **HP:** 10 **AC:** 5 (Studded, Shield, Dex)**Weapons:** Staff, Sling**Spells (2):** *Detect Magic, Light*

Dalvesta of Crom

Level 3 Human Cleric

S 16 I 9 W 14 D 15 C 16 Ch 13

AL: CG **HP:** 22 **AC:** 2 (Chain, Shield + 1, Dex)**Weapons:** Hammer, Flail, Sling + 1**Spells (2/1):** *Command, Light, Hold Person*

Mercia the Just (St. Ygg)

Level 2 Human Cleric

S 12 I 12 W 15 D 10 C 14 Ch 17

AL: LN **HP:** 9 **AC:** 4 (Chain, Shield)**Weapons:** Mace, Hammer, Sling**Spells (2):** *Cure Light Wounds, Detect Evil*

Wanellis Greymantle, Acolyte of Dogma

Level 1 Human Cleric

S 8 I 14 W 14 D 9 C 12 Ch 11

AL: LN **HP:** 8 **AC:** 6 (Studded, Shield)**Weapons:** Staff, Mace, Sling**Spells (1):** *Cure Light Wounds*

Dalixa of Bormanus

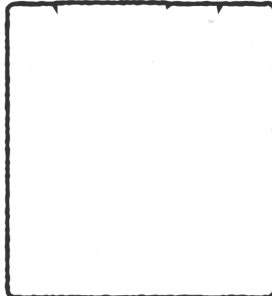
Level 2 Human Cleric

S 15 I 12 W 17 D 13 C 10 Ch 9

AL: N **HP:** 9 **AC:** 6 (Leather, Shield, Dex)**Weapons:** Mace, Hammer, Sling**Spells (2):** *Cure Light Wounds, Light*

HIGHFELL

THE DRIFTING DUNGEON



Character Name _____ Race & Class _____
 Alignment _____ Deity _____
 Age _____ Height _____ Weight _____
 Level _____ Experience _____ % Bonus _____

LANGUAGES

ABILITIES



Strength _____
 Intelligence _____
 Wisdom _____
 Dexterity _____
 Constitution _____
 Charisma _____

BONUSES

To Hit _____ Damage _____ Doors _____
 + Languages _____ Proficiency _____
 Magic Save Bonus _____
 Bonus _____ Ranged _____ Initiative _____
 HP Bonus _____ Poison Save _____
 React _____ Hirelings _____ Morale _____

SAVING THROWS

Breath
 Death
 Stone
 Wand
 Spell

HIT POINTS



Wounds _____

WEAPON

dmg _____

Ranged

ARMOR CLASS

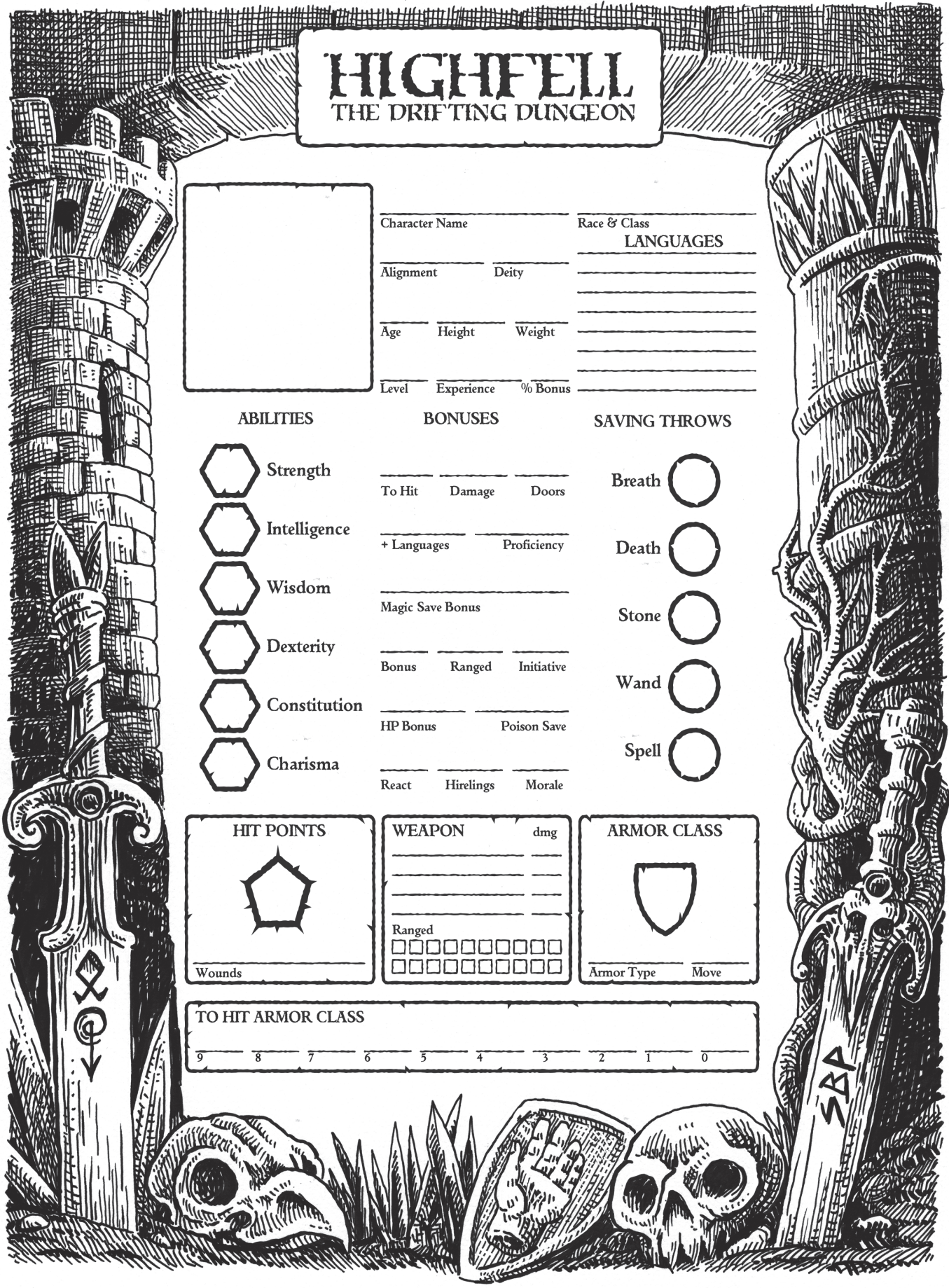


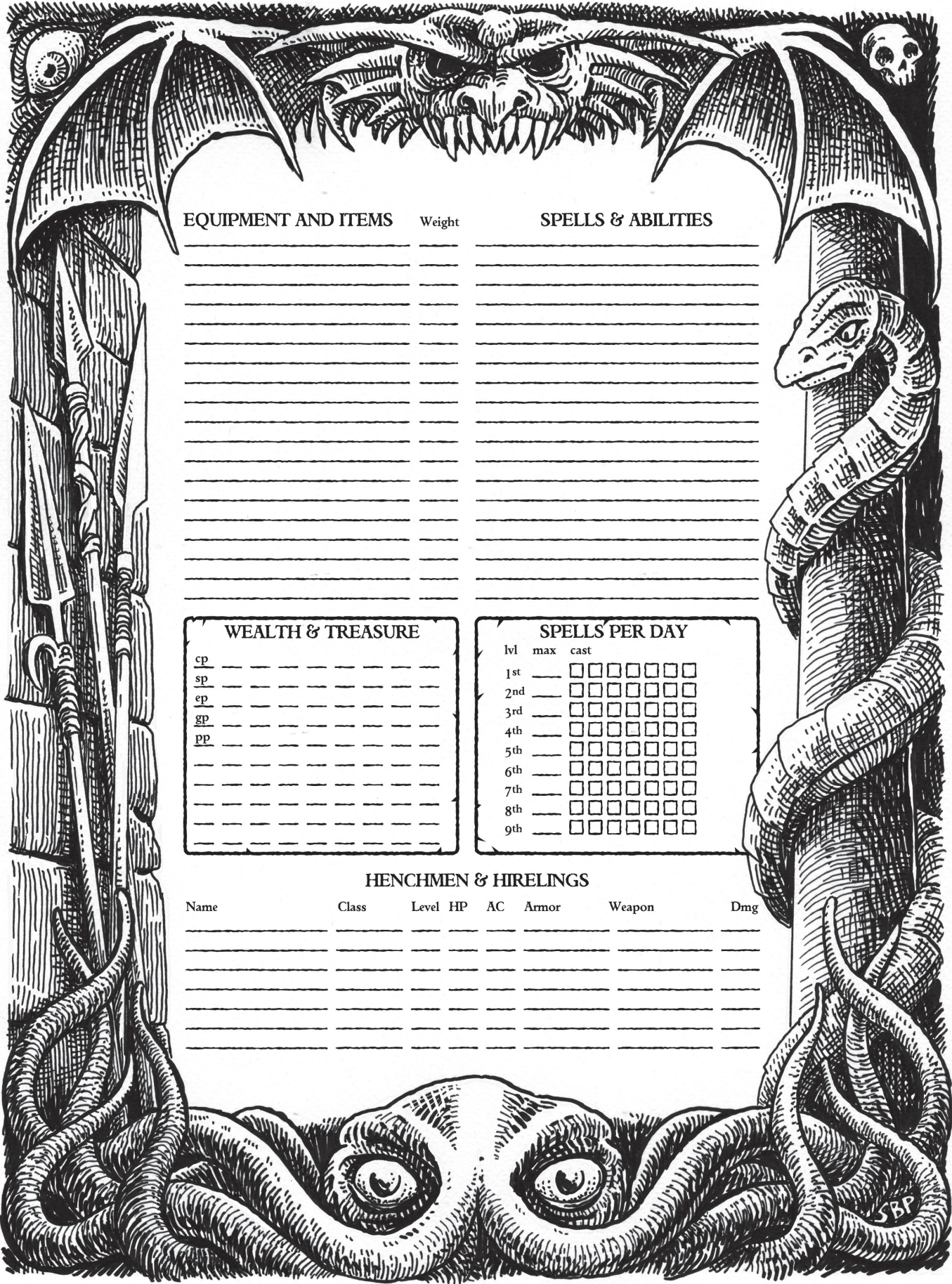
Armor Type _____

Move _____

TO HIT ARMOR CLASS

9 _____ 8 _____ 7 _____ 6 _____ 5 _____ 4 _____ 3 _____ 2 _____ 1 _____ 0 _____





EQUIPMENT AND ITEMS

Weight

SPELLS & ABILITIES

cp	-----
sp	-----
ep	-----
gp	-----
pp	-----

lvl	max	cast
1st		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
2nd		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
3rd		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
4th		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
5th		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
6th		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
7th		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
8th		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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HENCHMEN & HIRELINGS

Name	Class	Level	HP	AC	Armor	Weapon	Dmg

SBP

RANDOM TABLES

Dungeon Random Monster Tables

Levels 1-3

- 1 Giant Rats (3d6)
- 2 Giant Centipedes (2d4)
- 3 Skeletons (3d4)
- 4 Zombies (1d6)
- 5 Stirges (1d10)
- 6 Fire Beetles (1d6)
- 7 Green Slime or Yellow Mold (1)
- 8 Giant Tick (1d3)
- 9 Insect Swarm (1)
- 10 Roll Levels 3-5

Levels 3-5

- 1 Giant Scorpion (1d2)
- 2 Ghoul (1d6) or Ghast (1d2)
- 3 Gargoyle (1d2)
- 4 Rust Monster (1d3)
- 5 Cloaker (1d2)
- 6 Hook Horror (1d3)
- 7 Mummy (1d4)
- 8 Amber Jelly (1d3)
- 9 Carcass Scavenger (1)
- 10 Roll Levels 5-7

Levels 5-7

- 1 Megalocentipedes (1d6)
- 2 Wight (1d3)
- 3 Trolls (1d6)
- 4 Caryatid Column (1d4)
- 5 Shadow Mastiffs (2d4)
- 6 Gargoyles (1d6)
- 7 Flagstone Golems (1d3)
- 8 Steam Mephits (2d4+2)
- 9 Giant Earthworms (1d4+1)
- 10 Black Pudding (1)

Wilderness Random Monster Tables

Levels 1-3

- 1 Woad Goblins (2d4)
- 2 Rival Adventuring Party
- 3 Pterodactyl (1d4)
- 4 Wolves (2d4)
- 5 Boggings (2d4)
- 6 Giant Mosquitos (1d6)
- 7 Troglodytes (2d4)
- 8 Gnolls (2d4)
- 9 Volectum Cultist Patrol
- 10 Roll Levels 3-5

Levels 3-5

- 1 Winter Wolves (1d4+2)
- 2 Giant Wolverine (1d2)
- 3 Rack Reptile (1d3)
- 4 Ice Toad (1d3)
- 5 Giant Snowy Owl (1)
- 6 Giant Earthworm (1d6)
- 7 Zombies (3d4)
- 8 Giant Eagle (1)
- 9 Giant Boar (1d3)
- 10 Roll Levels 5-7

Levels 5-7

- 1 Manticores (1d2)
- 2 Giant Boar (1d4)
- 3 Wyvern (1d2)
- 4 Beetle, Giant Rhinoseros (1d4)
- 5 Giant Ants (3d4)
- 6 Dimetrodon (1d6)
- 7 Cave Bear (1d2)
- 8 Sabre-Toothed Tiger (1d2)
- 9 Cyclops (1)
- 10 White Dragon (1)

THE WANTON WENCH RANDOM PATRON GENERATOR

Name	Morning	Noon	Evening	Present?								
Wannistol the Wondrous	1%	1%	5%	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Serinx the White	5%	5%	10%	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Allinbroch of Many-Colours	5%	10%	5%	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Adderon Moon-Shadow	10%	20%	75%	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Truna DunDonnel	95%	95%	99%	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Reyna the Barmaid	95%	95%	95%	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Nuula the Barmaid	95%	95%	95%	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Navig the Serving Boy	50%	75%	95%	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Captain Tenneal	10%	10%	65%	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Derrick Von Saulter	1%	10%	5%	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Malcon Burgoyne	10%	10%	50%	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Quinari Stol	10%	20%	50%	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Praed Greenleaf	20%	20%	10%	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Maladar Stargazer	10%	10%	20%	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Master Zag and George	5%	5%	10%	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Nyx Tumbledown	10%	10%	65%	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Izog Hillside	10%	10%	65%	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Triack the Trader	10%	30%	40%	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Guldurn the Sheepherder	10%	10%	25%	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Random Farmers (2d4 + 1)	20%	20%	50%	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Random Villagers (2d4 + 1)	35%	45%	85%	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Level 0 Men-at-Arms (1d4)	10%	25%	75%	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Level 1 Henchman (1d2)	10%	20%	50%	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Porters/Torchbearers (1d2)	25%	50%	50%	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
The Company of Hooded Men	15%	25%	50%	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
The Bloody Ingrates	15%	25%	50%	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
The Barbarians of Yor	15%	25%	50%	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
The Sisterhood of Spears	15%	25%	50%	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
The Nuns without Banners	15%	25%	50%	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
The Men from White Castle	15%	25%	50%	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mystic Apprentices (1d4)	15%	15%	15%	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Evil Brigands (1d4 + 2)	15%	15%	65%	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Salt Labourers (1d4 + 1)	10%	20%	60%	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Lumberjacks (1d4 + 2)	10%	10%	60%	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Volsectum Cultists (in disguise)	5%	5%	5%	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sheepherders (1d4)	10%	10%	25%	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Entertainers (from Marketplace)	10%	10%	35%	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Merchants (1d4)	25%	35%	45%	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Clerics of Bormanus (1d3)	10%	25%	65%	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Random Book and Scroll Titles I

- 1 The Nature of Blink Dogs
- 2 The Warriors and Weapons of Gar
- 3 Carnivorous Apes: Vivisection Results
- 4 Night's Dark Terrors
- 5 Arkasul's Elven Anatomy
- 6 Gartzee's Medicinal Herbs
- 7 Turtles and Tortles: Vol 3
- 8 Clockworks and Blacksmiths
- 9 The Throne of Eternity by Landlar
- 10 Hitzemun's Treatise on Cryomancy
- 11 Listening at Doors: A Thief's Guide
- 12 Dwarves and Humans: A History
- 13 Winter Wolves: The Nature of a Species
- 14 Longbows and their Construction
- 15 Tomb-Robbing: An Introduction
- 16 Bildar's Call of the Mountains
- 17 There an Back: Stories of Adventure
- 18 The Naga-Ti and their Culture
- 19 Spores, Molds, and Funguses: Volume I
- 20 The Call of the Irrelevant Zeal by Pindar
- 21 Demons and Demigods: An Illustrative Guide
- 22 The Orcs of The White Hand: A History
- 23 Astral Projection: Theory and Practice
- 24 St. Ygg of the Cudgel: Thoughts on Worship
- 25 Poseidon: Faith in the Sea
- 26 Strange Creatures and How to Cook Them
- 27 A Guide to Planar Travel
- 28 Dark Monologues: A History of Nergal and His Followers
- 29 Aznaitz's Insight on Werewolves
- 30 Aparlerin's Tome of Space and Time
- 31 Ekintzuba's History of Brine
- 32 Langeln's Ecology of The Megalodon
- 33 The Agency of the Rank Pupil
- 34 Asedortz's Millennial Review
- 35 Ezkin's Excellent Expose
- 36 Errh-Aimb's Study of the Insane
- 37 Cladurgha's Tretise on the Art of Warfare
- 38 Nisvan's Essential Spell Components
- 39 Harrenser's Guide to Modern Chivalry
- 40 Pautafan's Ice and glaciers
- 41 The Shallow Fifth
- 42 Giant Spider Silk: Uses and Applications
- 43 The Ecology of the Ankheg
- 44 The Ecology of the Basilisk
- 45 The Ecology of Luft Banderlogs
- 46 The Ecology of the Rot Grub
- 47 The Duchy of Aerik: A History
- 48 The Establishment of Threshold: A Free City
- 49 The Ecology of the Mountain Lion
- 50 The Ecology of the Chimera
- 51 Culture of the Ettin
- 52 The Culture of the Drow
- 53 The Ecology of the Gorgon
- 54 The Ecology of the Gray Ooze
- 55 The Black Company: Heroes or Villains?
- 56 A History of The Nine
- 57 The Essential Halfling Cookbook
- 58 The Hubris of Mage Towers
- 59 Seaweed and its Uses
- 60 The Social and Cultural Aspects of Salt
- 61 The Northern Reaches: History and Culture
- 62 The Life of Zagyg
- 63 Escarpment Slopes: A Pictorial Geography
- 64 The Worship of Dogma
- 65 Dogma's Doctrines and Edicts
- 66 The Ecology of the Yeti
- 67 The History of the Five Rings
- 68 The Barbarian Tribes of the North
- 69 A History of the Wall
- 70 The Laws of the Natural Kingdom
- 71 The Secrets of Wizardry
- 72 The Study of Illusions
- 73 The History of Matoowb
- 74 The Joy of Vivisection
- 75 The Great Book of Arcana
- 76 A Beginner's Guide to Anemancy
- 77 Spellcraft and Sorcerers
- 78 An Illustrated Guide to Magecraft
- 79 Swords and Wizardry
- 80 Woden and His Worship
- 81 The Life of Syldina
- 82 Redheads: Touched by Fire
- 83 Zombies and their Programming
- 84 Rainbows and Leprechauns
- 85 The Djinn
- 86 The Song of the Sirens
- 87 The Book of Lies
- 88 The Tome of the Four Winds
- 89 Pixies and their Nature
- 90 The History of Gheal
- 91 The Scream of the Harpy
- 92 Henges and their Myths
- 93 Evil and its Symbols
- 94 Love and its Myths
- 95 A Pictorial History of Armour
- 96 Dark Trails by Bavdidaity the Unwise
- 97 The Peryton: A Magical Experiment
- 98 Homunculus Construction: A Beginner's Guide
- 99 The Ecology of the Lamia
- 00 A History of Dragon Cults

Random Book and Scroll Titles II




- 1 The Promise of Lichdom
- 2 Golems and their Construction
- 3 Minotaurs and Mazes
- 4 Mazes and Monsters
- 5 Elvish to Common Dictionary
- 6 A Guide to Ancient Common
- 7 Black Tongue: The Dark Language
- 8 The Mythology of Herne
- 9 Eight Years in the Far North
- 10 A Wrestler's Guide to Pins and Holds
- 11 The Ecology of the Piercer
- 12 A History of Skyfall Mountains
- 13 Tales of the Barrowmoor
- 14 A History of Durak, Lord of the Forge
- 15 Orc Tribes and their Totems
- 16 Kobolds and their Kin
- 17 Orcish to Common Dictionary
- 18 The Myths of Agromemnon
- 19 Tales of Argos
- 20 The Origin of Salmanay
- 21 12 Years a Concubine
- 22 The Codex Incarceratum
- 23 The Truth of the Hunt
- 24 Vitharia's Journal of Adventure
- 25 The Cities of the South
- 26 The Magical Properties of Gemstones
- 27 The Magical Properties of Herbs
- 28 The Magical Characteristics of Teeth
- 29 Notes on invisibility: A Practical Volume
- 30 Fall from Glory: Matwoob and His Mystics
- 31 The Chronicles of Alinalik Suun
- 32 Ool's Tales and Stories
- 33 The Graveyard Grimoire
- 34 The Encyclopedia Draconis
- 35 The Cultural History of the Barony of Bron
- 36 The Historical Development of Longbow
- 37 Illusion: A Magician's Guide
- 38 The Hunting Habits of Hippogriffs: A Research Update
- 39 Wartime Use of the Pole-Axe
- 40 The Awe-Inspiring Sickness of Disease
- 41 The Broadsword of the Spear: A Comparative Review
- 42 The Love in the Sanctuary of the Gods
- 43 The Earldom of Haruun: A Philosophical Position on Crime
- 44 Improved Magic for the Journeyman Mage
- 45 Glaives: An Abridged Guide to the Polearm
- 46 The Tome of Enchantment Revision
- 47 A Cross-Examination of Bows and Crossbows
- 48 A Tactical Comparison of the Cutlass and Longsword
- 49 The Courtship Rituals of Gorgons
- 50 A History of the Talkatiin Empire
- 51 High Magic for Advanced Users
- 52 The Classic Theurgist
- 53 True Prayers for the Forge Goddess of the Breen
- 54 The Respiratory System of the Basilisk and the Hydra
- 55 A Guide to Experimentation: The Case of the Owlbear
- 56 The Development of the Glaive-Guisarme
- 57 An Examination of Ancient Divinations
- 58 A History of Recent Warlords
- 59 The Thunder Goddess' Heretics
- 60 Social Hierarchies in Fire Giant Culture: An Overview
- 61 The Manual of Glamour: By Freelik the Frenetic
- 62 Basic Black Magic: A Beginner's Guide
- 63 The Bodily Humors of Jabberwocky
- 64 Excretory System of the Dragonne
- 65 A Dissertation on the Forgotten Tribes of the North
- 66 A Thesis on the Merchant Goddess of Coin
- 67 Practice Transformations for the Mage
- 68 Clockwork Construction for Wizards: By Wertineves
- 69 The Net and Trident: A Concise Legendary History
- 70 The Minor Economic Chronicles of the Northern Reaches
- 71 The Dietary Habits of the Minotaur and the Tricerotaur
- 72 The Social Organization of Pegasi: A Dissertation
- 73 Mating Habits of the Nightmare
- 74 Superstitions Regarding Lamia's Excretory System
- 75 A Sea Serpent's Glandular System: Volume 1
- 76 In Flight: The Rocs' Endocrine System
- 77 Digestive System of the Cockatrice by Talinmar
- 78 Ramming Speed: Satyrs' Courtship Rituals
- 79 Harpies, Husbands, and Common Habitation
- 80 The Social System of the Chimera
- 81 The Circulatory System of the Carcass Scavenger
- 82 The Courtship Rituals of the Taer and the Yeti
- 83 The Mating Habits of Giant Ravens
- 84 The Respiratory System of the Phantom Stalker
- 85 The Social Organization of Bullywugs: A Current Study
- 86 Migration Patterns of Giant Eagles
- 87 Sneaky Buggers: The Social Organization of Kobolds
- 88 Brain Dissections of Minotaurs and the Centaurs
- 89 Origins of the Battle Axe
- 90 Comparative Evaluation of Short Swords and Scimitars
- 91 Spears and Javelins: What's the Difference?
- 92 The Point of the Sword: Stick Them with the Pointy End?
- 93 The Garrote and Dagger: Covert Use
- 94 Composite Longbow Construction: The Elven Way
- 95 Up in Smoke: The History of Long Bottom Leaf
- 96 Bullets or Stones? Ammunition for the Sling
- 97 Bec de Corbin: Origins
- 98 A Comparison of Chainmail and Ringmail
- 99 The Dart: A Revised Examination of Variations
- 00 A Guide to the Wartime use of the Lucern Hammer

Random Book and Scroll Titles III

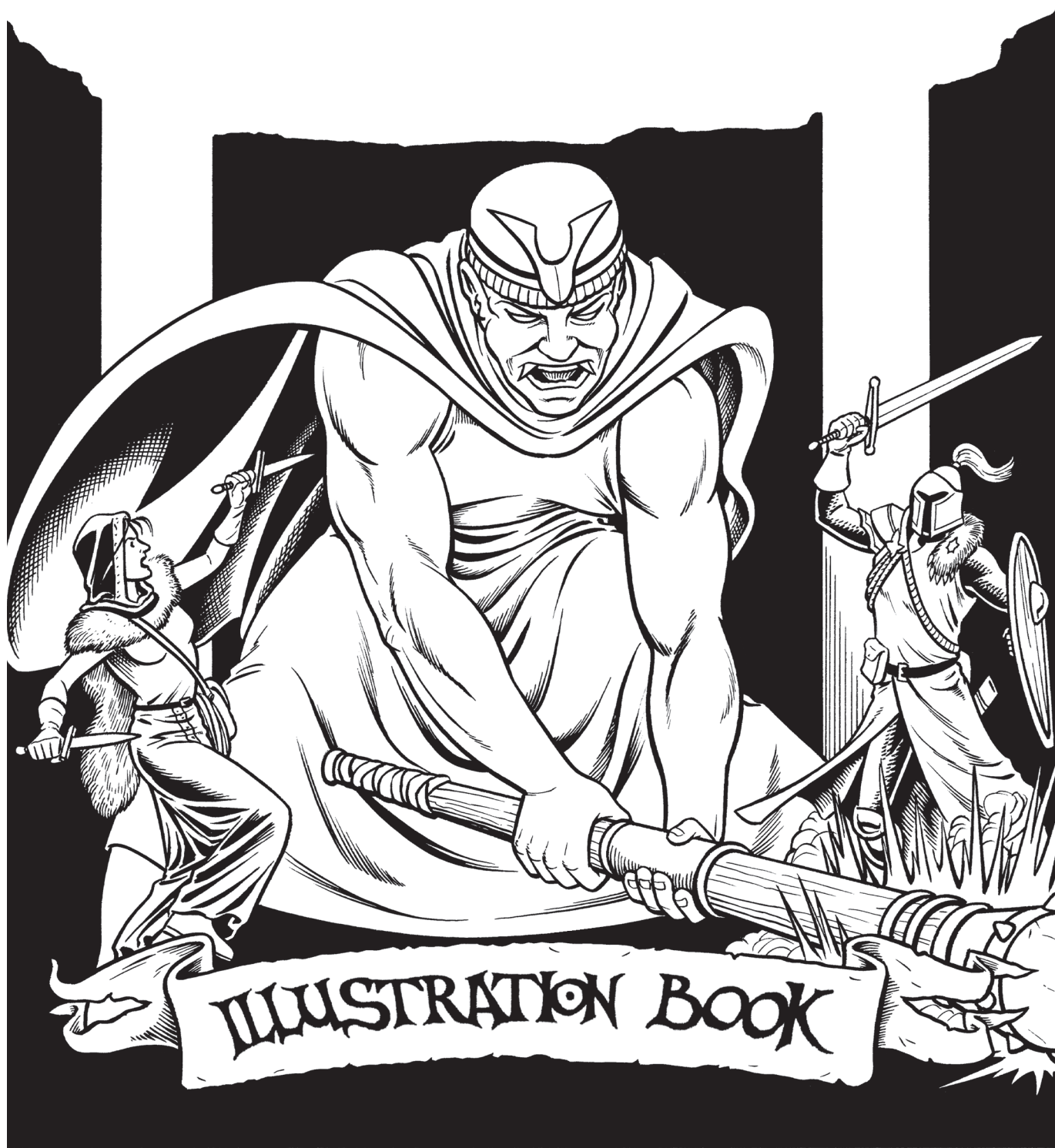
- 1 An Examination of the Origins of the Awl Pike
- 2 A History of Orc Weapons
- 3 A Guide to the Wartime use of the Morning Star
- 4 Daggers and Stiletos: A History in the Shadows
- 5 Defense Against of Practical Magical Art
- 6 The Journal of Advanced Transfiguration
- 7 A Synopsis of Magical Circles and Conjunction
- 8 A Necromancer's Guide to Black Magic
- 9 A Illustrated Guide to Enchantments and Charms
- 10 Conjunction Magic: Unexpected Applications
- 11 Basic Glamours for the Enchanter
- 12 The Practice of Pyromancy
- 13 New Necromancies
- 14 Classic White Magic
- 15 An Apprentice's Encyclopedia of Charms
- 16 Enchantments for the Diviner
- 17 The Eminent Manual of Divination
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- 19 A Treatise on Improved Invocation
- 20 Theory for Alchemists
- 21 Harrenser's Basic Charms and Enchantments
- 22 Baltron's History of Alterations
- 23 The Encyclopedia of Unique Transfigurations
- 24 101 Uses for the Dark Arts
- 25 Lumaurga's Important Alchemy
- 26 Practice Evocations by Dordralin the Mage
- 27 Monatin's Runes and their Uses
- 28 A Tutorial of Shadow Magic
- 29 A Review of Ancient Alteration Magic
- 30 Charms for Alchemists
- 31 The History of Conjunction
- 32 G'Var's History of Necromancy
- 33 An Encyclopedia of Magic Wands
- 34 A Grimoire of Remedial Black Magic
- 35 Defending Against of Advanced Abjurations
- 36 Conjunctions for the Journeymen Wizard by Erwilk
- 37 The Seven Minor Shrines of the Moon God
- 38 Rituals of Malachai (Frumentus)
- 39 Ancient Demi-Gods and their History
- 40 The All-Knowing Impurax
- 41 The True Blessings of Denara
- 42 The Doctrines of Dogma
- 43 A History of Herne's Heroes
- 44 The Story of Syldina, the Winter Warrior
- 45 The Legends of Valdghar
- 46 The Secret Attributes of the Sky Goddess
- 47 The Brutal Blessings of Imperiosa
- 48 Fortuna and the Gambling God's Prayers
- 49 Followers of the Omnipresent Cannibal Goddess
- 50 Gamethur's History of the Lightning Goddess
- 51 The Eternal Light Goddess' Story
- 52 Hidden Nonbelievers against the Rain God
- 53 The Respiratory System of The Eye of Terror
- 54 The Circulatory System of the Roc and the Kraken
- 55 The Skeletal System of the Gelatinous Cube: A Short Story
- 56 The Courtship Rituals of Chimeras, by Goozter the Great
- 57 The Cardiovascular System of the Purple Worm
- 58 Current Studies of The Courtship Rituals of Unicorns
- 59 The Dietary Habits of the Rust Monster
- 60 Current Studies of The Hunting Habits of Giant Shrew
- 61 Minotaurs and their Social Organization: New Findings
- 62 Manoooil's Everyday Use of Alchemy
- 63 The Codex of Basic Alchemy
- 64 The Journal of Cryomancy
- 65 Berskaf's Innovative Transmogrifications
- 66 A Dissertation on Magic Schools and their Origins
- 67 Invocations for the Magician
- 68 Practical Alchemy for the Expert Mage
- 69 The Manual of Essential Enchantments
- 70 A Brief Tactical Comparison of the Battle of Isenduin
- 71 A Dissertation on the Value of the Longbow
- 72 The Seven Constellations of Arcanryl
- 73 The Sleeping Patterns of the Krakens: A Thesis
- 74 Harpies and their Courtship Rituals
- 75 The Hunting Habits of the Hydra
- 76 The Glaive-Guisarme: Imperial Use
- 77 A Disclosure o the Present State of the Northern Reaches
- 78 The Battle of the Black Oaks
- 79 Migration Patterns of Wild Centaurs
- 80 The Grub-Globules' Sensory Systems: New Speculations
- 81 The Book of Dwarven Battle Songs
- 82 A Courtship Rituals of the Behir
- 83 The Famous Bards of the Northern Reaches
- 84 The Economic History of the Archaian People
- 85 Dietary Habits of the Ogre and the Ettin: A Comparison
- 86 Hostofar's Encyclopedia Magica
- 87 The Wise Manual of Arcane Rituals
- 88 Political Leaders on the Northern Frontier
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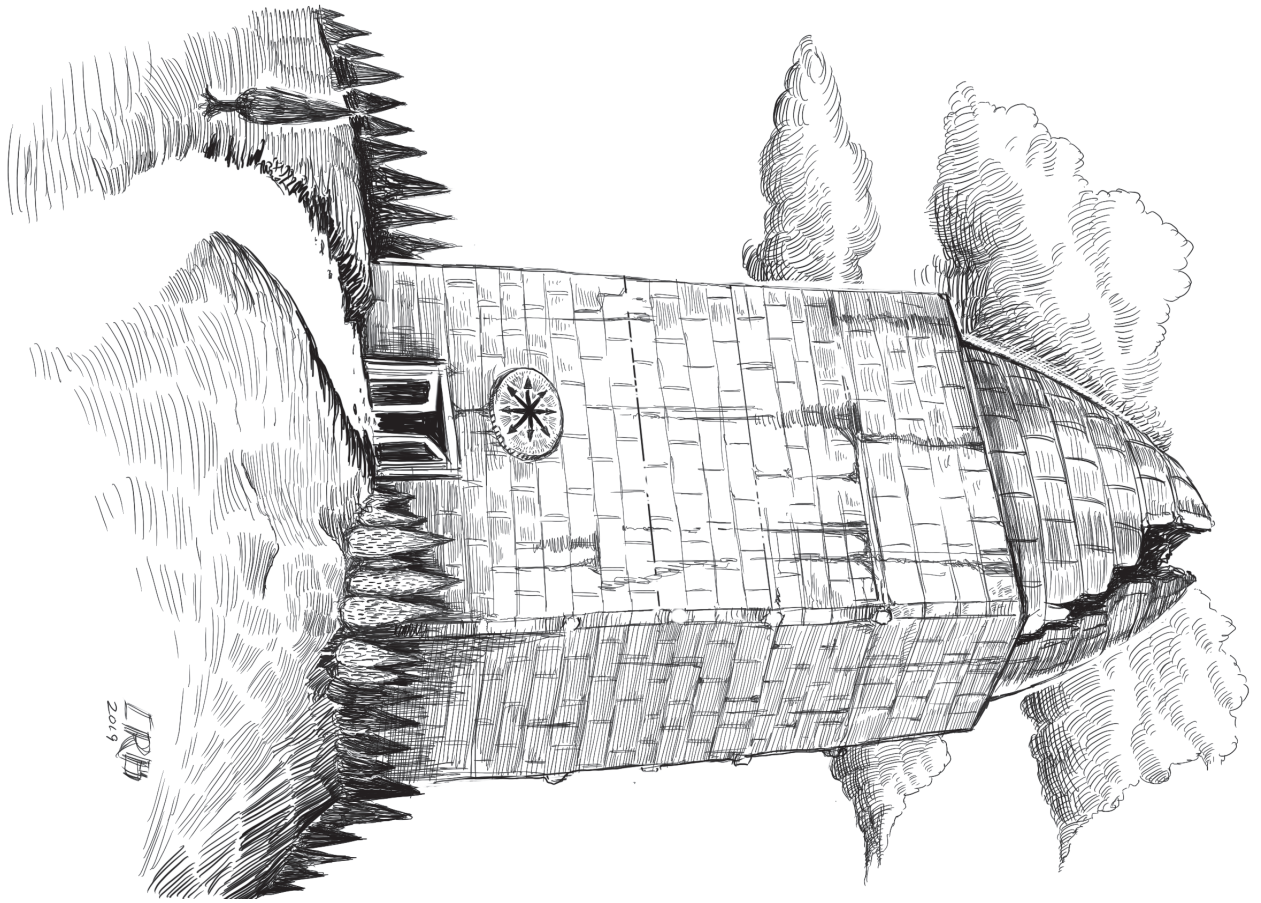
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Psyruque Stormcrow	Psyruque's Stormhold	
Garzekel the Alluring	The Dwimmerhold of Garzekel	
Mikda-Err the Oracular	The Leaning Tower of Mikda-Err	
Eguresel the Abjurer	The Mysterious Keep of Eguresel	
Argotzed of Many-Colours	The Spelltower of Argotzed	
Isholdonna the Brown	The TerraDome of Isholdonna	
Berambold the Evoker	The Forgotten Spire of Berambold	
Zadukalu the Despised	The Necrohold of Zadukalu	

Furnaclon the Firemancer	The Flaming Fortress of Furnaclon	
Zu-Pang the Transmogriker	The Sky-Shrine of Zu-Pang	
Faustinaud the Frost-Mage	Faustinaud's Frozen Fort	
Galaxina Star-Mage	The Spire-Steading of Galaxina	
Matoowb	The Mystical Tower of Matoowb	
Dunivixa	Dunivixa's Domed Decagon	
Unknown	The Magefort	
Wertineves the Wondrous	The Eldritch SkyDome	
Insanidelle the Summonatrix	The Moongate	
Melysset Man'dan'oudo,	The Sunspire	

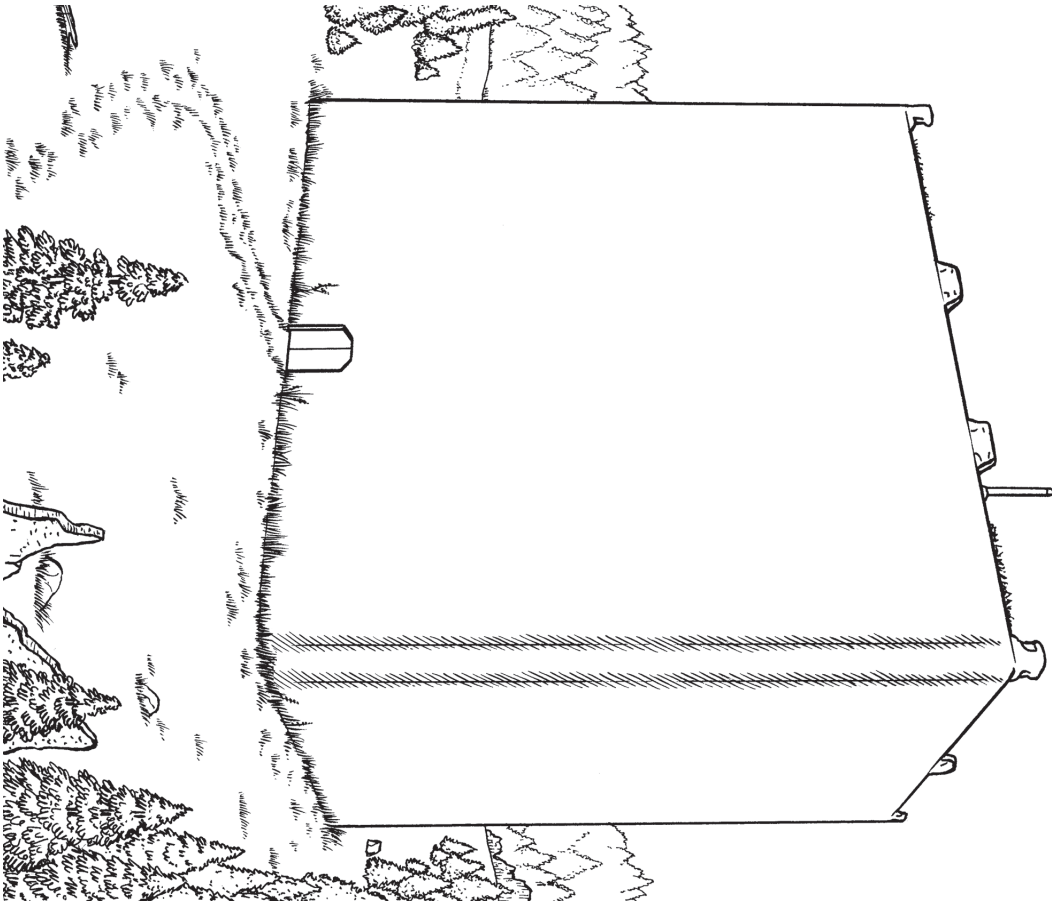
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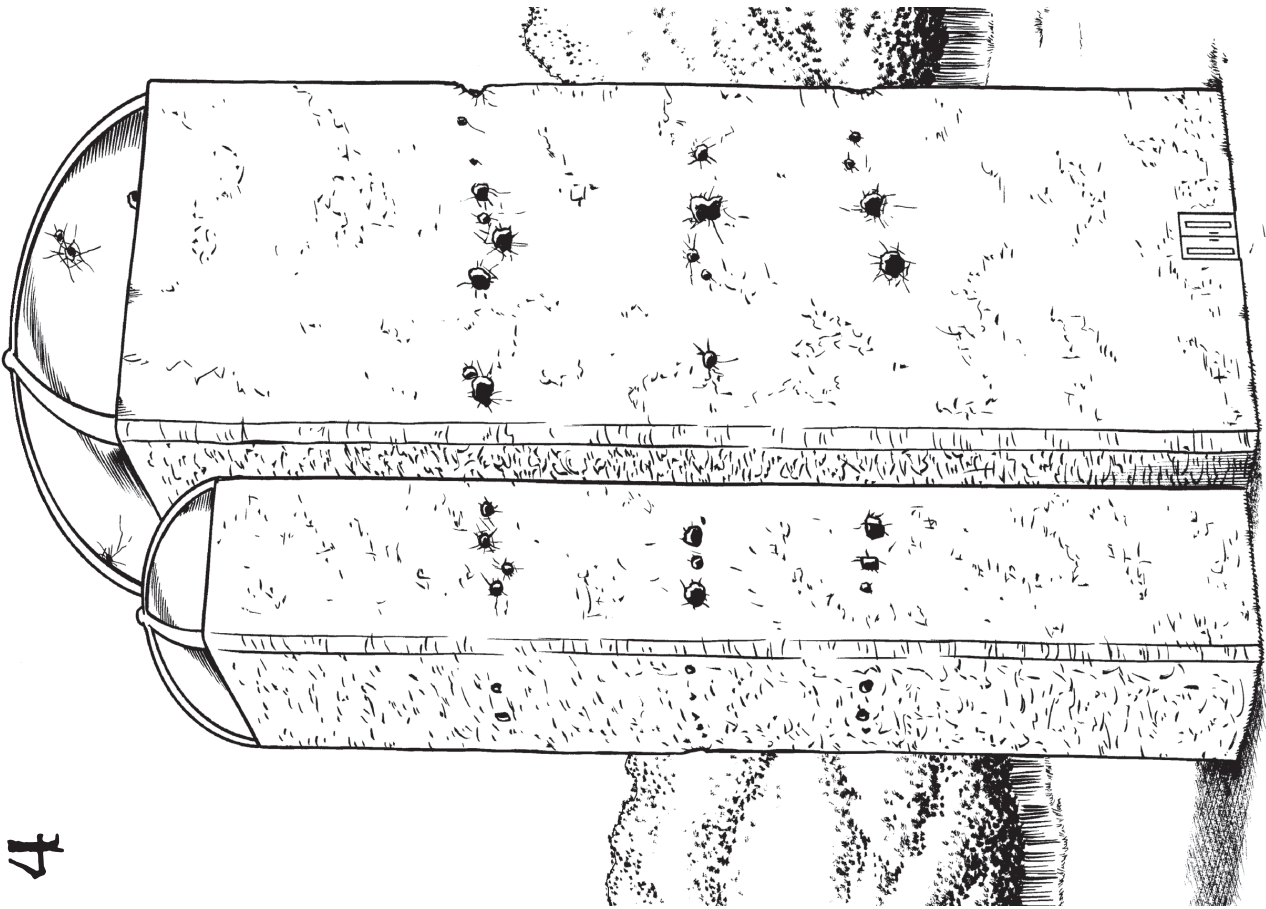
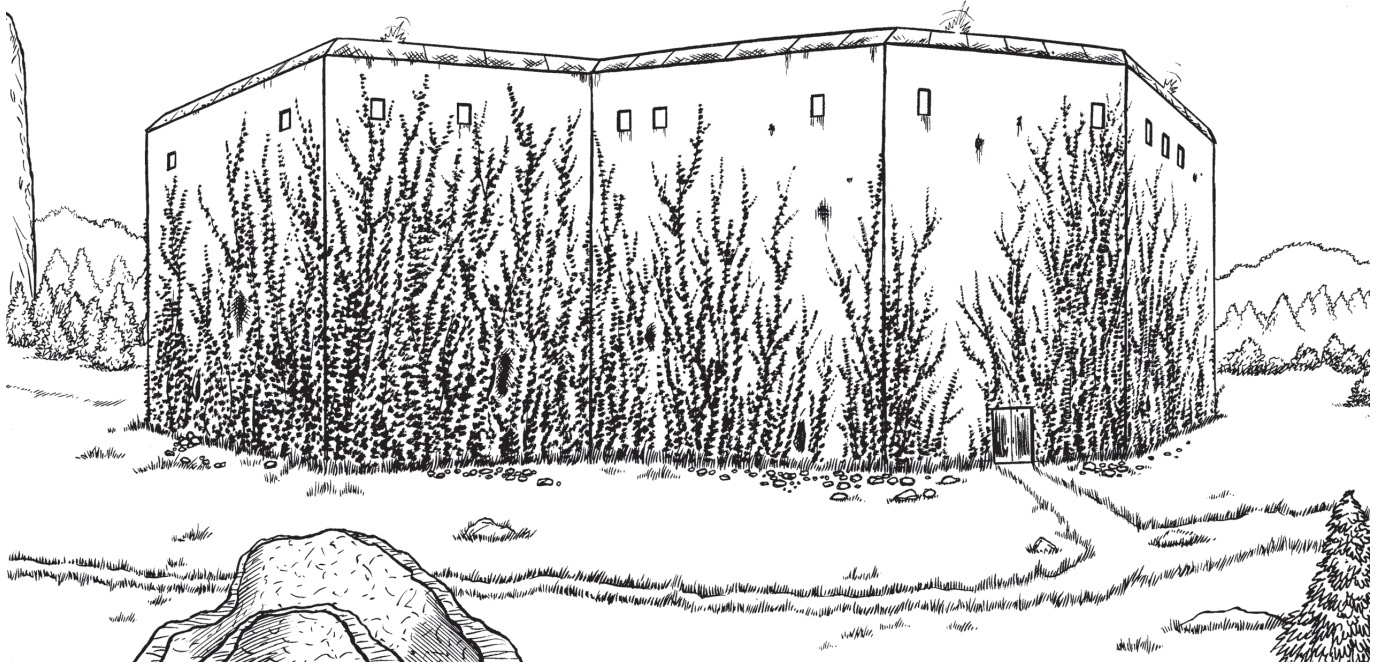
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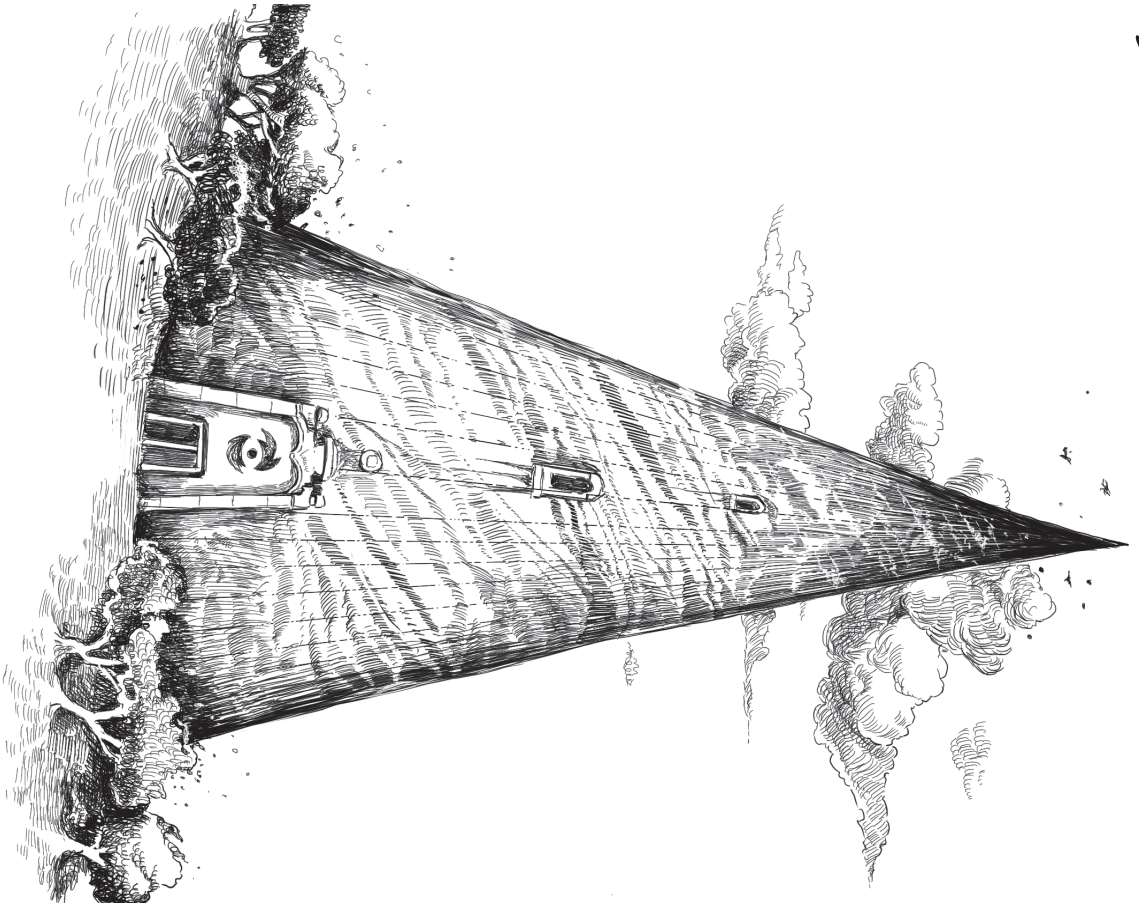


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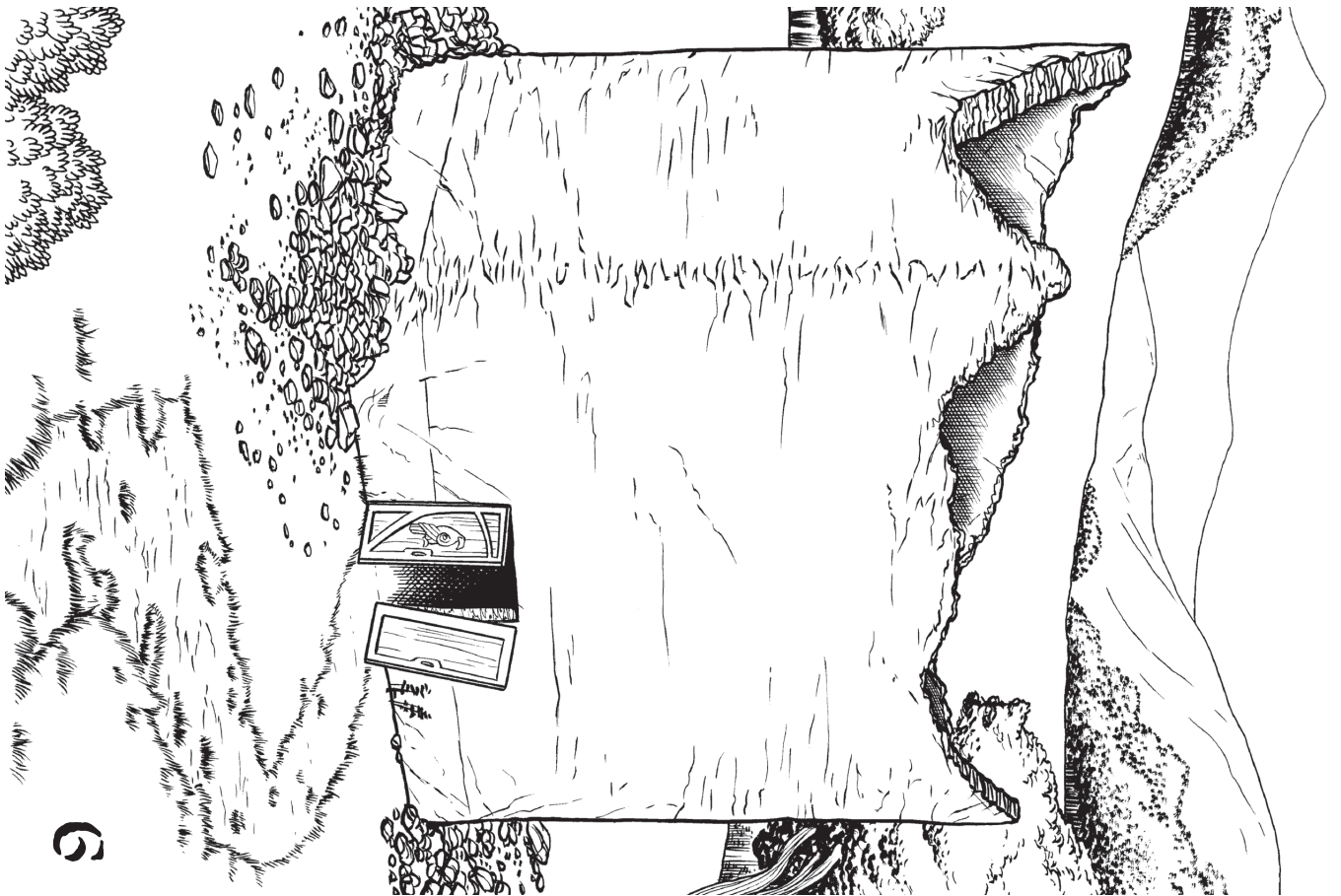


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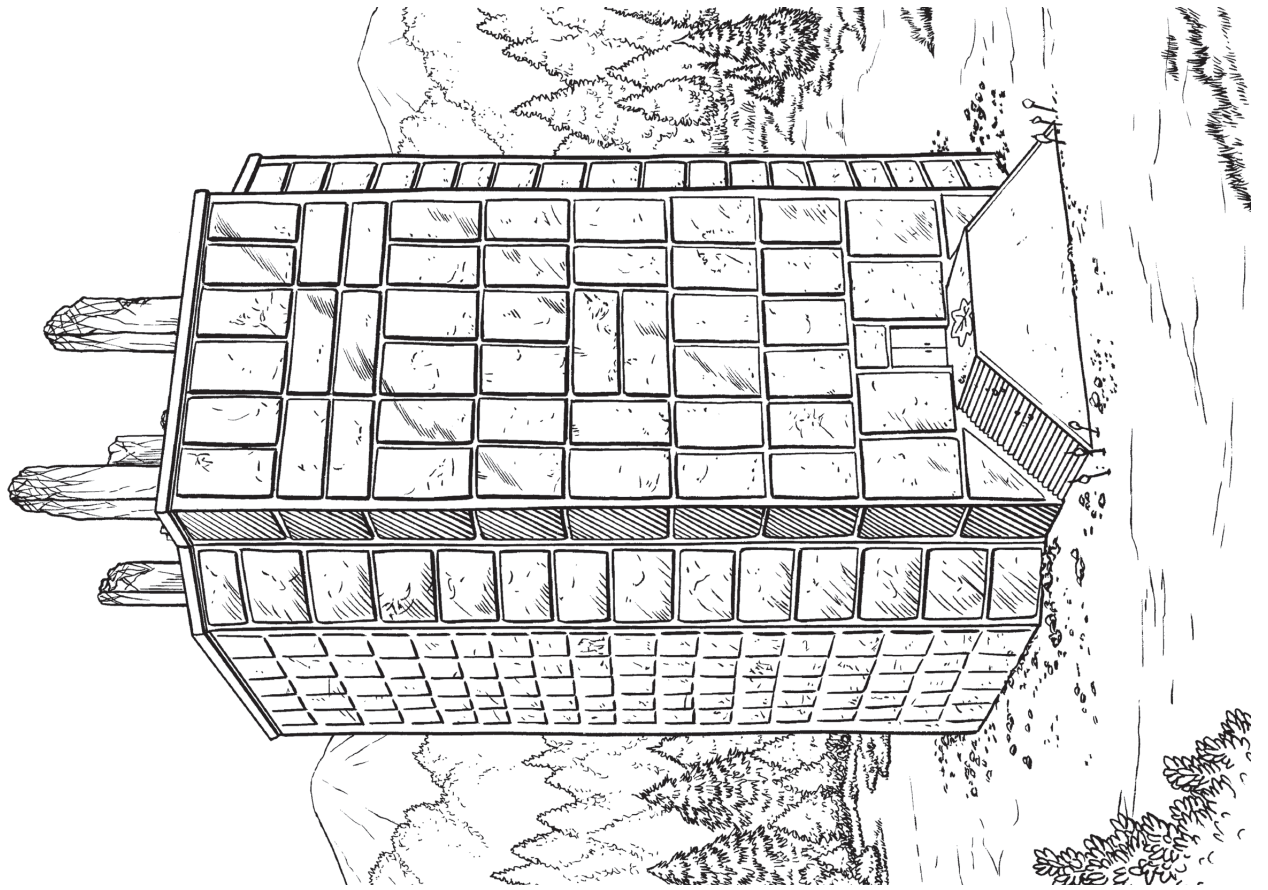


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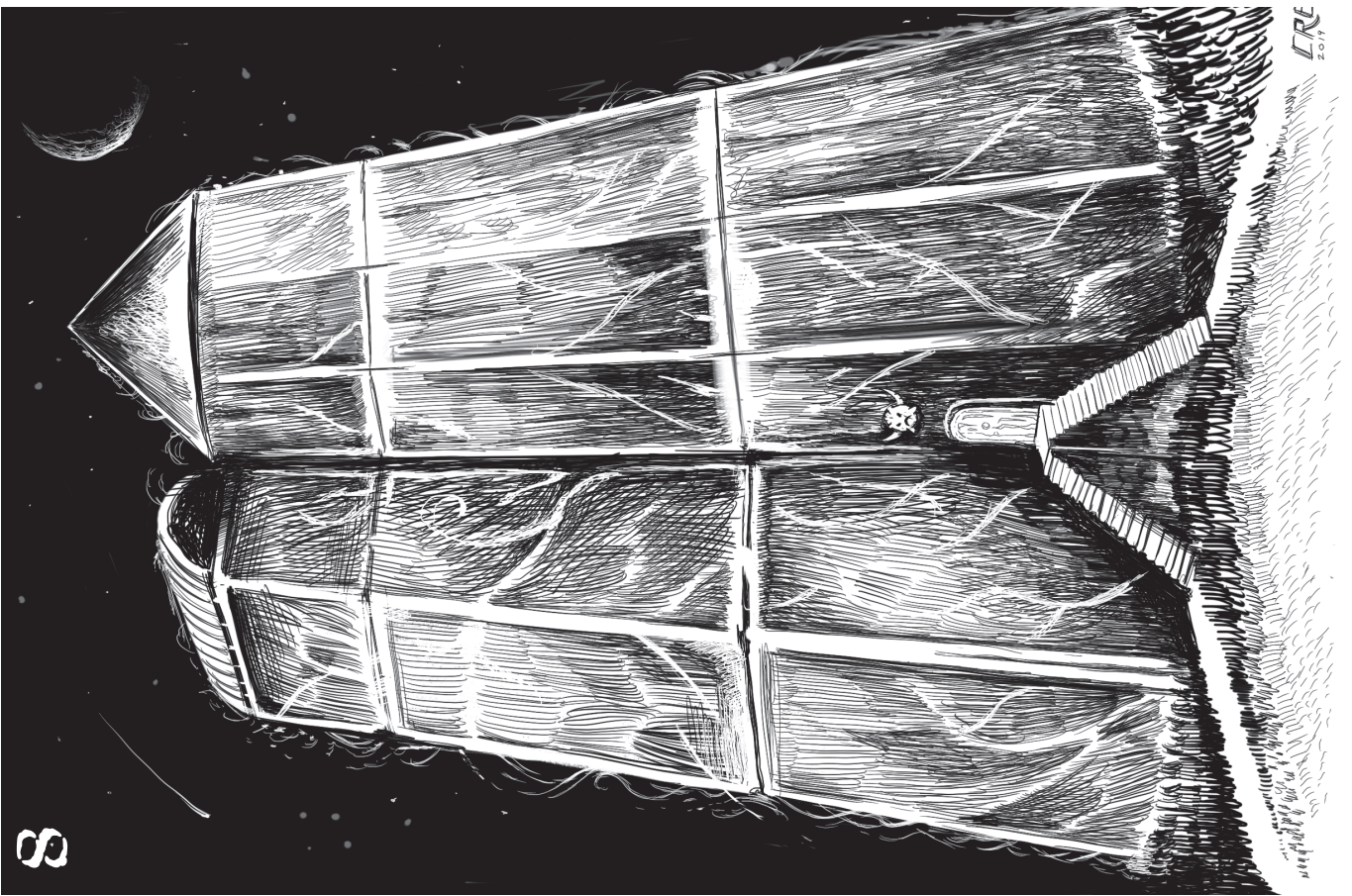


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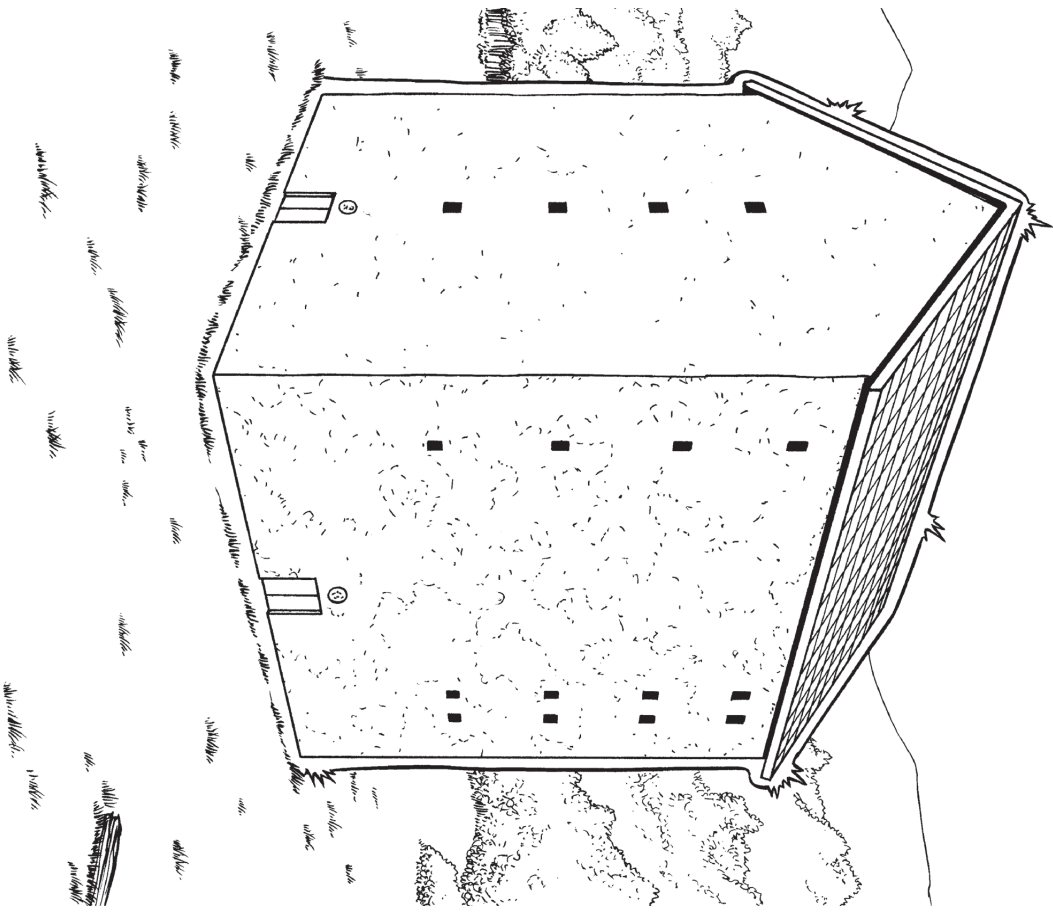
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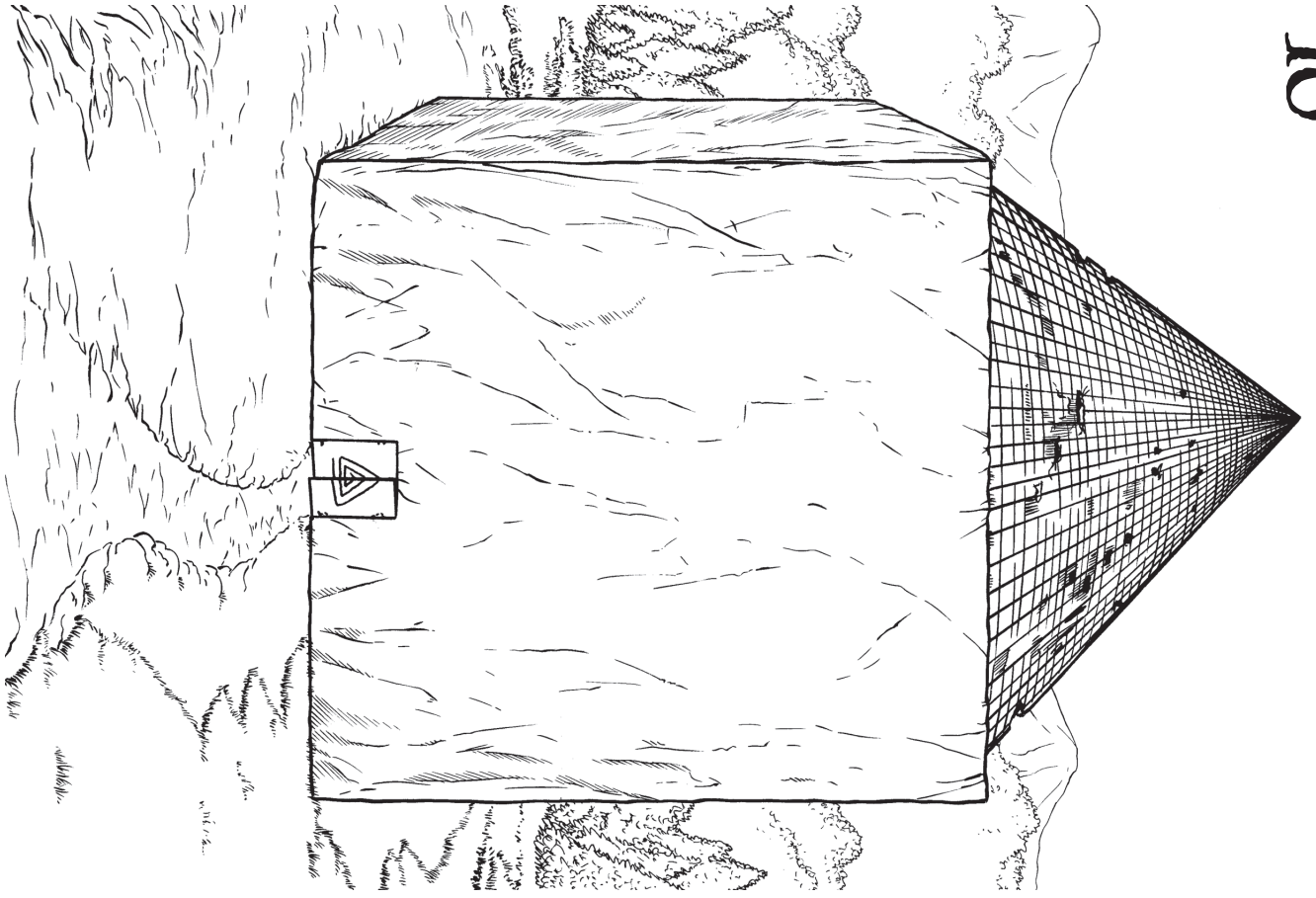
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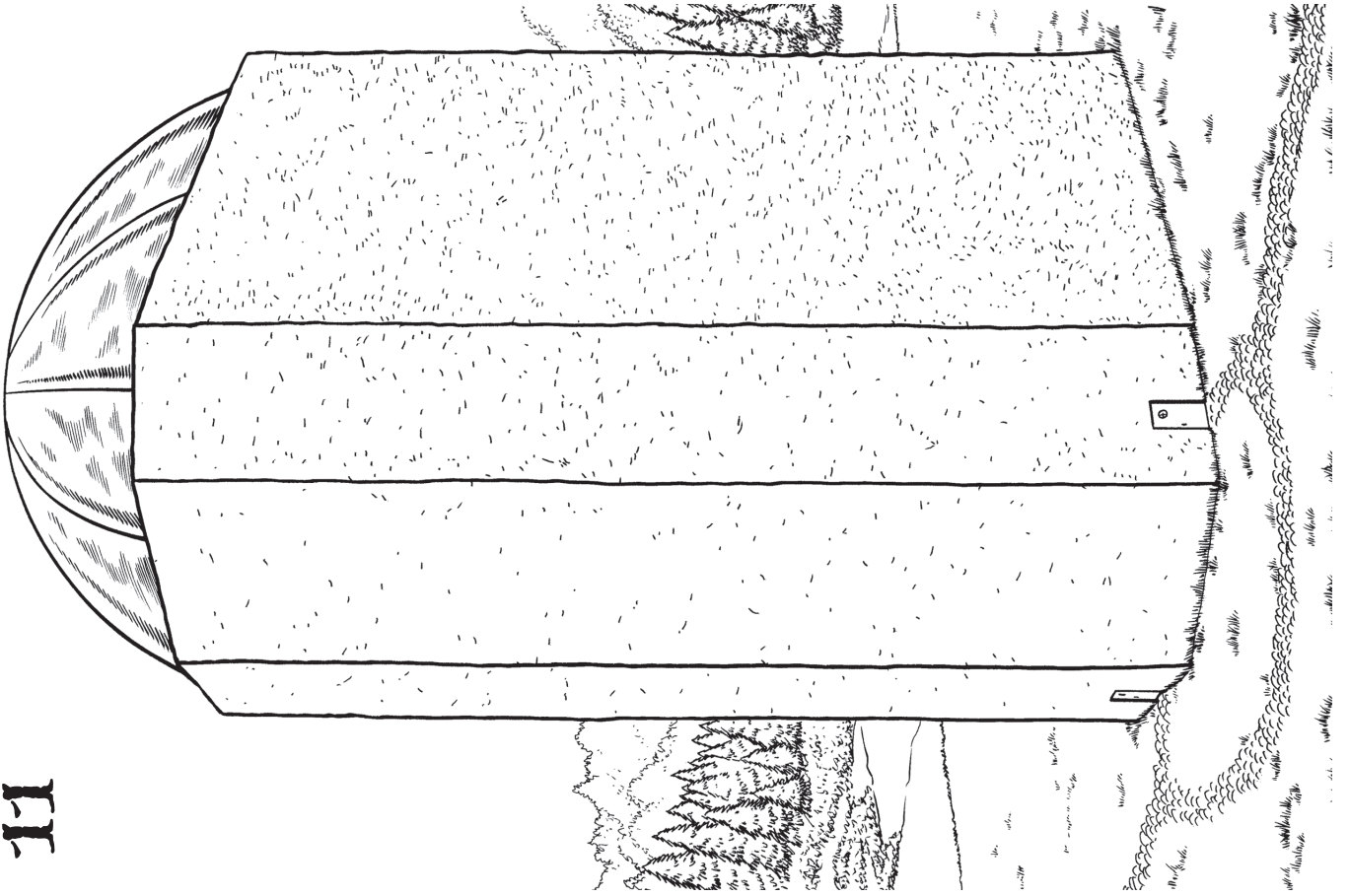
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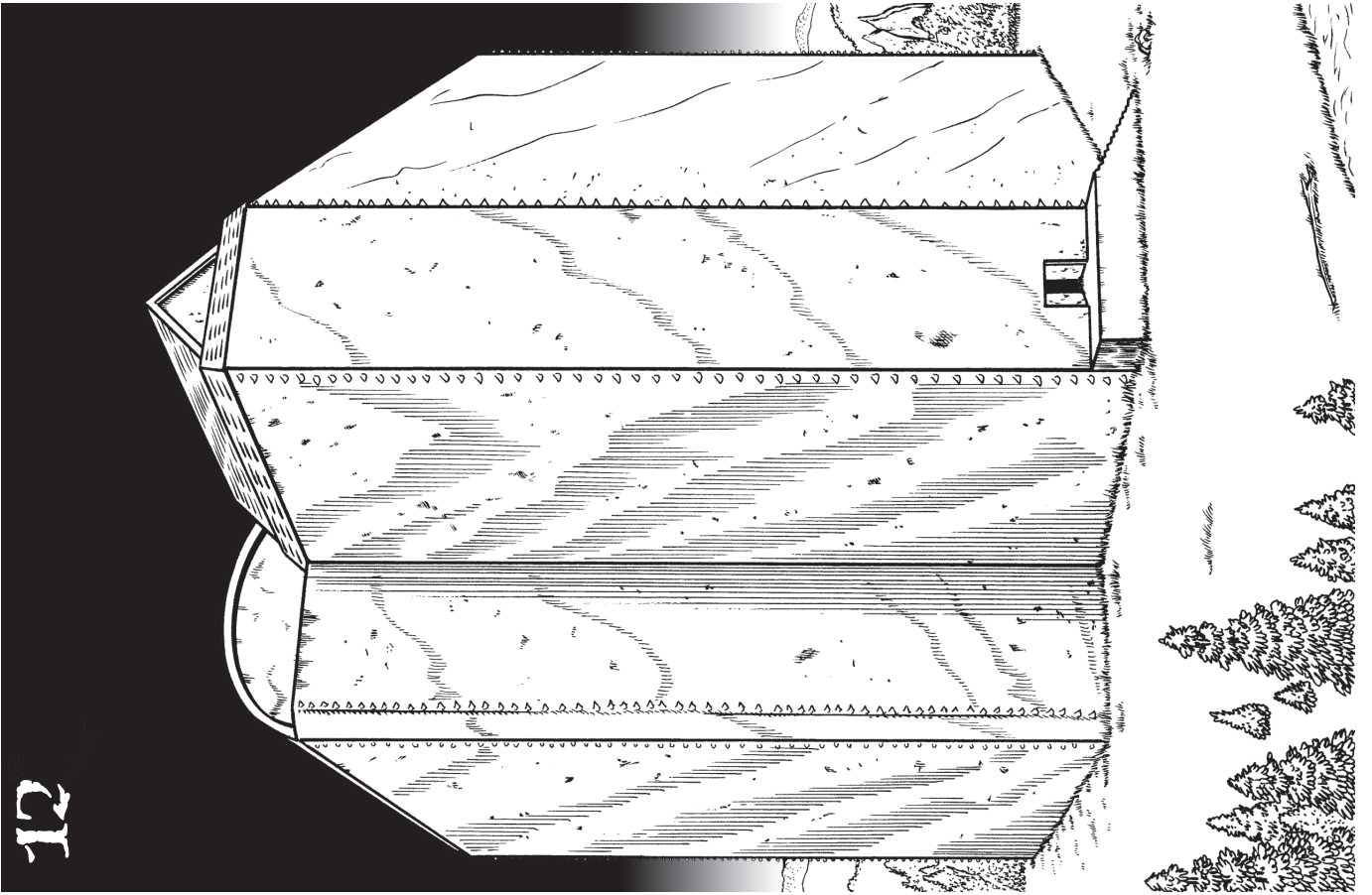
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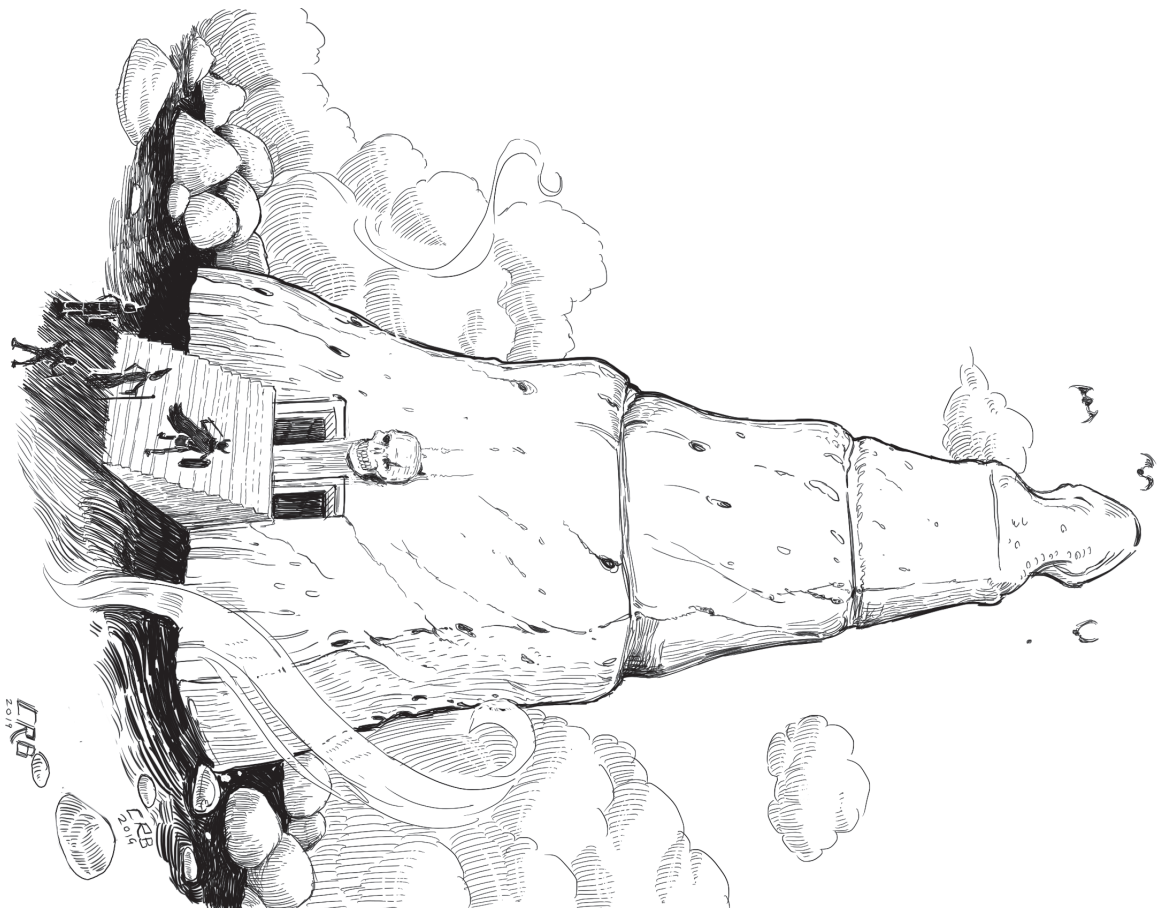
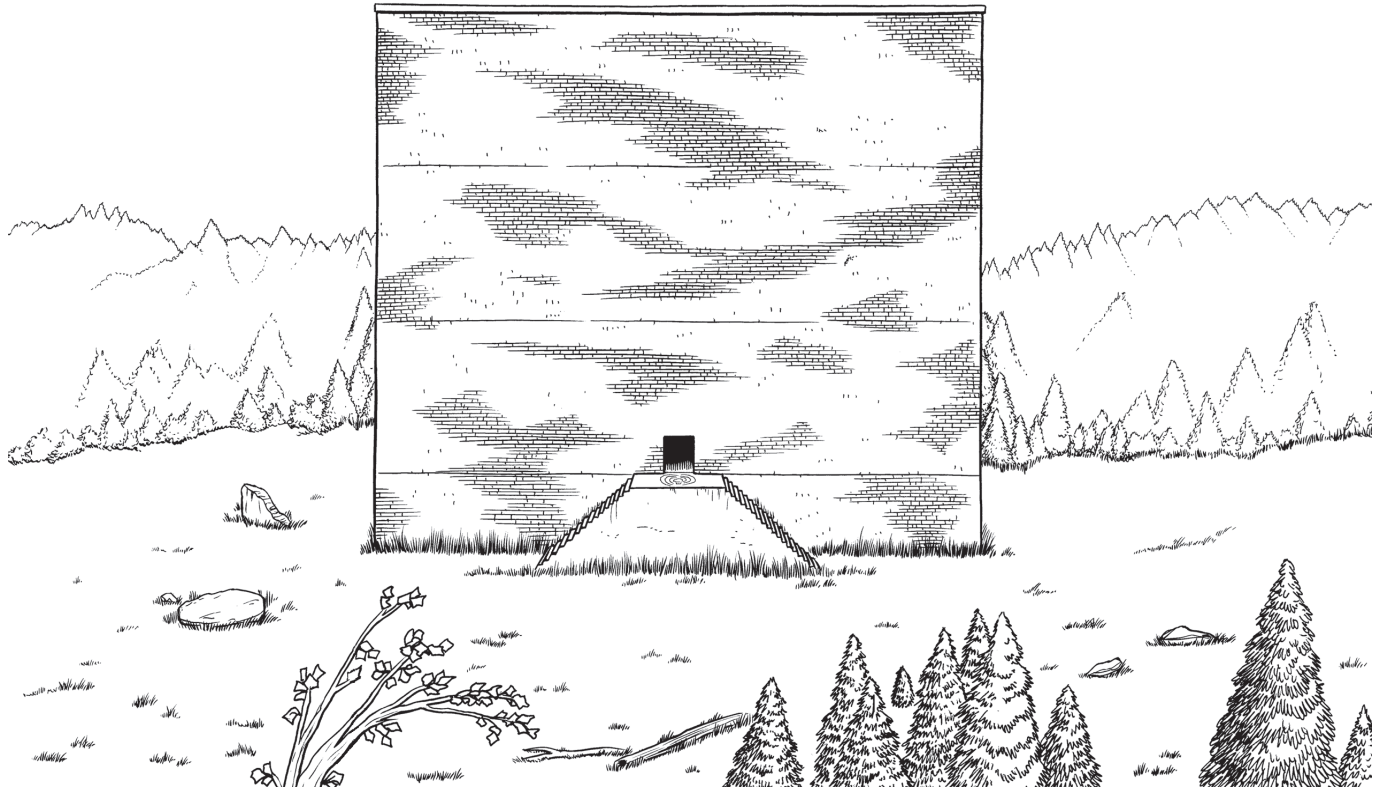


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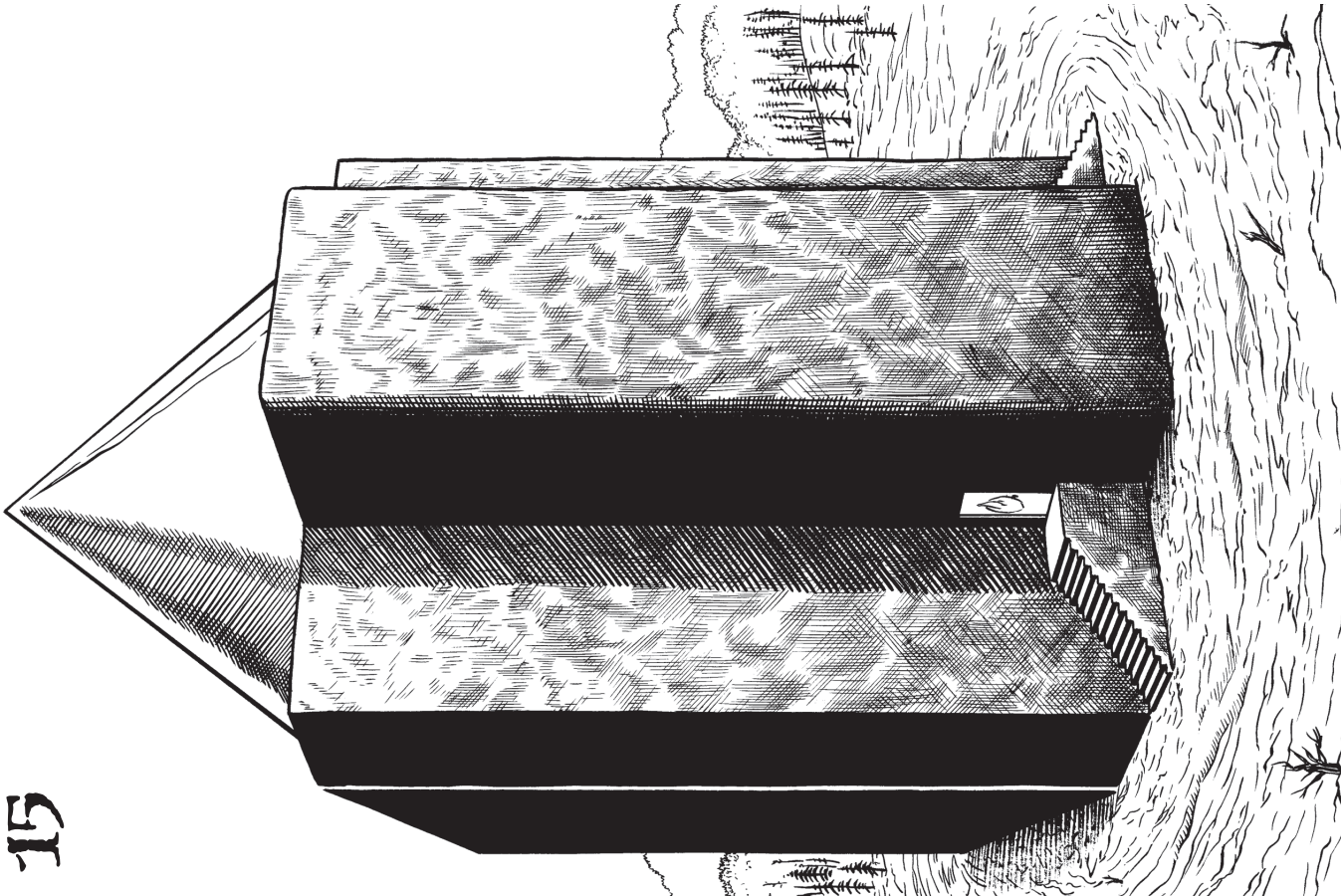


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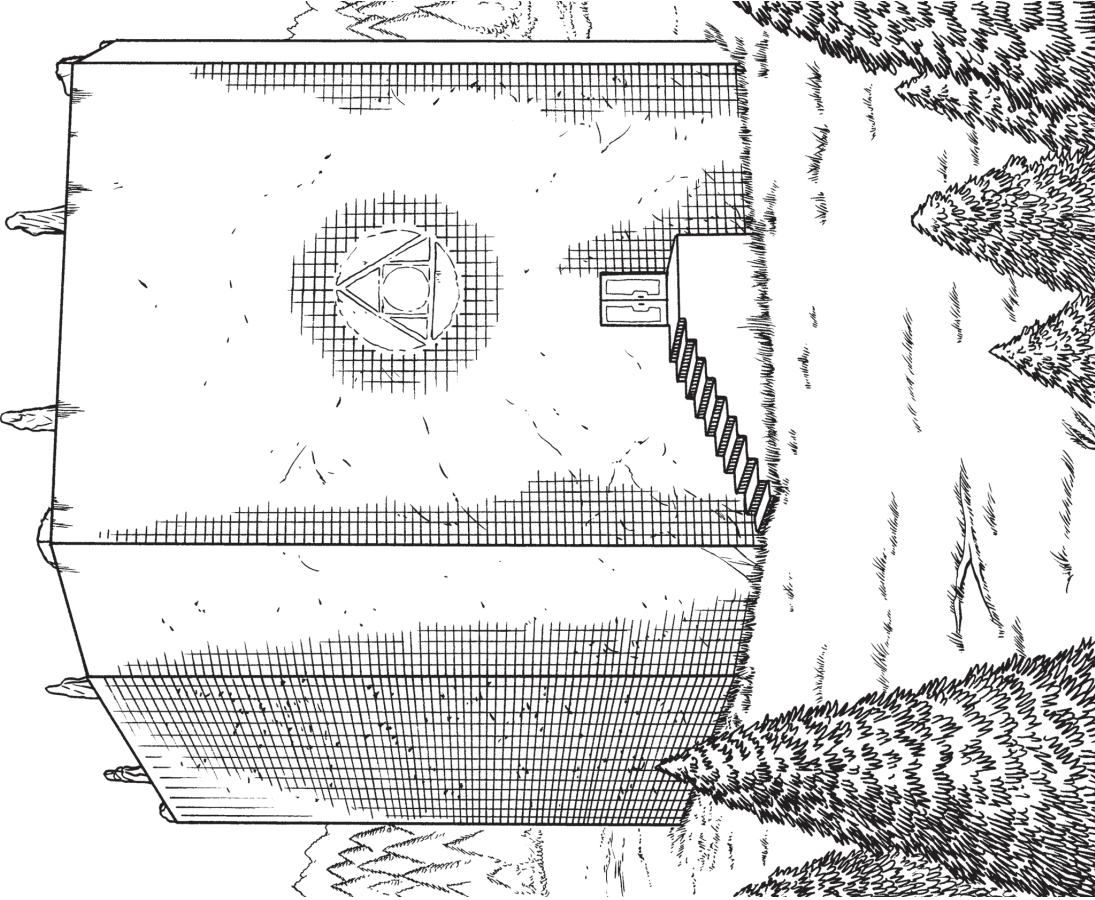




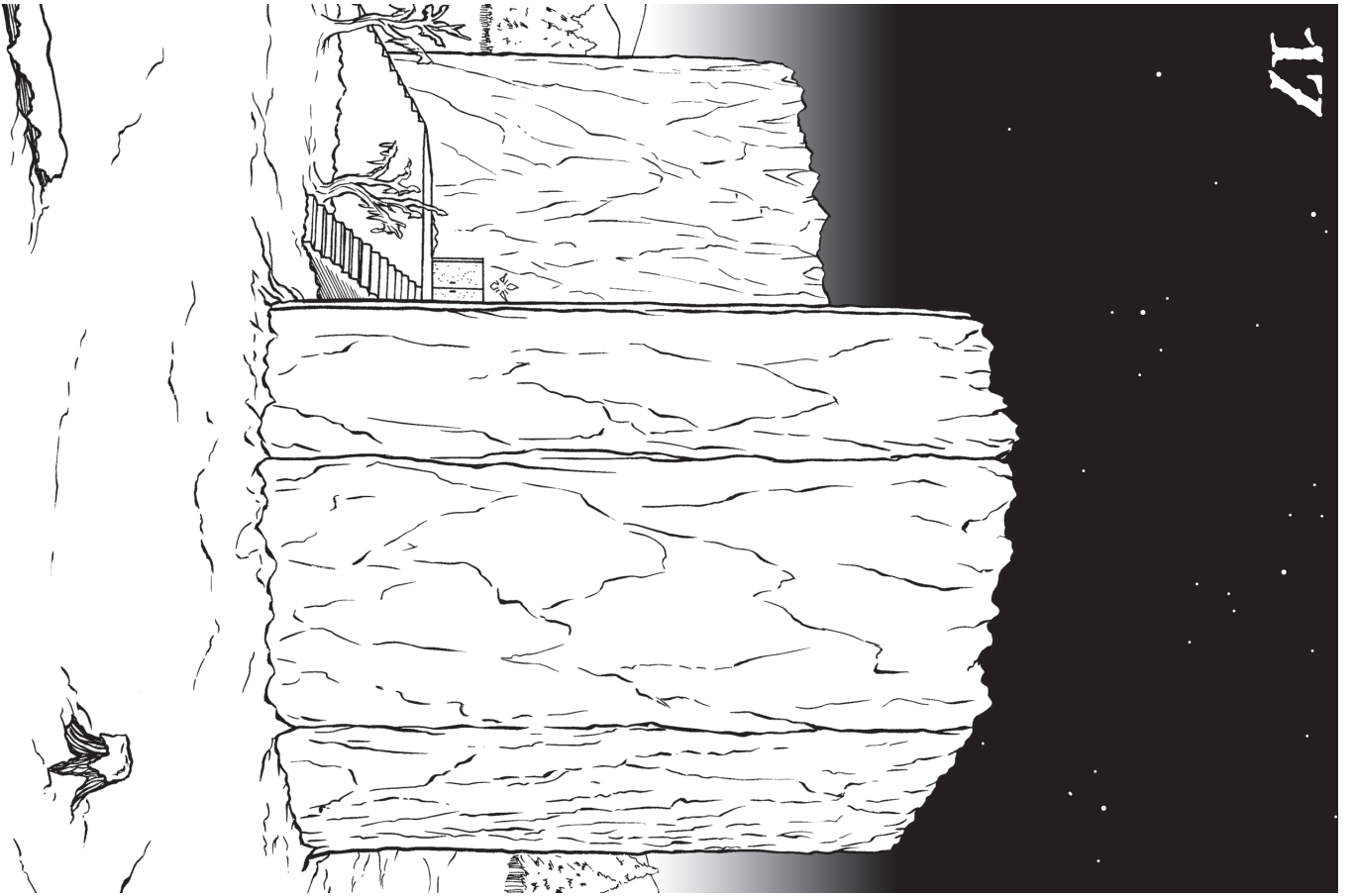
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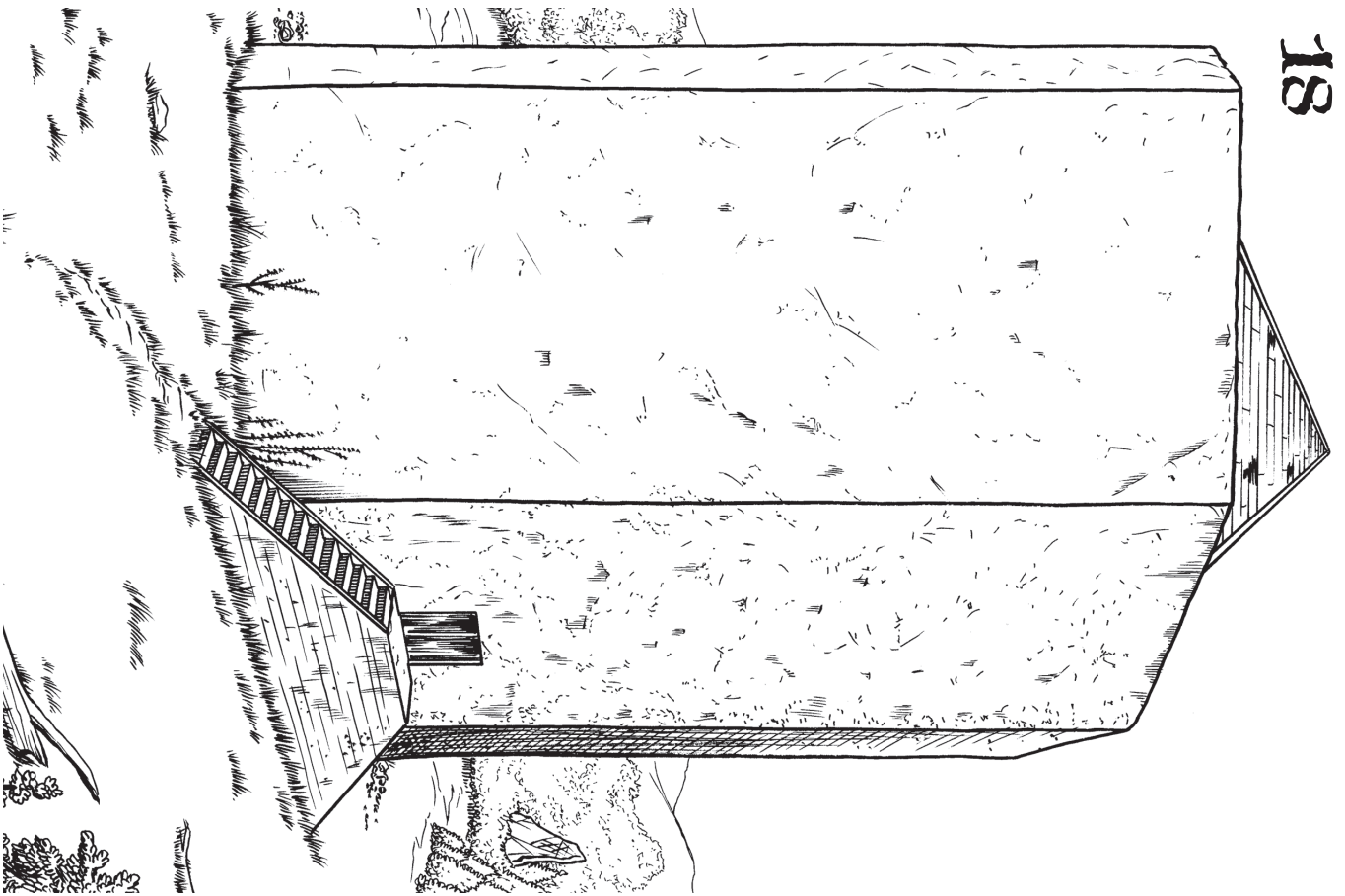
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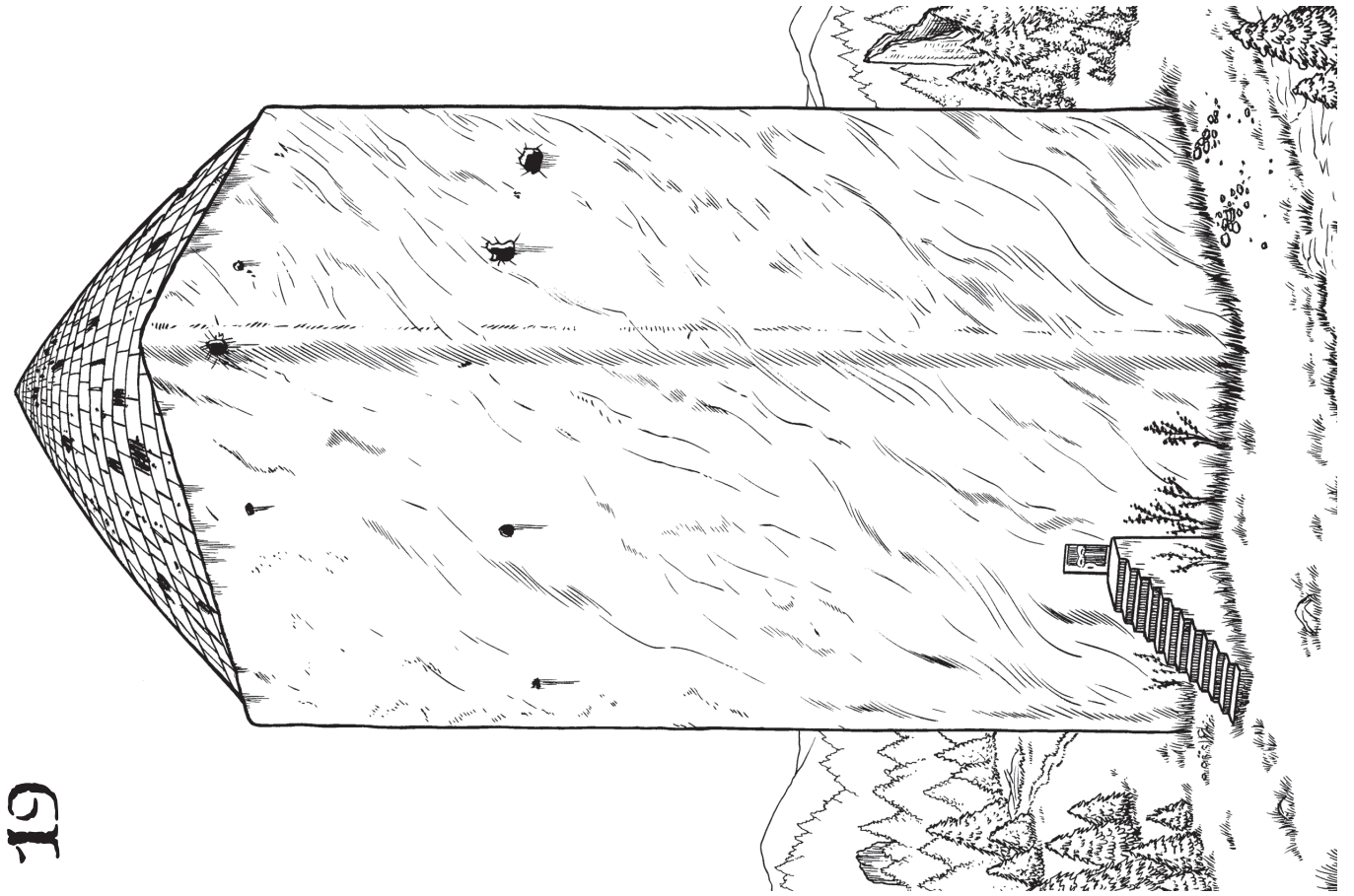


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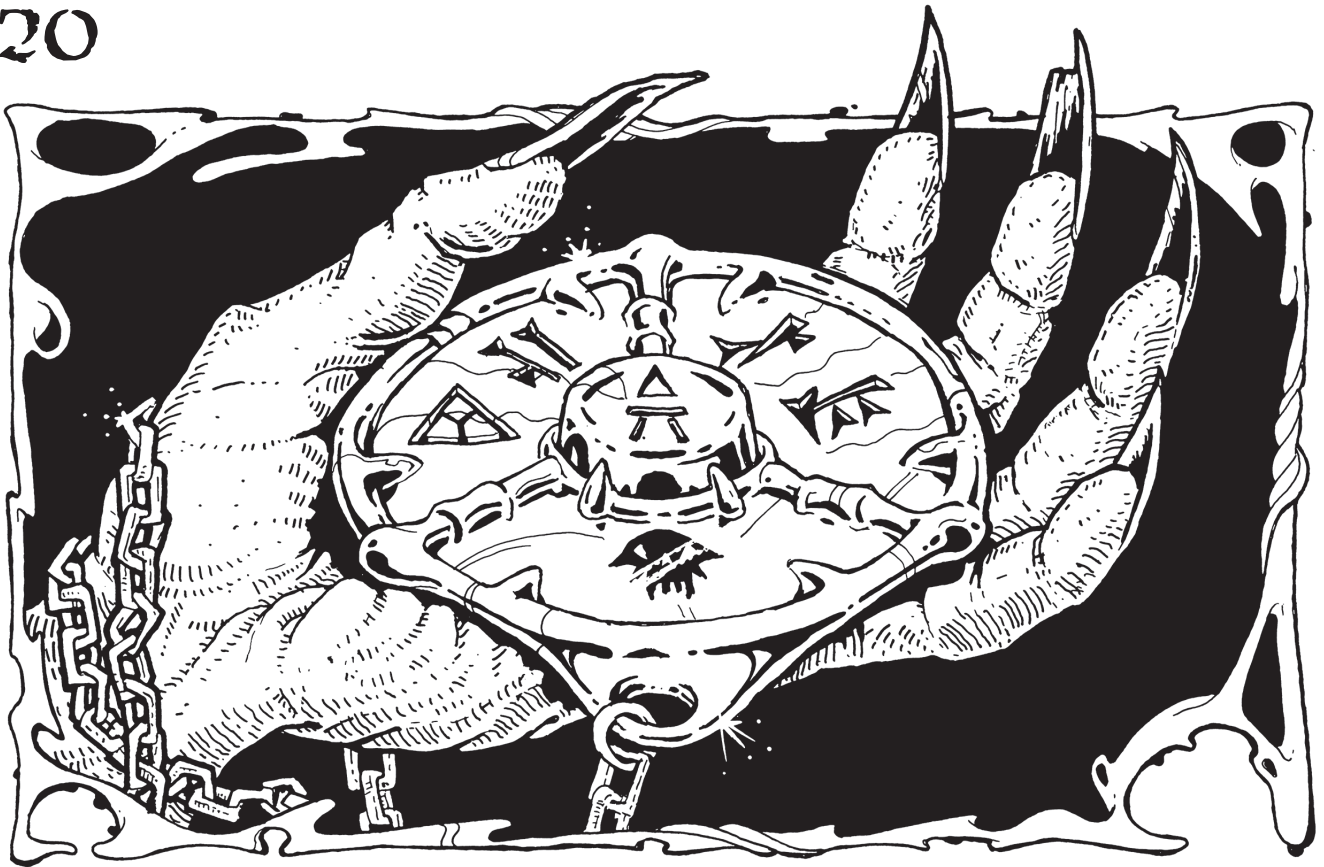
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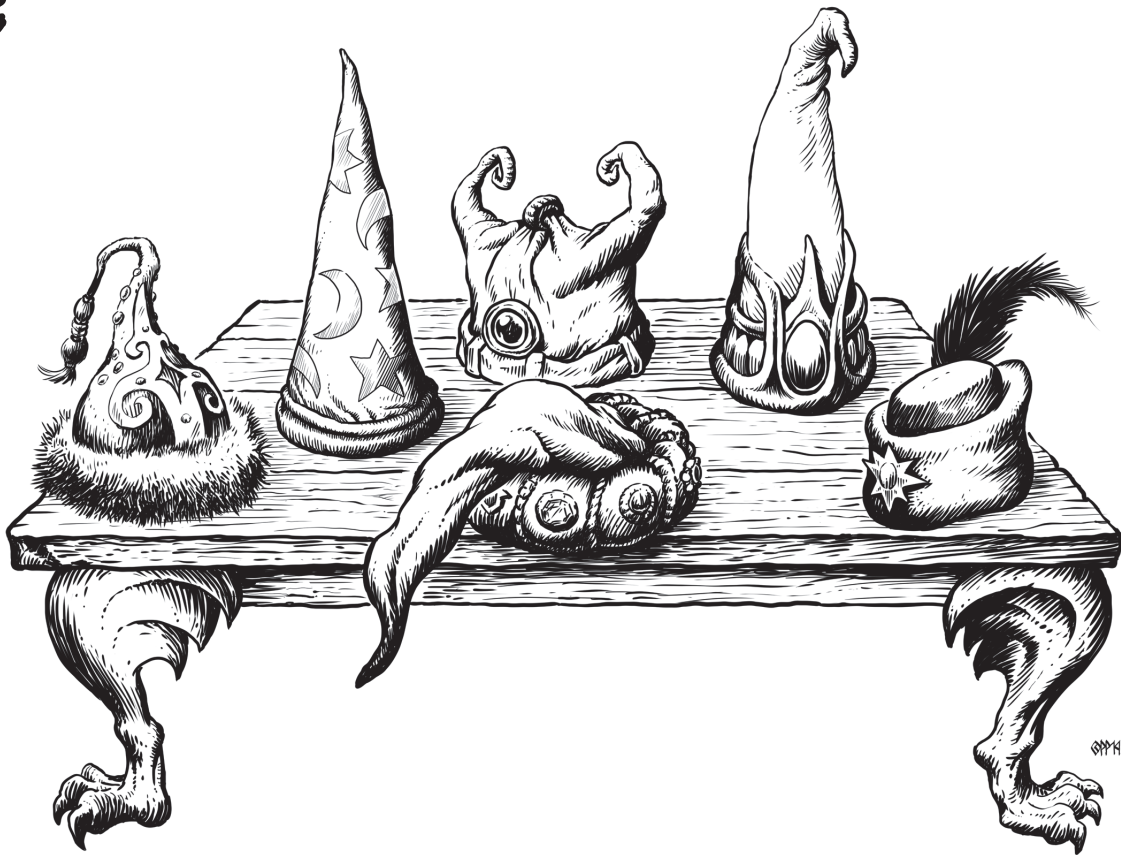
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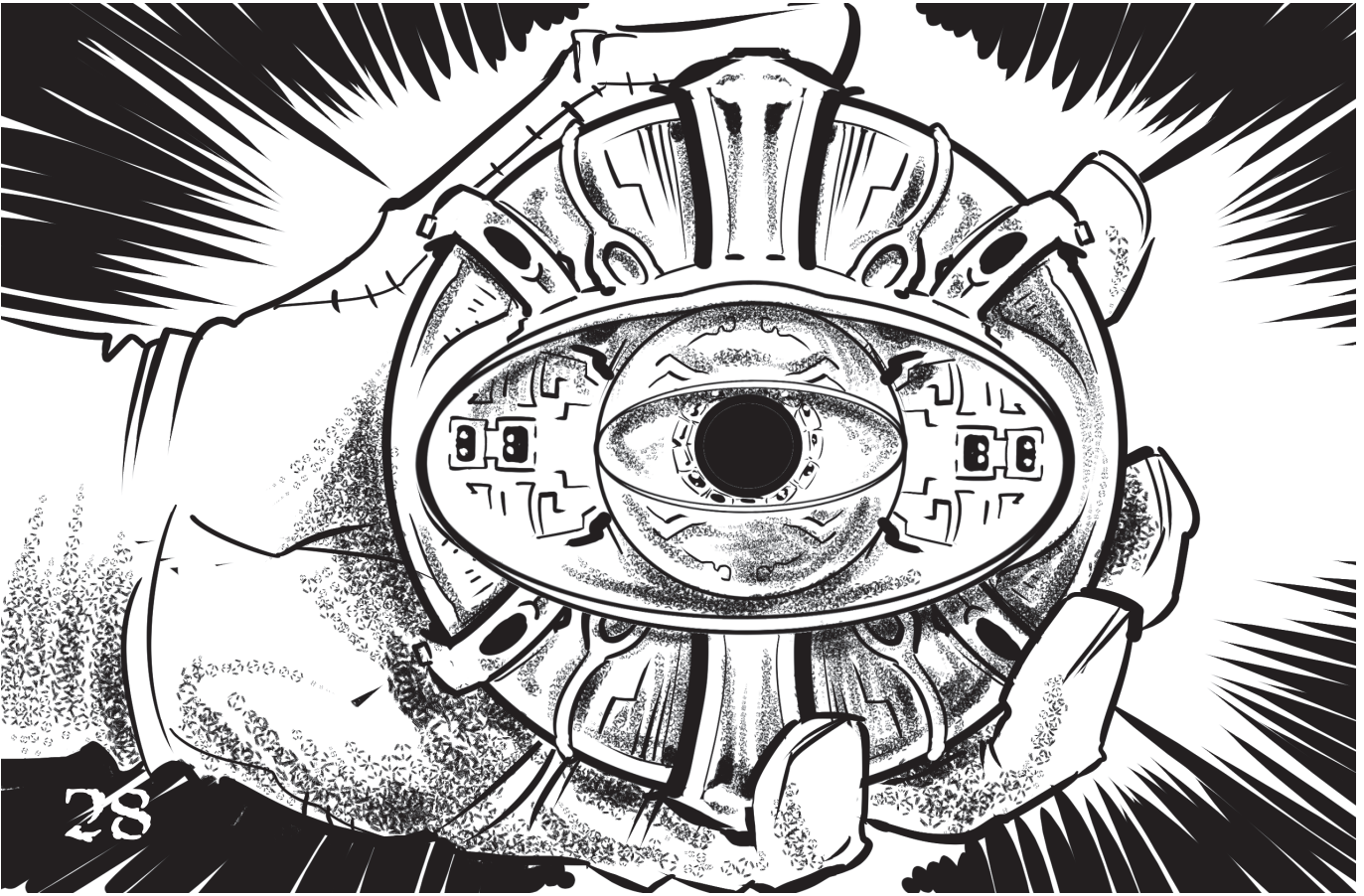


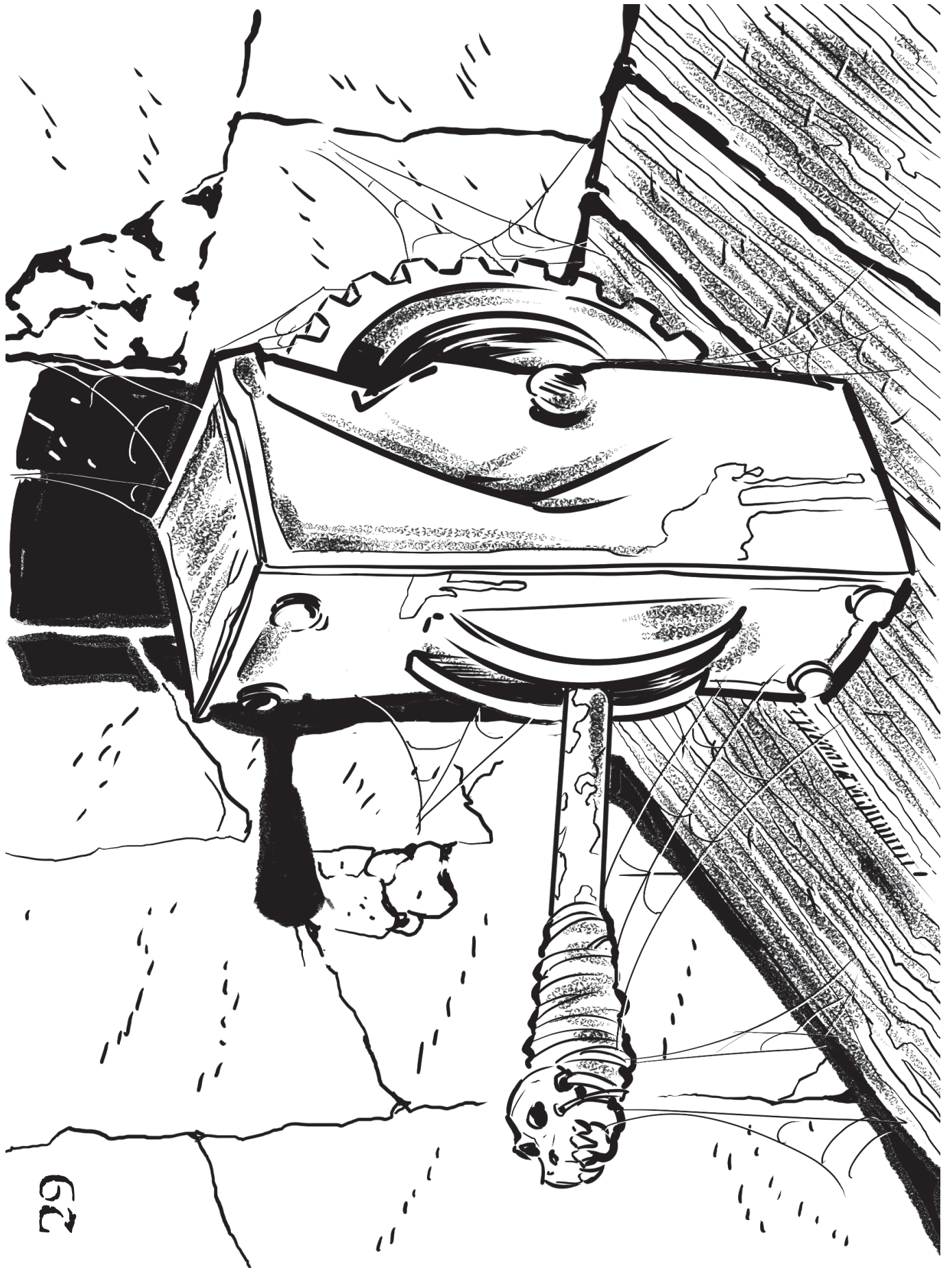


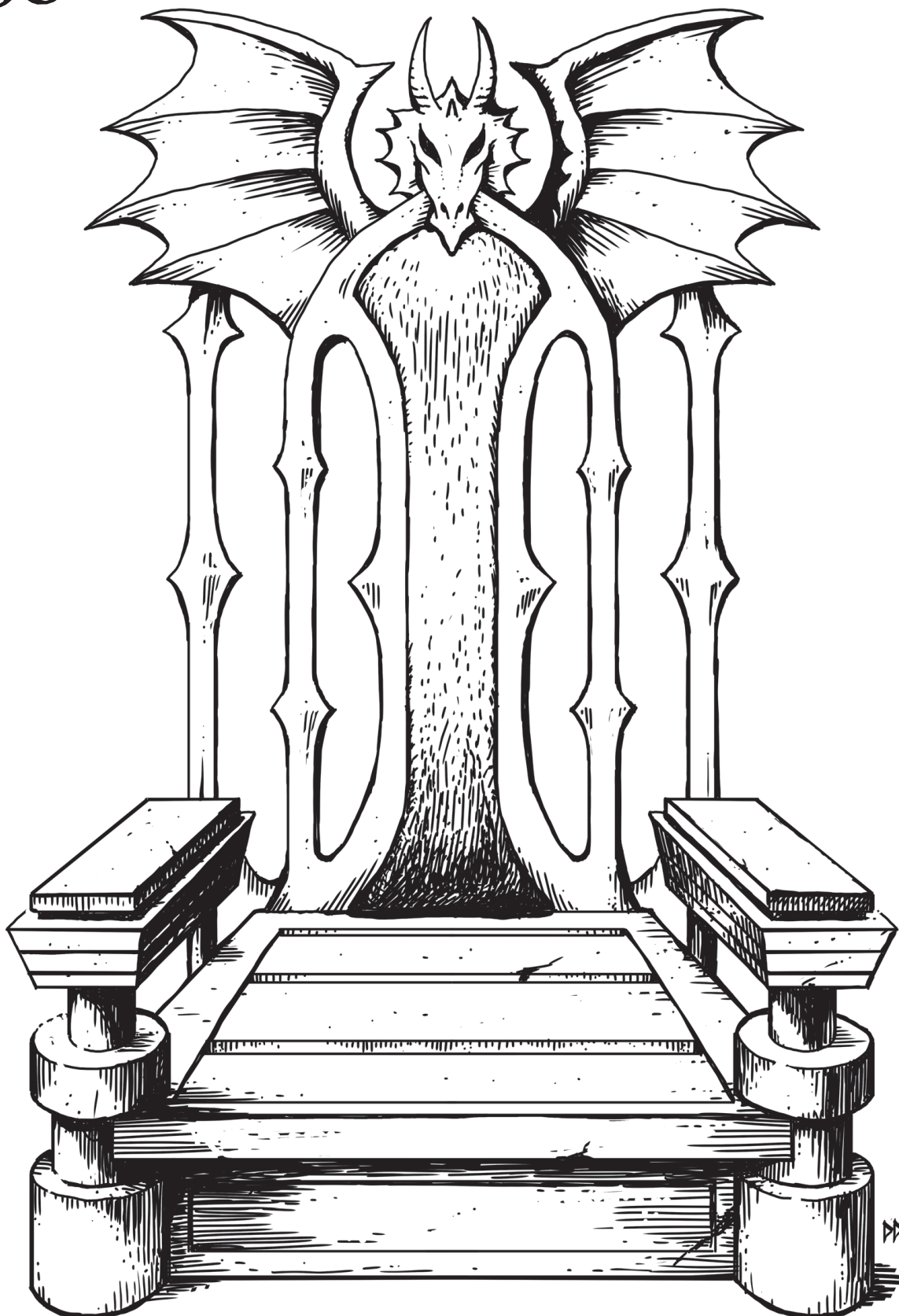
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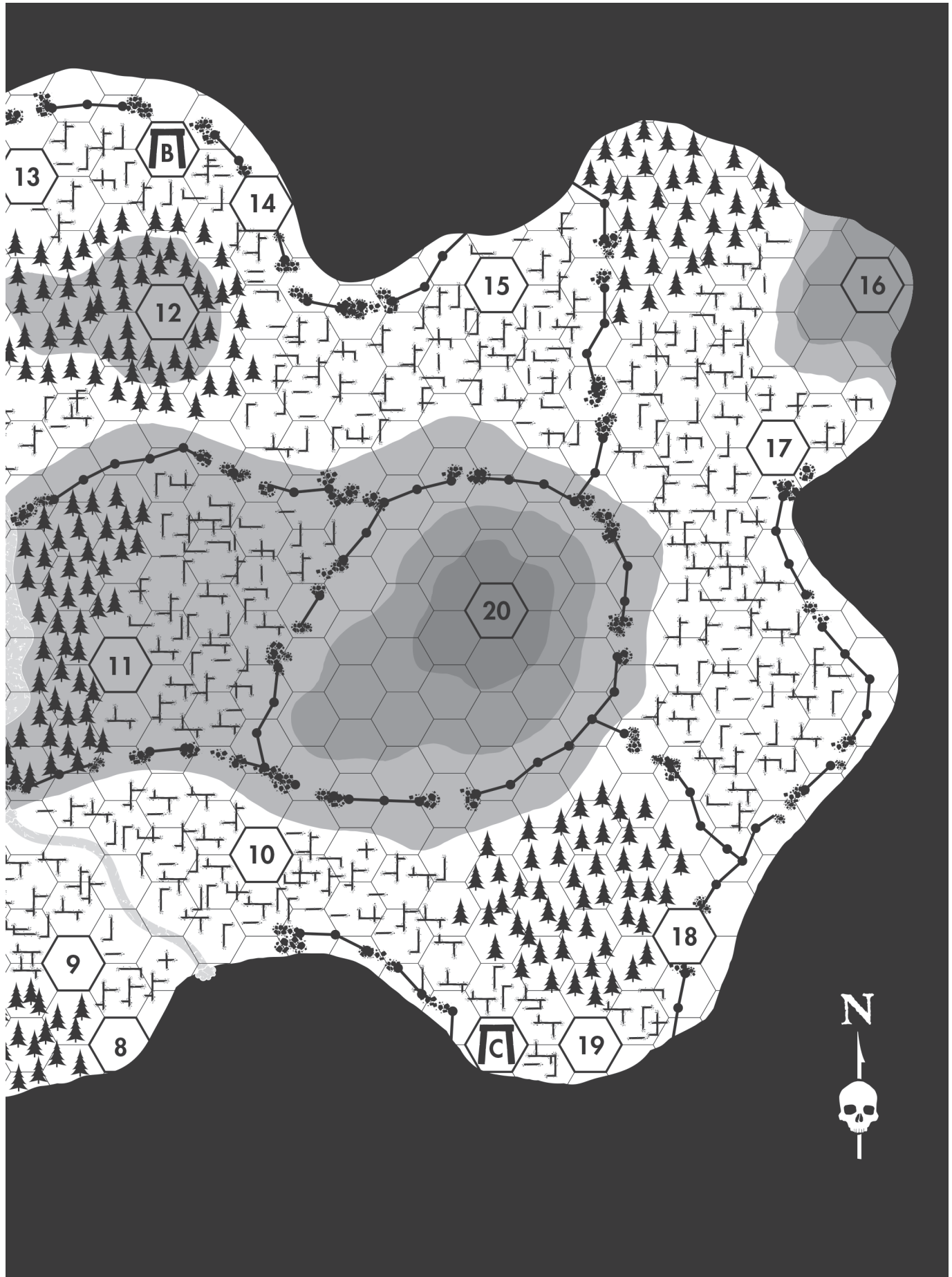
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A classic fantasy megadungeon for any old school role-playing game.

Local villagers call for aid! An eerie green light appeared atop the Dwimmerhorn Mountain. The blaze came from HighFell—the ruins of an ancient wizard school. The infernal light grew until a great explosion rocked the mountain. Like a massive floating island, HighFell pulled away from the mountaintop and now drifts slowly over the Great Salt Reach. What happened to HighFell? Why does it float eerily across the landscape? Are you brave (or foolish) enough to explore the ruins of HighFell: The Drifting Dungeon?