

WORLD OF KALIBRUHN
ADVENTURE

THE MAZE OF ZAYENE

PART 2

DIMENSIONS OF FLIGHT

by Robert J. Kuntz



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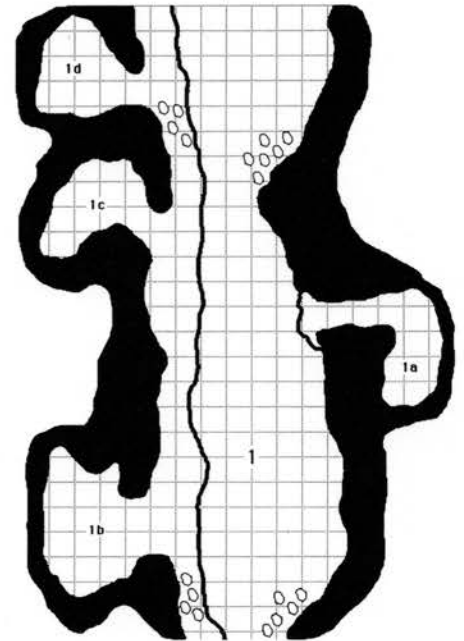
ENOTS' REALM



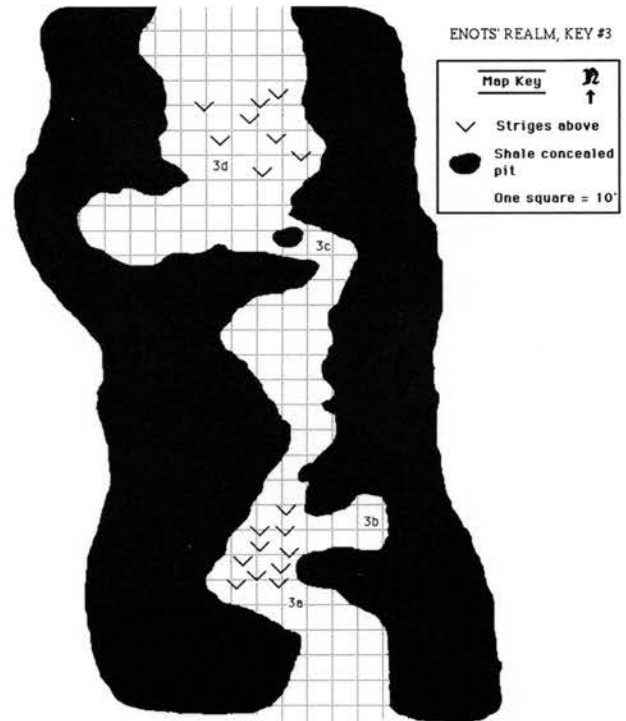
ENOTS' REALM, STIRGE LEDGE



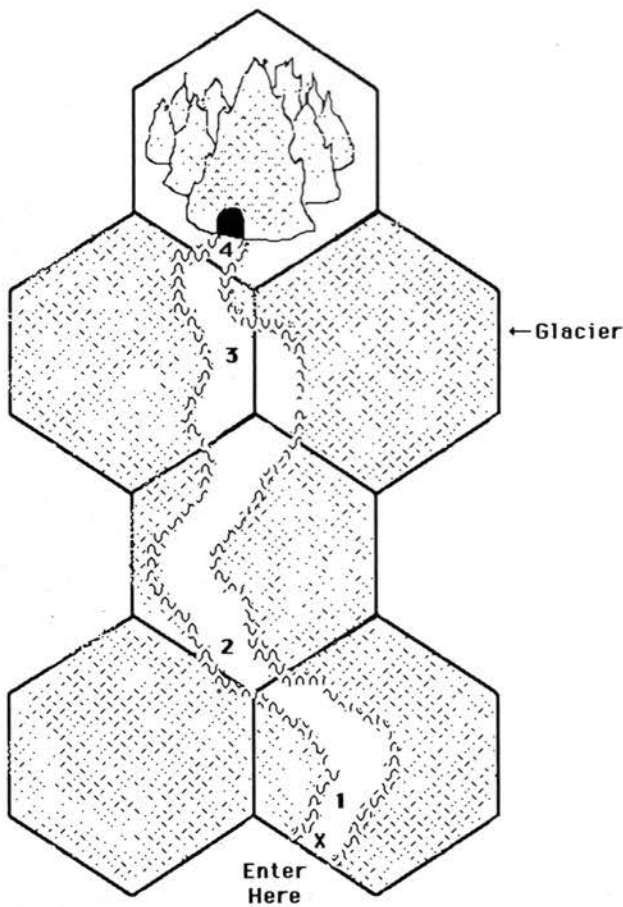
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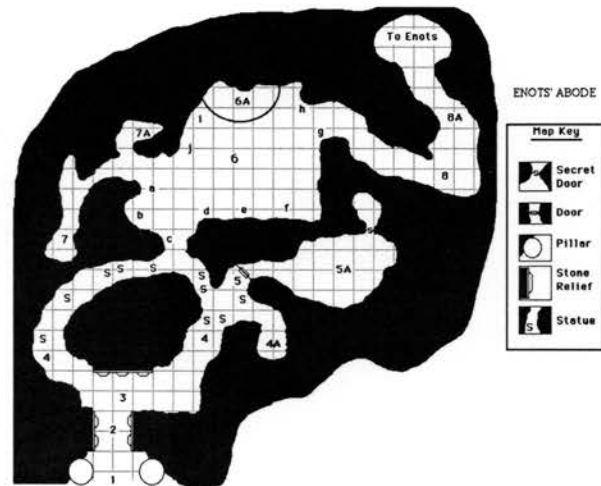
ENOTS' REALM, KEY #3



POHARN'S REALM



ENOTS' ABODE



A World of Kalibruhn™ Adventure

The Maze of Zayene — Part 2 Dimensions of Flight

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Abbreviations/Terms Used In This Series

<i>St</i>	Strength	<i>CL</i>	Character-Level: A variant of MP usually used to indicate Player-, Non-Player character's MP only	<i>Character Types:</i>	<i>F</i> Fighter, <i>Mg</i> Mage, <i>Pr</i> Priest, <i>Il</i> Illusionist, <i>Bd</i> Bard, <i>As</i> Assassin, <i>Tf</i> Thief, <i>Fp</i> Fighter (paladin), <i>Fr</i> Fighter (ranger)
<i>In</i>	Intelligence	<i>Al</i>	Alignment	<i>HtK</i>	Hits to kill
<i>Ap</i>	Appeal (sometimes known as charisma, leadership ability)	<i>AT</i>	Armor Type	<i>Atk</i>	Number of attacks possible
<i>Ws</i>	Wisdom (also insight)	<i>Dm</i>	Damage	<i>Lair:</i>	Chance of being in lair/home, etc.
<i>V</i>	Vitality (also constitution)	<i>EX</i>	Value, or EX: Experience point value	<i>THAT0</i>	To hit armor type 0
<i>Ag</i>	Agility (also dexterity, et al.)	<i>GM</i>	Game Master (also known as DM, CM, etc.)	<i>/flying speed</i>	- game inches
<i>Bt</i>	Beauty (also known as comeliness)	<i>SP</i>	Special (attacks, powers, defenses, weapons, etc.)	<i>//swimming speed</i>	- game inches
<i>MI</i>	Magical Immunity (also magical resistance; also used to indicate SRs which are above normal, or different in some way)	<i>ft</i>	feet	<i>gp, sp, ep, pp</i>	(gold, silver, electrum, platinum)
<i>MP</i>	Melee Prowess (level of monster/being; MP: F7 stands for melee prowess, level 7 fighter)	<i>M</i>	Moves (or movement) usually in game inches	<i>1st Order, (spell):</i>	Rank or level of spell use
<i>SR</i>	Saving Rolls (or 'throws, saves, et al.)	<i>D</i>	(D% D6, etc.): Type of die (or dice) used	<i>Time:</i>	Segment = 6 seconds; Melee round = 10 seconds, or 1 minute; Turn = 10 rounds, or 10 minutes.

Introduction

DIMENSIONS OF FLIGHT, is part two of a four part series, Part 1, **PRISONERS OF THE MAZE**, introduced the characters who attempted to assassinate evil King Ovar. They failed in the attempt, and were instead transported to the court wizard's deadly maze.

In their quest to escape the perils of Zayene's maze the characters have gained information concerning the way they could gain freedom. They have found the doors to the dimensional annexes where the key-stones are hidden. To gain freedom they must traverse these dangerous areas. Hardly a clue guides them, and it seems that they are forever on their own -- with no help or hint -- in this quest.

The characters must find the colored gems that were hinted at in the following verses which appeared in Part 1:

"The colors that sent you here,
But a different shape,
Are there, not here,
And are your escape."

"Through four doors,
To buy four more;
Did I MENTION.
This before?"

The "colors" refer to the four orbs' colors which transported the characters to the beginning of Zayene's maze after the failed assassination of King Ovar. A

"different shape" means just that: These are gems, not orbs. "... there, not here," refers to their being located outside of the maze complex (viz., in the four dimensions); "escape" could mean many literal (a true escape), or figurative (escape for the time being, or, escape from the maze area for a short time period) escapes.

"Through four doors" means just that: The characters must go through four entryways (or doors) to get to the separate dimensions in order to gain the keys. "To buy four more" refers to the purchasing, or gaining, of something, though the inference here is misleading since the four slots which hold the key-stones are the true "four doors". "Did I MENTION..." is a dead give away since when the capital letters are combined the word DIMENSION (or DIMENSION) is spelled.

Re-read **Maze of Zayene** Part 1, "**Prisoners of the Maze**," key #'s 20-23, and 24. If the characters acquire the four keys and gain entry to key #24 of Part 1, they can either 1) resume their quest against the King by ascending the stairs there (see Part 3, "**Tower Chaos**"), or 2) escape the maze if the secret door at key #24 is found.

USING THIS MODULE WITHOUT PART 1: This module could stand on its own with a little extrapolation. Assuming no knowledge of the preceding module exists GMs must first decide upon

location of the annexes, and the escape portal, in their own milieu. Four rooms for the dimensions and a 30' circular chamber -- with a secret door, and, optionally, a set of stairs up to a king's tower -- should be created.

Characters enter the annexes and then re-enter the maze complex. Since the escape portal is near the area of the annexes, there is little problem in traveling to this once all the stones are found. There is a red carpet which heightens surprise rolls, and if stayed on for hours at a time, starts to eat through ones' foot-gear, then flesh (with an effect like slow-acting acid); and there are a few random encounters which could be supplanted by a compatible table which generates MP 7 monsters.

Character-Level should be 9-12 (two fighters, a mage and a priest). These characters could have special powers (one major power limited by times useable, with once/day minimum and twice or three times/day maximum; or, 2 minor powers with twice that of majors powers' useability, and/or unlimited, depending upon complexity and strength of the particular power). Some suggested powers are: Fighters: Ability to raise ability scores by 1-4 points; increase HtK by 15-30%. Mages: Take extra spells; Magical Immunity, 10-30%. Priests: Extra Commune; take extra spells; cast spells faster (2/cast instead of one).

The characters' magical items should include weapons from +2 to +4, armor/protection combinations which bring ATs to -2 to -5 for fighters, 3 to 0 for mages, and -1 to -3 for priests. Each character has 1-4 potions and one useable scroll. They have one higher-ranked item (wand, or miscellaneous item) each. Weapons and magic should be easily secreted since the party was concerned with hiding their true intentions from Ovar.

Spells are all of an attack/defense nature since the characters were intent upon killing Ovar then, if the need arose, fighting their way out of his tower.

The characters' equipment is not of a dungeoneering/outdoor variety since (again) they were not expecting such environments. They do not have light sources or mapping utensils.

The characters' alignments are either Lawful/Good or Lawful/Neutral. They are very loyal and cooperative, seeking to help each other. They are all members in a brotherhood which wishes the evil King Ovar overthrown.

OPTIONAL START SCENARIO: If GMs decide to use MOZ 2 apart from MOZ 1 they may also wish to pre-set the adventure. It is assumed that the characters have been wandering in a dungeon for many hours, therefore they might be damaged and/or lacking in spells. To make

these determinations roll D% for each character and note the results; then make adjustments to starting characters.

	Fighter	Mage	Priest
01-20	-15% HtK	-5% HtK	-10%
21-40	-20% HtK	-5% HtK & 1-4 spells	-15% & 1-6 spells
41-80	-30% HtK	-10% HtK & 2-7 spells	-15% & 1-6 spells
81-100	-40% HtK	-20% HtK & 4-9 spells	-25% & 2-8 spells

Determine lost/used spells by random dice rolls. The characters might have acquired a number of useable items, magical or other, during their maze adventure. Roll D% twice for every character up to five and determine acquired items by consulting the table below. Re-roll on recurring D% rolls of 05, 60, 64, 78, 93, and 00 since there is only one each of these items.

01-04	bundle of 12 torches
05	magical ring (roll for, no Wishes)
06-09	tinder box, with flint
10-12	waterskin (2 quarts worth)
13-16	scroll with 1 priest spell
17-20	box with food enough to feed 4 people for 3 days
21	weapon (at least +2)
22-23	random potion
24-27	1-20 sheaves of paper
28-29	6 candles

30	pen and ink
31-33	armor (+2 or less)
34-40	clothes (equips all)
41-42	scroll with 2 mage spells (roll for)
43-45	sack with 20 sprigs each of wolfsbane and belladonna
46-50	bullseye lantern with 2 turns of oil
51-53	3 flasks of oil
54-56	one 10' pole
57-59	a randomly determined wand
60	magical staff (no 'Power)
61-63	elixir of healing (cures 4-24 points twice)
64	scroll of Protection from Magic
65-67	silver mirror and silver cross
70-73	chest with 7 days food for 4 people
74-77	sack with 35 random-valued gems
78	Arrow of Direction
79-80	cask of water (4 gallons)
81-83	thieves' tools
84-86	10 +2 arrows
87-88	bag with 20 iron spikes and one hammer
89-92	potion of Animal Control
93	wand of Metal/Mineral Detection (20 chg.)
94-99	dagger +3
00	Portable Hole

Notes for The Gamemaster

The party is trying to escape Zayene's maze. In order to do so they must travel into four different dimensions (MOZ 1, key #'s 20-23) and retrieve the key-stones there. Once found, these stones are fitted to the iron door at MOZ 1, key #24 to allow entry to that area. If the characters choose correctly they can escape from MOZ 1, key #24 by going through a secret door there.

Key-stones' Locations: A: Enots' Realm, key #4, sub-key #8; B: Baal's pinnacle, level 2, key #13; C: Poharn's Realm, key #4; D: The Happy Hunting Grounds, key #6.

THE DIMENSIONS: Generally, characters find themselves in enclosed outdoor climes. No spells/powers function to allow their escape; no **Commune/Contact**

Higher Planes, etc. are possible; and these areas are really enclosed! A type of force-field -- appearing as an impenetrable haze -- surrounds each, obviously the cause of the disruption of any used spells/powers, etc. Nothing can defeat these fields since their points of origin cannot be deduced. Actually, these dimensions -- and force-fields which enclose them -- were created by Zayene for his own evil purposes, one of which includes the macabre game of chance/flight that he now plays with the party. Wandering encounters do not occur on these dimensional areas. However, a keyed encounter might pursue the characters (on D6 rolls of 1, initially) if they were previously engaged in combat with, or within sight of, it/them. Roll for every hex traversed; 1's equal continued pursuit where a direct line of sight is

questionable. Continual sighting equals automatic pursuit in any case.

There are a few instances of automatic pursuit in Poharn's Realm (read key #4) and in The Happy Hunting Grounds (read Key #1). There is a chance of pursuit in Baal's Realm (read the last entry for key #1 there).

Food, water, movement, and climate are detailed in separate sections concerning the dimensions (q.v.).

NOTE: MOZ 1 keys #20, #21, #22, and #23 correspond to dimensional areas A, B, C, and D, respectively. When characters enter those rooms -- which transport them to these dimensions -- read the appropriate introductory paragraph which matches the number/letter.

GM Information: Enots' Realm (Letter Key A)

Upon entering the room (#20 in MOZ 1), the door closes, revealing no door on this side. The room comes to life, shedding its former pitch-black darkness for a glowing brown color which dimly lights the 10' x 10' area. On the far wall is a fresco: Represented is a mountainous region; in the background is a fortress, set before a mountain's base.

If the characters view this fresco's scene for more than 1 full round they are automatically transported to Enots' Realm.

You appear on a 15' high by 20' wide ledge overlooking this scene. A path slants downward to the north; in the distance, perhaps six miles away, is the fortress you saw in the fresco. Nothing moves in this area. The land is not extensive, and you would guess that it represents about 18-24 square miles. A thick haze encompasses the land at its outer fringes. This could be fog but you are not sure of this. A light in the sky on your left can be seen through the fog. It is like a small sun attempting to penetrate an impenetrable cloud. The small cliff you stand next to rises for 20' then disappears into the same haze-substance. Carved into the cliff's side -- just feet behind you -- is a bas-relief of a 5' wide door. A tiny hole appears where a door's handle could be.

This is the Lord of Stones, Enots', realm. He abides here, guarding it for Zayene and gathering all types of crea-

tures to his fortress at key #4. The haze is an impenetrable force-field (see above). No spells or powers work through/against it, so the characters cannot escape this way. If they secure the brown key-stone from key #4, sub-key #8 they can fit it to the hole in the bas-relief: This transports them back to the hall/area just outside of key #20's door in MOZ 1. Characters not touching the key-stone as they travel through the door are immediately transported back to the ledge. The character who placed the stone finds it in his or her hand after all party members have transported.

If the characters cannot acquire the key-stone then they are stranded. Note the **STARVATION** rules in MOZ 1 if characters go too long without food and/or water. There are a few edible things on this dimensional plane, such as the stirges at key #2; and the giants/ogres/orcs might have some scraps of garbage at key #1, but beyond this there is little in the way of edible stuff here. There is also no water accumulation, since this is a man-, magically-made place. There is no rain, and the "sun" is an artificial light beacon which is part of the force-field.

SPELLS USED HERE: As noted earlier, several types of spells are not useable here. Types include those that would allow transportation off this

dimension (**Teleport**, **Dimension Door**, et al.), and **Commune/Contact Higher Plane** power, etc. Furthermore, priest spells in general have an initial 5% chance of failing as they are cast. Roll D% as the spell is cast, but do not tell the player why you are rolling; and if the spell does fail, do not tell him/her the reason for this check (his or her deity is having trouble focusing upon this dimension), or the odds involved. Praying gains spells normally. Items with similar functions are affected as spells are; and even artifacts will not work to secure the characters' freedom from this plane!

MOVEMENT: Movement proceeds at 2 hexes/day (or four miles). If the party pushes for distances beyond this they may increase movement to 3 hexes, but there might be an accident because of this due to the narrowness of paths and the unsure footing involved in mountain travel. There is a 20% chance six miles traveled during a day that a single character will fall from the path. If no precautions were taken, or if spells/powers cannot be used to save the one falling, then death occurs. The base depth of canyons here are from 1,000 to 8,000 feet (D8 roll), with a mean variability in depth from -400 to -500 feet (D12 roll, 10-12 = 0 feet minus plus for every 2 miles traveled.

Keyed Encounters, Enots' Realm (#'s 1-4)

1. HIGH PASS

The pass narrows and climbs here. Sheer cliff sides are to either side, and rock faces are the only thing seen.

Note the detail map of this area. There are stone giants at keys #1A and #1D. They are at this time hidden by the rock faces and cliff sides. When the party passes the giant at #1A it will let a landslide of boulders loose behind the party; and this signals his brother at #1D to loose his slide in front of the party.

Boulders roll down behind and before you, trapping you on a path varying in width

from 10'-15'. Orcs come streaming out of the caves to the left of the path. At the same time two boulders crash among the party!

The boulders are thrown by the giants, who toss these as they move to melee. Four ogres lead the orcs, but for the time being will lag behind to see how the initial surprise attack fares. On the second round they push past to assist the orcs and their masters -- the giants -- in melee.

1A. & 1D. LARGE CAVE

You see a cave with a 20' high ceiling. There are a lot of bones (possibly orc

bones) piled near its center. A very large bag is near a stone slab.

This description will do for both giant's caves. The bones are from the orcs which the giants have eaten. The slab is a giant's bed; and the sack contains 1-8 thousand coins (10% gold, 40% silver, 20% electrum, 20% copper, 10% platinum).

The giants watch the path for beings. They then spring their traps on unsuspecting parties. If the party fights it way past key #1, the giant(s) (if any survive) re-set the boulder traps for their return "visit."

1B. DARK CAVE

You see a cave set near a small ledge. It appears to be dark inside.

If the characters have surprised the encampment in some manner, the ogres here are awake. If the party has had the boulder trap used against them, then the ogres are standing just inside the entranceway to this cave waiting for an opportunity to dash out and attack. If the characters present awesome force the first melee round, these ogres will attempt to slip out unnoticed and escape the area, for they are truly cowards at heart! Inside the cave are scrap heaps, bones, and other assorted garbage. The ogres carry 100-600 gp each, but have nothing else of value.

1C. SMALL CAVE ENTRANCES

You see two entrances near each other. A rotten stench issues from these.

These are the two entrances to the orc lair. If the characters have surprised the encampment, and if they then enter here, 50% of the orcs within will be found sleeping. All orcs are prepared for battle (sleeping orcs are battle-ready, also), and will organize and attack as a unit within 1/2 round's time. Upon being alerted the orcs file out of the two cave mouths and attack any characters on the path below. These orcs rout if their number falls to 33 1/3% or less.

The cave contains the usual orc-stuff: Dung, bones, pieces of unidentifiable matter, spoiled food, soured wine (1 in 10 chance that each swig causes nausea for 1/2D6 damage), and broken weapons. Each carries 1-10 gp.

STONE GIANTS: AT 0, M 12", MP 9, HtK 57, 60, Atk 1, Dm 3-18, SP hurl boulders for 30-30.

OGRES: AT 5, M 9", MP 4+1, HtK 19, 26, 27, 30, Atk 1, Dm 1-10.

ORCS: AT 6, M 9", MP 1, HtK 5x(50), Atk 1, Dm 1-6 (spears).

2. GULCH PATHWAY

The path has climbed steeply for the last thousand feet. It now levels off a bit, narrows to 3' wide and begins to wind; a cold breeze whips about you as you form single file to continue ascending. The canyon below must be over 3,000 feet deep.

If the characters look up, there is a 40% chance each that they will notice fluttering objects above them (read key #2A).

There are stirges above. These have a 90% chance to notice the characters as they pass. Roll D% once. A 91-100% indicates that the stirges do not note the characters -- and the party can pass freely. Otherwise these avians attack. One round later their cousins below (at #2B) hear the

noise and smell the feast in progress, and fly up to join in. Characters attacked while on this narrow ledge have an initial chance of falling off. Use Agility scores as a base times 6; then subtract this number from 100%. The remainder is the D% chance to fall. Unless saved while plummeting, characters impact upon the canyon floor below and die. All magical items are destroyed. Any artifacts save vs. crushing at -2.

Upon regaining initiative and balance, the only penalty then involved is -2 at AT for fighting in an exposed/constrained area. Characters dying through melee have a 2/3 chance of falling off the ledge.

2A. SMALL CAVES

If the characters arrive here unnoticed read the following:

There are many cavemouths here. A flying creature the size of a large bat wings out of one of these. The small caves are large enough to stick your hand in but no more.

Twenty-four stirges abide here. Read key #2 above for their attack modes. The stirges attack anyone near their lair.

If the characters defeat the stirges they may examine their lairs. There is a scroll of seven 2nd-5th order mage spells in the third hole here.

2B. SMALL CAVES

Read and #2A above. There are 18 stirges here. A small vial in a stained pouch is a potion of **Flying** with three doses.

STIRGES: AT 8, M 3"/18", MP 1+1, HtK 4 x (42), Atk 1, Dm 1-3, SP drains blood.

3. LARGE CAVE ENTRANCE

The path widens and begins to slant downwards towards a large cave entrance roughly 25' wide. The cavemouth is shaded by overhanging ledges, so it appears very dark inside. Nothing can be heard, seen or sensed, otherwise.

In this cave are piercers at keys #3A and #3D. Read those entries while noting the map for this area.

3A. COLD CAVERN

The cavern is dark and cold here. There is a rough hewn passage east.

Piercers start dropping as the characters step into this area. Those missing attempt to climb the walls.

PIERCERS (large): At 3, M 1", MP 4, HtK 20 x (10), Atk 1, Dm 4-24, SP 95% surprise.

3B. ROUGH HEWN ROOM

This cave is located off the main passage. There are obvious skeletal remains here; and a human-type figure lies face down in the NE part of the room.

There are three skeletal figures here. The one located in the NE section of the room appears to be recently (within 3 months) killed.

If the skeletons are checked, a sack will be found on the recently killed human one. In it are mapping utensils, a crushed and unreadable map of this area (#3A to #3D, 5 green tourmalines (worth 750 gp each) and a small diary which contains this smudged, half-readable entry:

"20' wide entrance. Go on. Pie--- a--ve; run --ead; -it of --hale; very trick! Going on, -ave cov--ed 70 som- -eet." (Blood stains appear here as the transcript ends.)

In translation the entry reads:

"20' wide entrance. Go on. Piercers above; run ahead; pit of shale, very tricky! Going on, have covered 70 some feet."

This adventurer entered from the north end, avoided both the piercers and the shale covered pit, but was mortally wounded by the piercers at key #3A. He staggered to #3B before dying.

3C. NARROW AREA

The passage narrows to 15' wide and turns NW.

There is a shale covered 20' deep pit located 10' ahead. Weight upon it in excess of 100 pounds will cause it to collapse, hurtling characters/beings on it to the pit's bottom for 3D6 impact damage. A detect traps will not locate this since it is a natural occurrence (part of the floor has collapsed, leaving only this small covering). A ranger checking the floor here will detect something strange about the area -- but no more. A dwarf specifically checking the shale-floor area will detect an uneven sound, and even a slight down-/updraft. This locates the pit so that it can be avoided.

3D. LIGHT AHEAD

The characters note light ahead -- maybe 60-80' away!

Piercers will start dropping again. Use key #3A's statistics. There are eight present here.

3E. THE EXIT

The characters come out upon the path again. To the north -- approximately 3 miles distant -- is the large fortress depicted in the fresco.

The characters might want to rest/recuperate here for the night since the upcoming adventure will be exhausting indeed!

4. ENOTS' FORTRESS

Upon reaching this on the next day, the characters note the following: A large mountain seems to be the basis for the fortress's construction since much of the upper ramparts and lower sections appear carved out of pure rock. The entranceway

to this place is a 30' wide rough hewn passage. This is flanked by two 70' high pillars.

If the characters attempt to fly up/climb the fortress/mountain walls, or if they attempt to gain the passage, refer to key #1.

Upon examination, the upper ramparts (100' above ground level) appear as decoration: There are no beings here, nor does there appear to be any entrances from this vantage.

Characters could elect to fly above the mountain: They note a vale below (read sub-key #6, The Statuary).

Enots' Abode Keyed Encounters (#'s 1-8A)

1. HUGE COCKATRICE

Anyone attempting to approach within 20' of the entryway, or, who attempts to fly up/scale the mountain here, will be attacked by a huge cockatrice (see below) which dives down from its concealed position atop the left-hand pillar.

HUGE COCKATRICE: AT 5, M 8"/20", MP 10, HtK 50, Atk 1, Dm 2-5, SP Touch turns to stone.

2. 30' WIDE CORRIDOR

This shines a dull grey color, the light seemingly emanating from somewhere up the corridor. On the east and west walls are stone reliefs which depict writhing serpent-life beings bowing before a large two-headed giant. To the right and left side of this, two large, black pits are depicted. Each one is spewing forth medusas, basilisks and cockatrices.

3. GRANITE STONE RELIEF

Imbedded in the wall at this intersection is a large, maybe 6' round, granite stone. It is shedding a dull grey Faerie Fire-type light which extends down the corridor the characters came up.

NOTE: This magical light has a limited function in this module; however, it can -- at the GM's option -- act as a warning system for **ENOTS**, the lord of this place. Further details concerning this light will be revealed in a future module release. The stone cannot be removed from the wall, and repels/negates all attacks upon it.

4. THE STATUES

Lining the two branching corridors are several statues.

These are victims of the cockatrice. All are humanoid/human/demi-human, with various professions and/or backgrounds. GM's may want to generate some statistics for these in case the players decide to invoke a Stone to Flesh on one or more of

the statues. Basic limitations on those NPCs surviving two **System Shock** rolls are 4th-6th MP/level, no priests, and 0-3 (D4 roll) magical items, no artifacts, wishes, or major items (like **Staff of the Magi**, et al.). Also note keys #4A and #5, which are not transformed beings, but real statues.

4A. ELF STATUE

This looks like a crazed elf in the act of screaming.

In a small niche in its back is a bronze key, about 2 real inches long. If fitted to the elf's mouth at key #5, the secret door behind that statue will open to key #5A.

5. ELF STATUE

This elf has a terror ridden expression on its face.

If the elf's mouth is checked a key hold is revealed. If the bronze key from #4A is inserted and turned a full turn clockwise, the secret door behind this statue will open to reveal a corridor leading off to the east. One person may proceed past the statue/turn since it partially blocks the corridor. The statue could be moved, but it weighs 1,000 pounds and will make scraping noises upon the floor if this is attempted.

5A. WITCH ROOM

This room is dimly lit by magical light. You are confronted by a black-robed hag standing before a bubbling cauldron.

This is Grezbale the Witch, servitor of Enots. The characters will not be able to note the contents of this room until Grezbale is dispatched, or until she flees. She attacks the characters with spells befitting the situation (GM's choice) while mumbling additional words to get the magical cauldron working for her (ELABZERG). She will fight until reduced to 60% or fewer HtK, and then attempts escape (by using **Invisibility** and/or **Dimension Dooring**). She stays near the cauldron during combat, hoping to lure the characters into its range.

Read the appendices for amplification on the **All Death Periapt** and the **Cauldron of Snakes**.

There are several distinct objects in this room: The cauldron is located at the room's center; a small cot -- chiseled out of the wall section and heaped with straw -- is on the northern wall. A table is set against the southern wall. On it is a mug with brownish liquid therein (snake's blood), a dirty plate with snake skin on it, a stone dagger (no worth), and a skull of a larger than normal (for temperate climes, at least) snake. Atop the skull is a partially melted candle.

If the cot is checked for secret doors a small rock section will be found to move. Once removed, a scroll of two Stone to Flesh spells will be found. The snake skull contains two snake idols. Each is carved from serpentine and inset with small rubies for eyes. Each idol is worth 3,000 gp. If sold as a set, characters acquire an additional 10% of the statues' combined value. If the cauldron is moved, a metal plate covering a hole in the floor is located. Beneath the plate is a stone box with lid. Inside the box are 1st-4th order spell books written in the evil tongue. A **Comprehend Language** spell is required by those persons not evilly aligned who wish to read these tomes. Grezbale's 5th order spell books are not present.

GREZBALE: AT 10, M 12", MP: Level 9 Mage, HtK 27, Atk 1, Dm 1-4 (dagger), SP Spells, **All Death Periapt**, **Cauldron of Snakes**. (Note the appendices for amplification).

Spells: 1st Order (**Burning Hands**, **Jump**, **Protection from Good**, **Spider Climb**) 2nd Order (**Darkness**, 15' R., **Invisibility**, **Web**) 3rd Order (**Blink**, **Flame Arrow**, **Phantasmal Force**) 4th Order (**Dimension Door**, **Fear**) 5th Order (**Monster Summoning III**)

CAULDRON SNAKES: AT 5, M 0",

MP 2, HtK 7, Atk 1, Dm 1-2, SP 4'-7' reach, two simultaneous bites = save vs. petrific.; when killed return to cauldron to reappear later.

6. THE STATUARY

You note a vale with statues in it. There are ten fighter-type statues spread out along the walls encompassing this place. A strange, large bas-relief is carved into the far northern cliff side. The grass here appears to be stone, with noticeable streaked features highlighted. In all it appears that the grass was transformed into stone at its peak height, thus making the stoney surface that you may walk upon a 1' high solid stone carpet.

If the characters proceed 30' or more into the vale in any fashion the statues animate and attack. (If a character enters by means of flying down upon the vale, the statues animate when/if characters land.) These fighters appear as greyish humans with variable MPs, ATs and weapons, as detailed below. When one of these humanoids dies, a wailing is emitted by those remaining. Their bodies transform to dust upon death.

If the characters dispatch the statues they may investigate the northern relief (read key #6A).

FIGHTER STATUTES (#'s 1-10): AT 4, M 12", SP. Never check morale, automatically pursue, Wisdom of 20 with some spell immunities. (Note the following additional statistics.)

#'s	MP	HtK	Damage/Weapon(s)
1-3	3	15	1-8, swords
4-5	4	20	1-8, swords
6-7	5	25	1-8, battle axes
8-9	6	30	1-8, battle axes
10	7	35	1-10, two-handed sword

6A. THE GUARDIAN

This relief is 30' long and 20' high. Depicted are two gigantic heads, with the eyes set so as to stare at the viewer in unison. At the foot of the relief -- exactly where the cliff wall joins the vale's floor -- are two 1' round, black holes. These hole's surrounding stone show definite signs of fire-blasting.

Viewers standing within 13' of the holes must save vs. spells at -2 to the SR. Those failing see the following: One gigantic, ethereal hand reaches forth from each hole and grabs you! You are drawn into one of the holes.

Those saving see their unfortunate fellow(s) disappear; they may not assist in any way, and no detection devices will work to locate their brothers.

READ TO THOSE APPEARING INSIDE THE RELIEF: You appear to be in some dark, misty area. The distant sounds of chimes and grating stone can be heard. You can move about if you wish, though you have no directional bearing, and all you can feel about you is the floor.

This place is 1 mile square, with no physical exits. Any characters here are trapped unless they can implement a **Wish**, go ethereal, or astral project, somehow. A **Wish** of any kind will transport them 15' away from the relief; going ethereal allows such travel, but due to the convoluted magic involved here, the traveler must float straight up for one mile: Travelers appear 15' outside the relief.

Astral projecting allows characters to observe the various astral lines apparent while in this changed state of perception. One in 100 of these lines leads back to one of the two black holes; and if a character eventually finds this line and follows it to its end, the magic of the relief is broken and ALL occupants of this prison are released, with possessions. However, each is deposited 5' from the holes and must, therefore, make another SR or be drawn into the relief again. There are currently no additional prisoners in the relief.

Prisoners not escaping are sustained by the mist, which has nutritious qualities. After a month's time the character(s) are magically transported before the lord of this place, Enots. They are forever removed from play. . .

7. DEAD END AREA

This appears to be a dead end area. The ceiling here is 25' high. The walls are streaked with what appear to be silver veins.

There are 16 minor silver veins here. Each is worth 2,000 gp if mined.

7A. SILVER VEINS

This room has a 20' high ceiling, and its walls are streaked with 4-24 (4D6) veins of silver.

The veins are actually silverfish (see appendices for details). These attack the party, surprising it on a D6 roll of 1-5. Any amount of elves present in the party reduces the silverfishes' surprise chance by 1 pip (i.e., surprising on a 1-4) since they sense something unnatural about the area, and are thus alerted moreso than others.

SILVERFISH (LEPIS): AT 5, M 24", MP 5, HtK 22 x (4-24), Atk 1, Dm 2-7, SP Driven away by massive light sources 50% of time.; its acid causes 1D4 damage per successful hit. (Note

the appendices for further amplification.)

8. GRAY-LIT ROOM

In this expansive room is a figure armored in both brilliant and dull colors. He holds a jagged stone weapon in his right hand.

This is Koroc, lieutenant to Enots. He will attempt to slay all characters, shouting these battle cries as he attacks: "May Enots' stoney palm crush yor puny life! Enots' power will vanquish all adversaries!"

Koroc will attack until he kills all before him, or until he dies in the attempt. He uses the stalactite to combat (see below) and can make it extend to hamper mages attempting back-rank-spells, or rear attacks. He can elect to touch his assailants with the gloved parts of his mineral armor: A successful hit requires the target to make a SR vs. petrification or be turned into mineral-stuff, as per the armor's configuration. Upon his death, Koroc turns to stone and fractures into a thousand pieces.

After defeating this man you notice these things: The room is lit by an unidentifiable gray light. There is a passage north.

IMPORTANT GM NOTE! Koroc's armor is made of many different gems and minerals. All known colors are represented; but there are only ten brown gem/mineral parts. One brown gem is one of the key-stones the party is searching for. If removed from the armor it shines a glowing brown color.

KOROC: AT -1, M 12", MP: F9, HtK 68, Atk 1, Dm D6+2, SP +2 to transformation SRs, optional 2 hand attacks = SRs vs. petrification, **Extending Stalactite, Amulet of the Stone Palm, Mineral Armor +3.**

8A. LARGE PIT UP

You proceed up the corridor to a large room. Upon entering it you note that there is a 30' round pit up. Noises issue from above: Intermingled chiming, stone grating, and flapping noises are heard.

This is the end of the adventure in Enots' lower dungeons. If the characters proceed up the pit they are attacked by a dozen cockatrice (use statistics from key #1). The adventure may continue at the GM's option, of course; but he or she must generate it. At the top of the pit are the levels comprising Enots' mountain abode, replete with retainers, monsters, etc. A future module release will detail Enots' complete network, and the reason for its being, other than as an aid to Zayene the wizard.

GM Information: Baal's Realm (Letter Key B)

Upon entering the room (#21 in MOZ 1), the door closes, revealing no door on this side. The room comes to life, shedding its former pitch-black darkness for a yellow-gold color which dimly lights the 10'x10' area. At the room's center is a 3' round sand pit. Sand is flowing into the hole at this time, though this never seems to empty the space in and about the pit of its contents.

If looked into, a dim light (like that at as seen from an end of a long tunnel) inside this can be seen. Characters jumping into this hole appear upon a sand dune in Baal's Realm (key X). Read the players the following: It is a sunny day. You are in a sandy waste. The area around you -- perhaps 18-24 square miles -- is surrounded by a yellow haze, which is bright to look upon. Before you is a windswept road leading towards what you assume to be the north. Flanking it are many stone pillars, some standing, some not. To the northwest is an encampment: You note about 10-13 tents, with horses and men present. Sentinels pace the camp's outer boundaries. Perhaps the distance to it is a mile, more or less. Beyond this -- hanging in the sky like a topaz earring -- is a strange sun, shining brightly through the yellow haze.

All spells, powers, attacks, and devices do not work on/through the yellow haze. The haze blocks movement beyond it since it is also a physical force-field. The only

way the characters can escape this realm is by finding the yellow key-stone at Key #4, sub-key #13 on level 2. Baal has this stone hidden in a book there. Upon acquiring the key-stone and making their way back to the dune at the spot they arrived at, the characters may escape back to MOZ 1. The pit reappears on the desert's side when the bearer of the key-stone comes within 10 yards of the dimensional entry point. The hole appears as it did from the maze side, but with a dark area instead of the dim, far away light. The sand pit activates for a 10 minute period only, and only once/week. Characters jumping into this pit appear in the corridor immediately outside key #21's door in MOZ 1.

Characters trapped in Baal's Realm could suffer from starvation/dehydration. Note the guidelines governing this in MOZ 1. There are a few areas with food (the nomads at #1 and Baal have some supplies), so options are open. Characters can go on hoping that 'where there's wind, there's rain,' for the wind is artificially created (note key #2); and the sun is an energy device used to sustain the yellow force-field, though it performs an alternate function in providing light for the various occupants of this dimension. Since there is no rain accumulation, player characters might question the reasons behind the nomads' (or even Baal's) continued existence here. Simply put, those allies of

Zayene are sustained, and his enemies are not!

SPELLS USED HERE: Several types of spells are not useable here since this is a far removed dimension which has been secreted by Zayene. Transportation-type spells (and similar device generated powers) which allow transportation off this dimension do not function here; neither **Commune/Contact Higher Plane**-types. Priest spells have an initial 5% chance of failing (roll without player knowledge of this) when used. Praying gains spells normally.

Items with similar functions -- and even artifacts -- do not work to allow escape from this place!

MOVEMENT: Movement rates are 2 hexes (4 miles) per day (16 hour period); and if players press for distances in excess of this their characters suffer exhaustion/heat stroke for 1 point of damage/hour of travel beyond 16. If continuous travel is maintained for a period of time in excess of 24 hours, **System Shock** SRs must be made for every character doing this. In this case roll **System Shock** SRs every hour beyond 24 -- failure equaling death.

Horsed travel doubles movement rates; but the adjusted time limits and aforementioned guidelines must be followed. All horses' Vitalities are 12-14 when checking for **System Shock**.

Keyed Encounters, Baal's Realm (#'s 1-4)

1. NOMAD CAMP

You see an array of tents to the NNW. Sentinels are posted near the camp's perimeter and pace within sighting distance of it. You see a variety of activities transpiring within the camp -- men building fires, some horses being loaded, some men sitting down to rest -- but the camp strikes you as being new, since some horses are being unloaded, and another tent is being

raised. The camp looks to contain about 100 men.

This nomad encampment has twelve tents: There are 3 tents for its leaders (commander with purple flag, captain with blue, lieutenant with red); other tents are for the men and supplies.

If the characters attempt to approach, or move by this encampment when it is light, they are automatically detected. The nomads attempt to surround to kill/cap-

ture them. Captured adventurers are shackled and enslaved. If there are powerful adventurers, commander Jarad will have these thrown in to the gulch at key #2. He claims that such sacrifice appeases the desert gods.

If, however, the adventurers attempt avoiding the camp during the night, they pass without incident; alternately, the characters might elect to pass through this encampment for various reasons (in-

formation, food, water, etc.). If the characters wait until darkness falls they may enter the camp unnoticed. Once in it they have a 15% chance per party (i.e., per group, that is, if the party splits into one or more groups/parts) of being noticed. This check is made for each group every round. If they immediately disguise themselves as nomads, they may loosely mingle with the camp's inhabitants, but their habits, speech, and/or general looks will give them away when/if they confront or interact on personal levels with other nomads.

If the alarm is raised, all nomads come forth to fight. They are well lead and are fanatical, so they will not check morale until their numbers fall below 25.

TENT KEYS (1-12): All tents are 20'x20' unless noted otherwise.

1) There are 6 mules hitched to long stakes here. Standing near these -- just before the tent's opening -- are four leather-armored, and scimitar-armed, men.

These guards will be suspicious of anyone's approach, since it is well known that this tent is off limits to all men not having commander Jarad's clearance. Inside the tent are the following provisions: Small chests contain dried food (2 weeks provender for 100 men); in addition, there are 10 small water casks, 20 large water-skins (full), 10 small bags, each containing 20 sharpened stakes, 750 foot lengths of thick rope, and 3 80'x80' sections of thick tent cloth.

FOUR GUARDS: AT 7, M 12", MP: F1, HtK 7,6,6,6, AtK 1, Dm 1-8.

2) There are ten light horses tied to this tent. Each is laden with saddle blanket, water-skin, and a leather pack. There are no guards here, and no light can be seen through the tent opening's flap.

The water-skins are 50% filled. The leather packs contain two day's provisions. The light horsemen are inside the tent, fast asleep. If the tent is entered they are alerted and awaken.

TEN LIGHT HORSEMEN: AT 6, M 12", MP: F0, HtK 6 x (10), Atk 1, Dm 1-6 (spears).

3) There are no guards outside this tent. A dim light can be seen from within, and an ongoing chattering can be heard.

There are eight archers within this tent. Three are fast asleep, while the remaining five are engaged in some type of foreign dice game. All archers are surprised if attacked. Each one has 1-4 small chunks of silver ore (worth 5-10 sp each).

EIGHT ARCHERS: AT 8, M 12", MP: F0, HtK 4 x (8), Atk 1 or 1, Dm short-

bows: 1-6, daggers: 1-4.

4) Seven horses are hitched to this tent. Each is laden with a blanket, water-skin (4 full, 2 empty, 1 50% full) and a leather bag with 2 day's worth of provisions. No noise can be heard from within the tent, but you notice a faint light issuing from therein.

The light is from a lit lantern hanging upon a pole. Within this tent are 7 horse archers. They are cleaning their weapons and arranging their remaining gear for tomorrow.

SEVEN HORSE ARCHERS: AT 7, M 12" (foot), MP: F1, HtK 7 x (7), Atk 1 or 1, Dm composite bows: 1-6, short swords: 1-6.

5) There is nothing near this tent; and no noise or light, is noted from inside. There are 8 light footmen sleeping here.

EIGHT LIGHT FOOTMEN: AT 8, M 12", MP: F0, HtK 3 x (8), Atk 1, Dm 1-6 (spears).

6) You see a man come out of this tent as you approach. He looks at you and walks away, while attempting to hide something near his body.

This is the camp "fat man." He has just stolen a loaf of bread and bottle of wine from his sleeping companions, the 6 other light footmen within the tent. The fat man is weaponless, but weighs well over 300 lbs. He is very cunning and crafty; and he will be suspicious of the characters, initially, on a D10 roll of 9 or 10. If he is alerted, he follows the adventurers to confirm his belief that there is something wrong about them. He will cease following the characters after 2-5 rounds; he sits down to enjoy his stolen wares instead.

6 LIGHT FOOTMEN: AT 8, M 12", MP: F0, HtK 5 x (6), Atk 1, Dm 1-6 (spears).

FAT MAN: AT 9, M 6", MP: F1, HtK 6, Atk 0, Dm 0, SP hide in shadows, 20%.

7) Eight very fine looking horses are hitched to stakes outside this tent. Each has a saddle blanket, 2 water-skins (all full), and a small sack containing dried fruits and meats (provisions for 3 days). Voices can be heard issuing from within the tent.

Eight sergeants are inside readying themselves for tomorrow and discussing possible routes to be taken.

EIGHT SERGEANTS: AT 5, M 9", MP: F2, HtK 12 x (6), 15 x (2), Atk 1, Dm 1-8 (scimitars).

8) There is noise issuing from within

this tent, as if an argument was taking place.

Two of the seven heavy footmen here are hot about some missing provisions. They accuse each other for the theft as the others attempt to quiet them. The arguers will settle down after 2 rounds of tense (and loud) "discussion." There is a 10% chance per round that the lieutenant at tent key #10 will come forth and admonish both of them. If any characters are noticed within the vicinity of the tent (40 yard radius) the lieutenant, Forogh, will question them about their reasons for being there.

SEVEN HEAVY FOOTMEN: AT 5, M 9", MP: F1, HtK 9 x (2), 7 x (7), Atk 1, Dm 1-8 (scimitars).

9) A single man is posted outside this tent.

There are 6 slaves within. They will aid the party, but five of them will run/surrender if confronted with overwhelming force.

GUARD: AT 5, M 9", MP: F2, HtK 13, Atk 1, Dm 1-8 (scimitar).

FIVE SLAVES: AT 10, M 12", MP: F0, HtK 4 x 4 x (5), Atk 0/or per weapon, Dm 0/or per weapon.

LEADER SLAVE: At 10, M 12", MP: F2, HtK 14, Atk 0/or per weapon, Dm/0 or per weapon, SP Ap 17, In 17, checks morale at +2.

10) Two guards stand near the entrance to this tent. Three well groomed light horses are hitched to stakes here. A red flag flies above the tent.

The lieutenant, Forogh, is inside counting his coins. He will not want to be disturbed, but will possibly investigate the disturbance (10% chance per round) at tent key #8. He will be very mad for having been interrupted (and thus forced to recount his wealth!), so woe to those getting in his way! He will snap at and question anyone in the vicinity, and might (50% chance) become suspicious of any nearby player-characters since they will not appear immediately familiar to him.

LIEUTENANT FOROGH: AT 4, M 9", MP: F5, HtK 27, Atk 1, Dm 1-8 (scimitar), SP 272 gp, 326 ep.

TWO GUARDS: AT 4, M 9", MP: F3, HtK 18, 19, Atk 1, Dm 1-8 (scimitars).

11) Two guards and three medium war horses are outside the front of this tent. A blue flag flies above the tent.

The captain is within, just readying himself for sleep.

CAPTAIN: AT 2, M 9", MP: F6, HtK 38, Atk 1, Dm 1-8+2, AG 17, +2 scimitar, potion of **Human Control**, 2 500 gp gems.

TWO GUARDS: AT 4, MP 9", MP: F3, HtK 19, 20, Atk 1, Dm 1-6 (spears).

12) Three guards stand a vigilant watch outside this tent. Three well groomed horses and two beautiful black chargers are hitched to stakes here. A purple flag flies above this tent.

Inside this tent is the commander, Jarad, and his wife, Rooenah. They are dressed in full accoutrements since they have been arguing about the disposal of the leader slave. Rooenah wishes to keep him as a personal retainer; Jarad wishes him thrown into the gulch (key #2) to the north.

JARAD: AT -1, M 12", MP: F9, HtK 72, Atk 3/2, Dm 1-8+8 (+2 battle axe, 18*00) St), SP Ag 16, Ws 14; +2 chainmail, +2 shield, regular dagger, scroll of **Protection from Magic**, 4 potions of **Healing**.

ROOENAH: AT 2, M 12", MP: F6, HtK 34, Atk 1, Dm 4-7 (+3 long dagger), SP Ap 18, +1 chainmail, +1 round shield, silver brooch (330 gp) which is clasped shut. Inside is a ring of **Mammal Control**.

FINAL NOTE ON THE NOMAD CAMP: The nomads will not follow the party beyond map key #2 for they fear the priest at key #3, The Sahns Temple. They will pursue the characters as far as the gulch, attempting to capture them. There is an odd chance (only one check for 20%) that Rooenah will convince one or more of the leaders (including the sergeants) of rescuing the leader slave for her if he is among the party members which escape. In this case a separate search party consisting of the captain or lieutenant and 2-8 tent guards and/or sergeants will track down the party no matter where they flee to on this realm.

2. THE STANDSTONE BRIDGE

You note a 6' wide sandstone bridge extending 20' across a 60' deep gulch (or wadi). The bridge appears very frail, but might hold the weight of an unencumbered individual. The gulches' sides look rough and unscaleable by normal means; and its bottom seems filled with sand and chunks of stone. There are two 3' high stone pillars, one each to the right and left of the bridge on the opposite side.

Characters can cross the gulch by magical means, or, by walking the bridge one at a time. The bridge will hold a maximum of 300 pounds; any weight

above this causes the structure to break, hurtling people and possessions to the bottom of the gulch (for damage, see below). As characters cross, high winds (simooms) streak along the gulch from left to right, endangering the person attempting the crossing: Roll an Agility save of 4D6 -- a roll above one's Agility score means a fall from the bridge into the gulch for 5D6 impact damage.

Once crossed, you note two pillars, one to either side; and ahead of you is a large sand dune. The pillars have strange symbols carved into them.

These are magical symbols representing wind. Roll a D4; there are large gale force winds coming (if one or more characters are keeping watch they will note a sand cloud to the east approaching their position rapidly) in 1-4 rounds. If characters run for shelter next to the dune they will discover an entrance to a buried structure; but any characters staying outside the dune sustain 7D8 points of rending/smothering damage from the storm, no SRs possible.

3. THE SAHNS TEMPLE

You are standing in a 10' wide entrance heading north. The walls are chiseled granite; the 15' high ceilings are stone, and at this time moan and sag noticeably under the weight of the sand dune atop them.

If any explosive device/spell (i.e., **Fireball**, **Lightning Bolt**, et al.) is employed/used here, the ceilings collapse to bury all occupants. This equals death in all cases.

3A. FRESCO CHAMBER

This chamber is partially caved in with granite wall/ceiling fragments and strewn with a 1 (real) inch layer of fine sand. A 10'x10' fresco is located at the middle of the western wall. Depicted is a larger temple structure as seen from its outside/front. A man -- possibly a head-, or high-priest -- is standing before many people whom are starting to turn away from him. He points past them at a road flanked by pillars. Upon the road, and walking away, are several groups of people.

This is the last fresco painted by the remnants of this forsaken temple. Obviously the depicted exodus took place a long time ago. If a successful secret doors check of the fresco area is made, a secret door is located (refer to key #3D).

3B. CIRCULAR CHAMBER

This room is lit by a **Continual Light** source. Before you is a man: He is dressed in ochre-colored robes and wears knee

strap sandals. His demeanor is rough; and his flesh appears pitted and tanned. He looks at you with his deep black eyes and mumbles something under his breath.

The last priest of the Sahns sect has mumbled his Prayer spell as he confronts the characters. If the characters attempt to talk to this man, he orders them to leave. If they insist on communicating, the priest attacks with (roll D%) 1-40%, his **Sand Beads** (see the appendices), or 41-100%, his best spell. He fights to the death in all cases since he has lost the will power to continue his forlorn existence here.

After the priest is defeated, the party may check the room: This room contains a 10'x6' rug near its center; there is a door to the north. On the rug is a bottle containing water and a box with live insects (about 20); a small pouch here contains very thin, dry roots (of an edible variety).

The northern door opens to reveal a sand-blocked corridor heading north: Very inaccessible. There is a secret door on the southern wall section.

PRIEST: AT 2 (1 with Prayer spell), M 9", MP: Pr10, HtK 44, Atk 1, Dm 2-5+3, Sp spells, +2 hammer, full plate armor (worth 2,000 gp), **curse scroll** (polymorph to insect, -2 to SR), pouch with three **Sand Beads** (see appendices), W 17 (N.B. spell immunities, +3 to mental/spell attacks). NOTE: This priest's alignment is Chaotic-Neutral; but, his diety (a demon named Nomilmon, Lord of the Sands and Time Keeper), allows all reversals of spells, since this is in the interests of his worshipers.

Priest's Spells: 1st Order (**Create Water**, **Protection from Good**, **Cause Fear** x 2, **Sanctuary**, **Cause Light Wounds**) 2nd Order (**Chant**, **Hold Person** x 2, **Resist Fire**, **Silence** 15' **Radius** x 2) 3rd Order (**Cause BLindness**, **Cause Disease**, **Dispel Magic**, **Prayer**) 4th Order (**Cause Serious Wounds** x 3) 5th Order (**Cure Critical Wounds**, **Planeshift**)

3C. SECRET DOOR ROOM

This room is covered with a one foot layer of sand. Placed at its center is a 3'x3'x2' ironbound, locked chest. The lock on it looks very well made or unusual in some way.

The lock is magical: 25 points of bashing or chopping damage can be sustained by it before it breaks. Lock picking percentages are reduced by 80%. A **Knock** spell must overcome the maker's magic (a level 14 Mage's in this case), since the lock's magic corresponds in certain respects to a **Wizard Lock**. The key for this lock is hidden under a thin layer of sand beneath

the chest. It opens the lock when inserted and turned a full revolution counter-clockwise.

Inside the chest are the following coins: 278 pp, 180 ep, 460 gp, 560 sp, 180 cp; in addition there are the following (base valued) gems: 2 500 gp peridots, 4 1,000 gp diamonds; 4 onyx/gold neckbands worth 1-3 thousand each; a scroll in an ivory case (450 gp value) with two priest spells: **Speak with Dead**, **Find the Path**. Under the aforementioned items is a 6" (real) round by 10" high crystal jar (worth 120 gp) with an admixture of green, red, yellow and black sand within it. Inscribed on the jar's bottom is "Binder! Hear my entreats and bind my foe!" This is a minor artifact called the **Jar of the Binding Sand** (refer to the appendices for full description).

3D. RUBBLE ROOM

This room is caved in and in ruins. Rock slabs and sand cover a number of long-dead bodies whose parts jut out grotesquely from the pile. A particularly pitted and decayed arm is thrust past the rest. Its fisted hand radiates an aura of evil which everyone (except those truly dense in nature) detects when coming within 10' of it!

The hand is treated as an undead creature; inside, written upon its palm, is a

verse (below). If the hand is turned as an undead it opens to reveal the verse. One try per capable person/hour may be made to "turn" this hand. Name level priests, or at least 9th level paladins, have a 25% chance to accomplish the turning. Four tries per person may be attempted, then the hand disappears into the pile, never to return.

Verse:

*"Somewhat past this dying place,
Is the key of your endeavor,
In the book of 6th and 7ths;
He who guards is clever."*

This refers to Baal's pinnacle; the key (key-stone); the book (the book containing the stone).

4. BAAL'S PINNACLE Levels 1 and 2

As you approach this pinnacle you note several things: First, this appears to be the only terrain feature in any direction. The pinnacle -- or more properly, this slab of rock -- juts about 200' into the air. Its radius must be over 300'. In all it looks like a large slice from a mountain's side, appearing very out of place among the surrounding carpets of sand. A sloping road leads up to cave mouth on the

pinnacle's northern side.

The only apparent entrance to this place is on the pinnacle's northern side; a 15' wide sloping road -- a sand base with imbedded sandstone and granite slabs -- climbs 40' and ends before a 10' wide by 15' high cave mouth.

LEVEL ONE'S DESCRIPTION: The entirety of these caverns are roughhewn, with ceiling height varying between 12'-15'. The floors are hewn from granite and somewhat smoother than the walls, which are jagged, having many ultra-small alcovish-like depressions in them. If examined, the stone seems ancient, and varieties of colorful porphyries are noticed streaked throughout. The floors have sand, rocks, and bones on them; but the bones, at least, are more prevalent on the lower parts (keys #1-4) of level one. The sand has obviously been blown in from the outside; the rocks have dislodged from the ceilings; and careful inspection of the ceiling near the entryway will reveal several small holes to the "sunlight" beyond. The bones are strange. Some might be human; and at the very least they are humanoid, after a fashion; but they are hard to classify even for experts. Sages, doctors, vivisectionists, anatomists, veterinarians, necromancers -- all these would have different opinions about the origin of the bones in the entry corridor!

Keyed Encounters (Level 1, #'s 1-7)

1. BARBED DEVIL'S CAVE

As you step into this area you are immediately attacked by what appears to be a barbed devil.

This devil has been placed here to discourage entry into the pinnacle by outsiders; however, this creature rarely bothers with anything that doesn't enter its own chambers. The devil surprises anyone entering on a D6 roll of 1-3: No natural exceptions to the rule (monk surprise rules, etc.) are allowed (not including magical preparations) since this creature is aware of the party and ready to attack from an advantageous position. It casts its Hold Person first, then melees. No description of the room should be given to curious characters since they are blocked from viewing its interior. When and if the devil is defeated, the party may examine the room's confines.

Room's Description: Sand and loose rocks are littered about this place. Several skeletal remains like those seen in the outer corridor are apparent here. Set against the far eastern wall are four coffins, all which appear to be delapidated to the point of loosely held together dust!

There are seven main skeletal remains; and under the 5th are 3 copper rings and a silver pendant. The rings are basically valueless, but the pendant could be sold to a silversmith for 250 gp.

The coffins disintegrate when touched, each moldering into fine dust particles before the characters' eyes. The first coffin contains a mixture of sand and bones, part of which has leaked to form a mound of dust/rock/sand before the coffin's feet. If dug in, a throwing axe, a crossbow, and a javelin are found. The axe is normal, but the crossbow's wood is rotten, thus making this weapon un-

useable. The javelin radiates magic if this is checked for. When grasped it becomes the holder's possession; and when thrown it boomerangs back upon the thrower to strike him or her. It then seeks its possessor's grasp, hovering in the air and moving to their throwing hand. It can move up to 24" per turn, and it never stops attempting to regain the hand which hurled it. A **Remove Curse** cast upon it will cause it to fall to the ground -- but it will reactivate if again grasped and thrown. A **Wish**, **Exorcise** or **Holy Word** spell will loose the vengeful spirit trapped in this item: It then reverts to a magical javelin +2.

Buried beneath some sand under the 3rd coffin are 3 potions: **Undead Control** (all types), and **Healing x 2**.

BARBED DEVIL: AT 0, M 12", MP 8, HtK 43, Atk 3, Dm 2-8/2-8/3-12, SP 35% MI, never surprised, strike = **Fear**,



Pyrotechnics, Produce Flame, Hold Person. N.B. No summoning allowed.

2. STAIRCASE LANDING

This is the first landing. A passage runs south from here. Stairs continue up to the northeast. Carved into the riser and sole of each step are strange, shining runes.

If read by magical means these runes convey both lethargy and forgetfulness. Characters surmounting the stairs are affected as follows: After reaching the next landing (key #4) every character which proceeded by foot only is affected as if a reversed **Bless** (a **Curse**) spell was upon him or her. Furthermore, all magic-wielding beings (mages, priests, et al.) now have a 10% chance per spell cast that these will fail. Both effects last for rounds equal to ones' combined Wisdom and Intelligence scores divided by 2. As can be noted, characters with higher ability scores in these areas will have to wait a longer time to recover their spell casting equilibrium. This is due to the rune's inverse function which affects the egotistical patterns of characters' minds.

Characters flying over the steps and not touching these are unaffected by the runes' power. Anyone casting spells upon the runes, or attacking them in any way, are adversely affected as aforementioned.

3. SNARE ROOM

This chamber is filled with sand. There is a small grotto -- 3' in diameter -- near the room's center. Out of this sprout many thick, long vines, intertwining about themselves in their quest for the ceiling, which they pierce at several spots.

The vines have an animal intelligence, deriving this from their combined existence here. If the room is entered, hidden vines rise from their resting places beneath the sand and attempt to ensnare beings doing so. If beings retreat, the vines rebury themselves. This process takes but one segment per vine. Entangled victims are held fast (as if by a frost giant) and are dragged to the grotto where they are literally pulled apart; the vines, and the central digestive system located in the grotto, absorb dripping body fluids of captured prey. Carcasses are left in the grotto.

Characters with more than frost giant strength may break free of any number of vines holding them, but still sustain incidental damage (see below).

Upon viewing, the grotto-mass appears as semi-fleshy, plant fibers, all entwined about themselves. The mass is about 3' below the floor level.

VINE PLANT: AT 5, M 18"/vine, MP

5/vine, HtK 8 x (20 vines), 40 (central mass), Atk 2-16 vines attack/melee rd., Dm successful hit = grasp for 1-3 points, SP if central mass is killed the plant fights on for D4+1 rounds then expires; fire, lightning does 1/2 or 1/4 damage, cold does no damage, but against central mass is mild depressant: Roll D4, 1= plant **Slowed** for next 10-30 segments, 2= only 2-8 vines attack next round, 3= vine strength reduced to 18(00) for 5-30 segments, 4= plant slept for next D10 segments.

4. STAIRCASE LANDING

This is the end of the second set of stairs up to the NE. A large chamber looms ahead (key #5).

An imp is here, polymorphed as one of the four following creatures: 1) bat, 2) mouse, 3) rat, 4) cat. It is either surprised by the characters' ascent of these stairs (1-40%), or has just departed 1 segment before their arrival (41-100%). If the imp is surprised, it reacts at -1. It will always attempt to seek its master, Baal, who is at key #6, or at level 2, key #13 (read those keyed descriptions). The imp avoids combat, and will seek the holes in the ceiling at key #5 if its life is threatened. It will remain hidden within these, if possible, until the characters quit the immediate area; it then seeks Baal to inform him of the intrusion.

The imp uses all its powers and cunning to stay alive and warn Baal. If it can no longer utilize its polymorphed form it will reveal itself in its true form.

This imp is a special variety; it does not attach itself to Baal, but merely assists him on this plane. It has other notable defensive and offensive abilities as listed below.

IMP: AT 2, M 5"/18", MP 2+2, HtK 14, Atk 1, Dm 1-4, Sp Poison tail, special **Polymorph Self** to four forms (above), **Detect Good and Magic, Regenerates** 1 HtK per round, **Invisibility** (when opted for), **Suggestion** 2/day; only silver/magic weapons harm, immune to cold/fire/electricity, SRs vs. spells as level 9 mage, 30% MI.

5. LARGE ROOM

The walls here are roughhewn, the floors are smoothly polished, and the ceiling is filled with many holes of various sizes, but none any wider than 2' in diameter.

Examination of the room reveals an alcove to the southwest and smooth hewn stairs up to the east. There is a secret door to the north along the eastern wall. The holes are 1/2'-2' round and 1'-8' deep; and several have twisting and turning tunnels, thus confusing those looking within them

as to their actual depth. All appear empty, but the imp (see key #4) might be hidden in one. In this case, the characters would have to check 3-12 full rounds to find the exact hole that the imp was in if they had no prior knowledge of its location, or if magical means were not available to ascertain its hiding place. Employed spells and/or items which aid in ascertaining exact location will allow discovery of the imp in one round.

6. SMOOTH HEWN ROOM

This room is approximately 60' long N-S and 40' wide E-W, resembling a squashed hex in form. Near the room's center is a 10' long table of oak, with high-cushioned chairs set across from each other so as to allow access to a chess game set upon its surface.

Roll D%. There is a 10% chance that Baal is here. If he has been alerted he has one of the following spells already activated: 1-40%: **Haste**, 41-80%: **Protection from Good**, 81-100%: **Blink**. Read the appendices for detailed information regarding Baal's attack routines, statistics, magical items, etc. If Baal elects to retreat he runs through the secret door to the east. From there he can opt to (D% roll), 1-30%, cast a **Fly** spell and ascend the shaft at key #6A or, 31-100%, run south to a pit and jump in, while implementing a **Feather Fall** spell to break his descent. Read keys #6A and #6B for details.

If Baal was not aware of intruders, he will found seated in the chair closest to the east wall; he rises to combat the characters as they enter. There is a 50% chance that while engaged with the characters in combat that the imp -- if still alive and within the vicinity -- will sneak attack from behind. The imp strikes at the least armored individual with its poison tail, then assists Baal as best as possible.

The chess pieces are all of evil aspect: The goblins are pawns, nightmares are knights, evil-aspected priests are bishops, mighty looking giants are rooks, great lars with battle axes are kings, and vampiric-visaged women are queens. The black pieces are ebony and white's are ivory. The board is an inlay of these two ornamental materials. The set as a whole can be sold for 3,000 gp to a collector of such rarities. If the set is sold in parts the board nets 200 gp and the pieces net 15 gp each.

6A. TRAP DOOR ROOM

This 10'x10' has a door to the south. Iron rungs are inset into the east wall, and you note a trap door up.

The rungs are wide enough to hold two climbing persons without risk of falling, etc. The trap door is wooden and if pushed opens easily, revealing a 10'x10' shaft up.

This 100' long shaft terminates on level two (note that map) in a 20'x20' room.

If Baal was pursued through the secret door to this area he could elect to escape up this shaft (D% roll of 1-30); otherwise he proceeds south to key #6B via the door. Once on level 2 Baal makes his last stand at key #13 there.

6B. SHAFT DOWN-CORRIDOR-SHAFT UP

Characters note a shaft down with iron rungs positions as per key #6A.

The shaft goes down for 100' and empties out into a corridor south; the corridor connects to a 200' long shaft up, with rungs (q.v.). This shaft terminates on level 2 (see that map) at key #11A, Baal's Bedroom (GMs read that key).

There is a 70% chance (on a D% roll) that if Baal retreats this way from key #6 that

he will escape by using this pit. He implements his **Feather Fall** spell and floats down. If there is close pursuit behind him he will cast his **Fly** spell during the fall to give himself greater escape potential (i.e., speed!).

7. TREASURE ROOM

This is a treasure/storage room. You note four large chests (5'L x 3'W x 2'H), two small chests (2' x 1' x 1'), two silver urns and two small sacks.

ITEM	CONTENTS	SPECIAL
1. Lg. Chest	3,543 cp, 1,080 sp	-----
2. Lg. Chest	2,700 gp, 275 ep	-----
3. Lg. Chest	359 rocks	one is Luckstone
4. Lg. Chest	2 robes, 3 pairs of boots	poison (D) needle trap
1. Sm. Chest	6 loaves of stale bread, 1 jar of olives, & 4 flasks of water	each loaf contains 2 500 gp topaz'
2 Sm. Chest	wine skin, walking stick, 6 flints	-----
1 Silver Urn	sand	urn worth 725 gp
2 Silver Urn	glass vial	1 application of Dust of Sneezing & Choking ; urn worth 750 gp
1. Sm. Sack	1# beef jerky, 15 hard rolls	-----
2. Sm. Sack	560 pp	one pp is Loadstone

Level 2 (The Laboratory, Etc.)

LEVEL 2 DESCRIPTION: The area is dry and smooth-hewn. The walls are fashioned from a reddish granite; the ceilings are a bit lower than level 1's, being 10' high at most. Unless noted otherwise, the doors are oak and 1/4' thick. They are non-magical and open easily.

Key Encounters (Level 2, #'s 8-13)

8. TRAP DOOR ROOM

You see a 20' x 20' room, smoothhewn and dusty. There is a door to the north in the east corner.

9. CORRIDORS NORTH & WEST

You see corridors north and west. Both are dusty and apparently not used much.

There is a secret door at the end of the western passage. Normal checks will reveal it.

10. STORAGE ROOM

There is a door to the west here.

This door is **Wizard Locked** at 8th

level, so it will not open through normal means. If the party succeeds in negotiating this obstacle and enters, read the following: You see a 20' x 20' room to the south and west. In it are 3 crates (6' x 4' x 3'), 1 chest (4' x 3' x 2'), and 2 small boxes (2' x 2' x 1'). ((Length, width, height, respectively)).

CRATES

A. This is set in the SW corner, and is the closest of the six containers to the party as it enters the room.

This crate is not locked and opens easily. In it is a variety of lab equipment: 30 1' long glass tubes, 4 large glass beakers,

50' of rubber-like hose, 2 lamps (no oil within either one), a rudimentary scale, a small box containing a dozen tapers, a jug of alcohol (151 proof; enough to fill each lamp and keep them lit for two days each), a neatly stored 20' x 20' mat of leather saturated with oil (a liner of some type), a small case of needles and syringes, and 4 crystal alembics (worth 50 gp each) wrapped in cotton.

B. This crate is set in the NE corner.

This is not locked. Within it are chemicals, minerals, balms, extracts, elixirs, dusts, pills and liquids, all stored in crystal and stone bottles, vials, wax sealed tubes, thuribles, and small vases.

Except for two vases (see below) everything is indecipherable; and the best guess that a mage or similar professional might make is that these are all special formulas used in experiments of a highly specialized nature. The mixtures are highly toxic if imbibed; check poison SRs at -1 or sustain 12-48 points of damage.

VASE #1: This is made from a rich procelain painted with a green and a black dragon fighting near a sandy waste (worth 600 gp).

Inside is a small bag containing 2 applications of **Dust of Disappearance**. Buried in the dust is a small 1/2" (real) long vial villed with a whitish, chalky looking liquid. This is actually a potion which will control up to 15 levels of any type of undead for 2-12 rounds.

VASE #2. This is made from terracotta and its blue base color is sprinkled with crushed red tourmaline (worth 900 gp).

Inside is a wax sealed glass bottle containing 3 green pills. The effects of the pills are noted below. The pills must be ingested to take affect.

1 Pill Ingested: Raises random ability by one. Lasts for hours equal to the new ability score (i.e., Agility raised to 16 would last 16 hours).

2 Pills Ingested: Make SR vs. poison at -4; if save is made 1-3 abilities are permanently raised one point each.

3 Pills Ingested: Instant death, no SR.

Since the pills' toxins reside within a body once ingested, no purification methods will help to remove them; nor will elapsed time nullify the combined adverse affects of the pills.

C. This crate is located in the NW corner of the room. In front of it is a chest (**D**); and to its south side is a box (**F**). Set on top of the crate is another box (**E**).

If this is to be opened, the chest and box on top of it must be moved. It will take the characters 2-5 rounds to fully examine this crate's contents. Inside are stoppered bottles and specimen jars. All are various sizes and made from glass, though none are larger than 1' high by 1' round. Inside these are parts from humans and beasts: Noses, ears, eyes, teeth, glands, organs, plus other parts. There are 423 of these containers. Some have labels, with inscriptions like "bugbear's eye," "orc's heart," etc. Others bear no identifier, or are so badly scrawled that they are unreadable.

D. CHEST: This is set against the northern wall in front of crate **C**.

This is **Wizard Locked** (8th level). If opened, a cache of books is revealed.

There are exactly 122 books in this collection, all in various conditions. Some are just aged scrolls collected between two pieces of leather; some are bound and have verdigris eaten clasps. Others are fashioned from animal hides -- including dragon hides -- and are colored with choice pigments and/or inlaid with crushed or full sized gemstones. The languages these are written in range the gamut from Ancient Common to Whoolish (***Note Below**). The inks used are variable, also.

GM Note: Not all of these books are valuable. Refer to the listing below. Note that volumes 13, 22, and 121 can be gained/lost from immediately. The entire collection can be sold to mage-, priest-, sage-, or apothecary-type persons for 20,000-80,000 gp. If the collection is split and sold separately, each book nets 100-400 gp.

BOOK LIST: Abbreviations, with explanations, follow. This should help GMs in ascertaining each book's description, etc.

C = Condition of Book(s); g = good, f = fair, and a = ancient. Good and fair condition books will not be damaged in battle-type situations if stored properly (boxes, other protective devices or ways), while ancient volumes will be reduced to dust and scraps in similar situations. Books in good condition will last a human character's lifetime and beyond (1-100 years = good, 101-200 = fair, 201+ = ancient). Ancient volumes last an average of 1-12 years if used constantly; double to quadruple that time if they are referenced only occasionally. GMs must monitor a book's use to note if it is being misused. Make arbitrary decisions about these books, rolling SRs vs. crushing, let's say, for ancient books exposed to simple storage when being transported. All that bumping has deteriorating effects upon such tomes!

M = Book(s) Make or Substance; p = papyrus scrolls, v = sheaves of vellum, cl = ink compatible cloth wuch as finely woven silk, crushed velvet, etc., l = leather/hides, d = dragon hide, s = skin (human or other), u = unknown substance, but 9 of 10 times being an unknown type of hide, fur, or skin. GMs can create unknown substances for this type if they wish, perhaps utilizing various materials available in their own world.

L = Language Written In; ac = Ancient Common, c = Common, k = Karhazi, ers = Ersillian, j = jeser, w = Whoolish, d = demonic, ? = unknown. *N.B. These are all **World of Kalibruhn** languages. GMs should feel free to substitute for languages from their own milieu.

VOLUMES 1-122

Demonic Life Forms: Volumes 1-10; authored by Anzzeh Pratillyre; C = f; M = 1; L = ac.

This treatise is about all types of demonic life forms, noting their activities upon the world as neutral and evil powers. Strange sub-scripts are included. These are ghastly looking and appear written in blood, so these could be a demon's own jottings. There are some faded pencil sketches included which detail all known demonic life forms.

Insect Study: Volumes 11 and 12; authored by Wrenc Almet; C = g; M = p; L = c.

A concise, academic study of the most prevalent insect life forms is given herein. Many pages have color illustrations.

Translations: Volume 13, authored by Baal; C = f; M = p and v; L = c.

This book is composed of various translations taken from other books. The main topic seems to center around transmutations. Transmutations of existing life forms, especially through the instigation of magic and liquid transfers, are alluded to. There is a connection to devil-kind here, for a whole strange transfer process concerning their kind is noted in detail. Whoever Baal is he has a mind comparable to none but the ancient alchemists' -- a mind tinted with obvious insanity!

Tri-Nexus: Volumes 14-21; authored by Erikar Marchook; C = a; M = d; L = k.

These volumes are wrought from a dark bronze dragon hide. Contained within are references to the stars and elemental planes. One paragraph alludes to the Realm of Shadow and the Shadow Prince, Grevlyn. Nexus points to these areas are placed at the City State of the Silent Lord, and at the Duchy of Arian Velsin in the Confederation of Baronies. (*GMs should decide upon suitability and locations of such nexus' and realms in their own campaigns, utilizing the information contained herein as they see fit.)

The Horned Mysteries: Volume 22; authored by H.; C = g; M = 1; L = c for title, none for inner leaves.

This book is actually hollow. Contained inside is a crystal bottle of scroll spell ink (worth 250 gp), a golden quill pen decorated with a feather from a rare desert bird (worth 815 gp if sold to an apothecary as an ingredient for controlling earth elementals), and a 8" x 10" silver plaque wrapped in silk cloth (300 gp value). The plaque is well made, and magic will be detected upon it if this is attempted. The silk rag appears to be just that, but if used to vigorously rub (2 segment's worth of sustained rubbing) the plaque, three spells appear upon its sheeny surface 1-4 segments later: **Passwall, Stone Shape, Invisible Stalker.** These function as do scroll spells, disappearing when read. The plaque turns to non-magical iron when the last spell is used.

Treasures: Volumes 23-50; authored by Jermin Amythat; C = a for volumes 23-28, C = f for volumes 29-50; M = u and s; L = ers and k.

These volumes detail a variety of chemicals, minerals, metals, stones, gems, liquids, and other earth-derived material. All in all exhaustive, but a trifle boring.

Serums, Toxins and Extracts: Volumes 51-78; authored by Dauf Moab; C = f; M = cl and u; L = j and c.

There are two sets of the work present: Volumes 51-70 are the older works written in Jeser, the language of the Horse lords, while volumes 71-78 represent common tongue translations with the editor's (a certain Dehvlaw Gnark) notes. The books list serums, extracts, toxins, and how these were acquired. Lists upon lists of flora and fauna are included; and these seem to be the most common (and valuable) source of the extracted/created substances. The editor's post-script indicates that part of the translation is incomplete due to the author's use, in various sections, of a more ancient Jeserian script which relies upon hieroglyphs.

Clans of the Magi: Volumes 79-90; authored by Rasha Key; C = a; M = d and u; L = ac.

This book lays a somewhat dated historical foundation of the mage clans upon the world.

Reflections From the Black Pool:

Volumes 91-102; authored by Nym Slevvus; C = f; M = s (ogre); L = w.

These books are written by the once famous sage/psionic who delved into demonic lore. Nym relates that he would complete four additional volumes, though these are not present. (It is a mystery to scholars as to why the books were written in Whoolish, the totally barbaric and complicated language of the Whools of Telnarzin.)

The Rising Moon: Volumes 103-120; author unknown; C = a; M = v and l; L = c.

This is a scholarly treatise on spell casting and related areas. If read by a mage for 60 days there is a 1% chance per Intelligence point (i.e., an 18 Intelligence mage would have an 18% chance, etc.) that reader acquires 1,000-6,000 EX points. All types of mages (illusionists, necromancers, et al.) may earn EX through reading these. The books can be gained from just once by any single mage. Note the volumes' conditions. . .

Dimensional Notes: Volume 121; no author named; C = g; M = p; L = c.

This book is trapped with an **Explosive Rune**. If triggered within the chest, all books are destroyed! For every 10' that the explosion occurs away from papers/books there is a decreasing chance -- 10% -- of any book's/paper's ruination. Start at base 50% at 1-10 feet and work from there. At 51+ feet there is 0% chance of destruction. The text is gibberish.

Untold Blasphemies: Volume 122; authored by Baal; C = g; M = p and l; L = d and ?.

The book is untranslatable since a private code established by Baal to communicate with his master is used here. Some devil's or demon's scrawl is noted (actually an imp's note).

BOXES

E. This is atop crate C.

If checked for this box will be noted to have a strong magical aura. The box has a depression in its bottom where a de-helmed head might fit. If rested on one's head, the lid may be opened, but it will not open by any other means. The person opening this must be standing in front of the box while another rests it upon his or her head. The box must maintain this position for as long as the lid remains open;

and if it is set down the lid snaps shut with a violent force; anything wedging it open will be (D6 roll) 1-3 sucked into the box, or 4-6 thrown back from it for 1-6 points impact damage. Human sized or larger beings are always thrown clear, but rolls for less-statured objects/beings must be made.

This box roughly corresponds to a Bag of Holding in that a dimensional pocket is located therein. Anyone may reach within the box' confines and attempt to grab an item therein. Roll D% and consult the table below. There is only one of each type of listed item within the box; duplications are always rerolled. Only one person may reach into the box at a given time, expending 2-5 full rounds per attempt made to grab something.

01-20 Random spell book: Roll a D12; 1-5 = 1st order; 6-8 = 2nd order; 9-10 = 3rd order; 11 = 46th order; 12 = 5th order. One of each book may be pulled before this percentage option is exhausted. All are written in common.

21-25 Yellow Flask: This is a **Flask of Curses**. Roll a D4 each time it is unstopped, or for every turn it remains unstopped. 1 = Random level 6 monster appears out of greenish vapors; 2 = **Tongue Confusion:** No Common Tongue communication is effective; alignment tongues become mixed (roll randomly for each character); 3 = A **Dispel Magic** goes off in a 20' radius area; 4 = A **Super Sleep** affects 2-4 characters within 50'.

#2 lasts until a **Remove Curse** is invoked, while the **Sleep** lasts for 10 rounds, or until the one slept is awakened. Only four curses will issue from the flask, and these can not be duplicated.

26-35 A quiver of 12 +2 arrows appears.

36-45 A Bow +2 appears.

46-55 Gold and Diamond Necklace with Cameo: The gold/diamond setting is worth 6,000 gp; the cameo is worth 500 gp. Represented is a lithe profile of lithe woman with a necklace about her neck.

This is a combination device; the necklace is one of **Strangulation**; the cameo functions as an **ESP** spell, 90' radius. The necklace starts strangling upon being fitted

to someone's, or something's neck. If immediately ripped from the neck, only 1-20 points of choking/crushing is sustained; wearing this for 2 segments or more means death. The necklace is wrecked when ripped off (reduce its value 30%); and in this instance the cameo has a 50% (roll D%) chance of retaining its **ESP** function.

- 56-65 Stone Jug: This contains an unstable acidic substance which will explode 1-10 segments after the jug is handled, or immediately upon being unstopped. In both cases damage is 2-11 points (D10+1) to all within a 20' radius.

- 66-85 A small, onyx statuette of a dog appears.

This is similar to the **Onyx Dog** statuette; however, this dog lies about its true function when loosed to serve. Roll a D4: 1 = Dog feigns service but reports nothing even if information is available; 2 = Dog deliberately lies about direction, and possibly (D% roll of 1-50%) leads in opposite or false direction; 3 = Dog stands around and appears confused; 4 = Dog runs away. Roll for the dog's reaction every time it is used. Its alignment is not questionable or ascertainable since it is a created/summoned creature. This item has unlimited charges.

- 86-95 Platinum Rod: It will function as many days as this formula indicates; Take Strength and Intelligence and divide by 4, rounding down fractions. The end number is how many days the rod is useable for. After this time it disappears. This may not be transferred between characters to gain "days." The person who initially picked this up establishes the days that this is useable for.

- 96-100 Teakwood Staff: This is a **Staff of Power** with 3 charges. It disappears after 4 days.

F. This box is set on the floor to the south of crate C.

Inside is a small stuffed wart hog; next to this is a small ring case, which contains an open-ended, bendable nose ring made from gold (worth 25 gp). Both the hog and ring are magical. If the ring is placed in the hog's nose, it comes to life, appearing to be of a friendly nature. However, although it

may not be a threat to the party, it will become apparent that it is a hinderance, since it gets in the way (cuts in front of) party members so often that it effectively reduces movement by 3" or 33%, which ever is slower. It also grunts a lot -- loudly; so surprise chances with it around are impossible under normal conditions. It IS friendly, though, and quite cute when rolling about on the floor (one thinks in some imaginary mud)! The hog cannot be chased off. It takes full HtK and if attacked fights to the last grunt!

11. BAAL'S LIVING ROOM

This appears to be a well furnished living room: An oaken table with two oak chairs are at its center; a well crafted divan is positioned near the western wall; a mirror is on the wall just left of the northern entrance, and a small teakwood stand is below this. There are many rugs and carpets about, most appearing to be of a lower level of quality than the other furnishings. Centered above the table -- about 4 feet up -- is a large bronze incense burner, which at this time is spewing forth an admixture of green, black, and sickly grey wisps of smoke. No smell is apparent, however.

Table & Chairs: The table is set for two, with the western setting appearing to be for a smaller being/person due to the size of the utensils. All utensils are of silver make. The chairs are worthless goldwise.

When dining Baal sits at the eastern end of the table; and when feeling in ultra-lonely moods he invites the imp to dine with him, thus the smaller utensils. Utensil worths: 2 golets (100 and 90 gp); 2 plates (150 and 100 gp); 2 forks, 2 knives and 2 spoons (3 x 20 and 3 x 10 gp); decanter (125 gp); candle holder (50 gp).

Divan: This is crafted from cherrywood, but beyond this is valueless.

Mirror: This is framed in silver and file-greed with platinum (total worth of 1,150 gp is sold complete; -20% total if stripped for metals).

Teakwood Stand: This is engraved with swirling flower designs, each petal appearing to sport spines or teeth. A small box is on top of the stand and a small cask is set upon its bottom, crossed turnings.

The stand is worth 240 gp if sold; it weighs 15 pounds. The box is described below. The cask is filled with a very good wine.

Box: The box is 8" x 3" x 2" (l,w,h) and appears to be a jewelry container.

This is a needle-trapped (2 injections

worth = massive dose at -4). If the left hand side of the box is pushed upon, that section will recede 1/4" deactivating the trap.

Inside is a small silk bag containing 20 500 gp tourmalines and a brooch (of **Shielding**).

Rugs & Carpets: No value, but dirtied with sand. No prints are apparent yet these appear worn, possibly second hand.

Incense Burner: This hangs from a thin but sturdy iron chain which connects to the south side of the table on a nail-post. Its edges contain 12 round receptacles, 10 of which contain 2 multi-colored (green, black, gray) incense cones each.

These cones are of an unknown variety (though do not tell the players this unless they check these out after the adventure!) and are actually an invention of Baal's which he created in his spare time. Perfumers, or those smelling a profit, will buy these at double normal prices, for it is the formula they truly will want to get! If the characters realize their find, they may bargain from a position of strength. An alchemist can be hired to break down the incenses' ingredients. This will take double alchemist costs (the extra being insurance money so that the alchemist can be relied on not to squeal) and 1-3 month's game time. The components and process will be revealed through these actions. Selling the product (licensing) requires actual bargaining with prospective buyers. Dealing with smaller concerns will net smaller returns. The least gained will be 10,000 gp for the formula, which when bought gives the buyer exclusive production rights. The most to be gained is 100,000 gp; but this sum is only offered by the strongest bidder, and the characters will have to deal directly with the man in charge of this concern to gain such an amount, for intermediaries will never offer any more than 75,000 gp. Characters must travel to a capital city, or large city, (15,000 people or more) in order to gain any offer beyond 40,000 gp.

11A. BAAL'S BED CHAMBERS

This room contains a simple wooden bed in the NW corner; a nightstand is located to its south side with a water basin (half empty) on it. A drinking cup is next to this. A picture is hung on the center of the southern wall (see below) and an immense trunk is positioned in the NE corner.

The picture and trunk are the only interesting items here (see below).

Picture: This is a 4' high by 2' wide. It is framed in gold (worth 670 gp) and depicts a

collage of bright, perhaps fiery, pigments: Deep orange, wispy blue, bright white and scorching red.

If the canvas is touched the flames burn the one doing so. Damage is 3-24 points, no SR applicable, though magical protections will help reduce damage.

Large Trunk: This 10' x 5' x 31/2' trunk is set lengthwise in the NW corner.

This is bolted too the floor from the inside and cannot be moved. Inside are clothes: Two dun colored robes, a pair of knee-strap sandals, a leather belt, an empty leather pouch, and a yellow sleeping robe. **GM NOTE** -- Read the following sentence to the players after they have noted what is contained here: This seems conspicuously empty for such a large trunk...

The wooden bottom is actually a false liner, requiring a successful secret door check to reveal this fact. The liner can be removed; and when this is done a 1 foot deep area (8' x 3') is revealed. A secret trap door is inset into the floor here. If opened, a 10' square shaft, with iron hand/foot rungs, is revealed. This descends 200' to Level #1's key #6B.

12. HALLWAY

This hall has many oil-burning lamps located at 5' intervals on each wall. The ceiling here is 15' high; and the entire area smells of burnt wood and possibly other, more acrid substances, which are irritating to your eyes, noses and mouths.

After proceeding 11 feet east you can see a cage on the north wall, and cages going off to the east (read #12A, then #12B-#12D as the occasion warrants). There are still a few lamps on the southern wall; and the area ahead -- a large, dimly lit room of some type -- can be seen.

This is the entrance hall for the cages, and for the work/laboratory areas (keys #12A-#13). The wood smell is just that, caused by the heating of the vats at key #13. The acrid irritation is caused by past chemical reactions from the vat experiments (q.v.). If Baal has not been encountered yet, he is at work at key #13. Any disturbance near the cages, or in the work room, will alert him to the party's intrusion. Read the appendices to find out more about Baal.

12A. EMPTY CAGE

This cage is empty and locked.

12B. CAGED LARVAE

There are 15 larvae in this iron cage. Upon seeing the adventurers these grotes-

queries start to scream and gurgle curses at them in slavering demonic tones. Beyond this they do nothing.

The cage has iron mesh between the bars, obviously positioned there to keep these wormy things confined. If these creatures are loosed, they attack everything in sight, launching these against Baal (70% out of 100% chance per larva) if he is present.

15 LARVAE: AT 7, M 6", MP 1, HtK 4 x (15), Atk 1, Dm 2-5.

12C. CAGED LEMURE

There are many lemure caged here. Upon seeing you these monstrosities begin an uproarious cackling in wretched gargling tones; they are obviously attempting to place fear in your hearts.

The noise made by the lemure will definitely alert Baal, and he will be prepared for the characters. The lemure recede from "divine" characters (paladins or good clerics of name level), but attempt to grasp any other passing character types. If the party is careless in its advance past this cage (running in the dark, being pursued past, etc.) then the lemure might be able to grasp likely targets. Up to six lemure get a 1-20% (on a D% roll) chance each to grasp; a successful roll indicates that the lemure gets an attack/grasp with a base modifier of +1 to +4, the variance being due to the randomness assumed with such a situation. After determining the lemure's bonus to hit, roll its surprise attack -- a hit equals a grasp, and the victim is dragged to the cage where other (up to 6) lemure may join in throttling the character. Additional hits are automatic for as long as the character remains grasped; and full damage is dealt by each lemure in this situation!

If these creatures are loosed they ram-page everywhere; but they fear Baal and will retreat from his presence.

17 LEMURE: AT 7, M 3", MP 3, HtK 12 x (9), 15 x (8), Atk 1, Dm 1-3, SP (possible surprise attack, above).

12D. SILVER AND IRON CAGE

This cage is made from alternately placed iron and silver bars. Coming into view from the cage's rear, and thrusting her head out of the shadows to look at you, is a beautiful elven woman. She appears bedraggled and dirty; and a look of hope enters her green eyes upon seeing you!

This is a polymorphed night hag which is trapped inside the cage. Her periapt is inside a desk drawer at key #12E so she cannot escape her imprisonment by employing it to travel astrally. Further-

more, the iron/silver cage is enchanted to hold her, and actually causes damage to anyone touching it (4-24 points per segment touched, one touch counting as one segment), and specifically causes 6-36 points to her. The cage also negates incoming/outgoing magic, so no spells, innate powers, or magical item powers will work on/through it.

The "elven woman" relates that she was captured by Baal and imprisoned here, where she has been kept for many years now. Baal extracts liquids from her body (she shows the party the various puncture marks over her body) for use in some experiment, so she thinks. She also informs the group that she is a mage, and if released she will assist as best as she can in helping the party escape from Baal's realm. She is sure that her father -- one Calarian -- has offered a great reward for her safe return, and the party could split this treasure!

The elf tells them that the key to her cage hangs from a spike on the nearby work table (key #12E). If the key is touched to any part of the cage the three middle bars will disappear, allowing her to exit. She appears expectant and hurried as she says: "Fast! Before Baal is aware of us!"

If the players inquire about this elf's demeanor tell them the following: She appears dressed in ragged, dirty vestments, which could have been mage clothes. Her air is not sweet; the puncture marks appear very real, and nasty! Her voice is a bit cracked, as if she strains to speak.

The night hag covers for her fabrications by giving general answers, especially to such pointed questions like "Where is your elven homeland?" The GM must wing it here, giving suitable, convincing responses to such questions. If the hag is loosed, she immediately attempts to reclaim her periapt at key #12E; she then astral projects, laughing insanely as she leaves the material plane. If stopped and combatted she fights to the death, preferring this to continued imprisonment. If Baal is encountered during such a fight, she attempts to flee, with the hope that the party and he will melee, thus allowing her to escape.

If she is left within the cage she uses all her histrionics to secure pity from those lawful members of the party: She weeps, falling to the floor in hopeless surrender; she pleads under her breath, prays to her elven gods, and generally behaves like a person with no hope or future. If these convincing theatrics fail, then just before the characters forsake this place -- and her -- she repolymorphs to 'hag form. She promises wealth and magic beyond

compare to those who would free her; and if this is not enough she promises to change her ways! Har! Har!

GREATER NIGHT HAG: AT 7, M 10", MP 9, HtK 56, Atk 1, Dm 3-12, SP **Sleep** spell up to level 12 humans, MI 70%, ethereal travel, **Magic Missile** x 4 for 2-12, **Ray of Enfeeblement** x 3, **Poly-morph Self**, **Know Alignment**, (No Gates allowed), invulnerable to Sleep, Charm, Fear, Cold type spells/magical powers, only silver, iron, or magical weapons +3 or better damage it; if gained, periapt adds +3 to all SRs, cures diseases, and allows her to project astrally.

12E. WORK AREA

This room is lit by torches spaced at 10' intervals. Benches line the walls; a table surrounded by smaller benches is located near the room's center; on this is a hooded lantern and various other materials. The northeast wall is obscured by a 20' long by 15' high dun colored curtain. The smell of burnt wood and chemicals is more prevalent here; and smoke is seen gathered near the ceiling in the room's northeast corner.

The wall-benches have bottles, surgical instruments, note books (all vellum or papyrus, and written in common), jarred organs, texts on alchemy and other related subjects; placed upon them. The southern bench contains a jar with a skin graft within it. The jar is marked 'Spirit B, graft #21'. The skin is scaled, and paladins, or those detecting, note a mild presence of evil on it!

The table has been reconstructed so that it is useable as a desk. The four drawers are located on its east side:

- 1) Central: Contains inks, quill pens and paper.

Beneath a sheet of paper is the night hag's periapt. It is made from bronze and inset with a beautiful blue opal (worth 4,025 gp).

- 2) Right side, top: Contains a scroll in a copper tube.

This is gibberish, with **Explosive Runes** upon it. If this explodes, Baal is warned (In re: key #13).

- 3) Right side, middle: Contains nothing.

- 4) Right side, bottom: A sack with various coins is located near the back: 19 pp, 24 gp, 47 sp.

There is a spike driven into the desk's

south side near the top. Three keys are located there, hanging from a ring suspended from the spike. Two look like normal iron keys; but the third is 3" long, of silver and iron make and has no serrations.

The two iron keys will open cells A-C, no matter which one is used. The silver/iron key is magical; and when the silver half is touched to cage D's middle-most silver bar, the bar and the two iron bars to either side of it disappear. This dispels the cage's aforementioned magic. If the iron half is used to touch any remaining iron bar the three center bars reappear, and the magic of the cage is reinstated.

The key is useable only in conjunction with a cage -- or cages -- or #12D's type. Beyond this it has no alternate or superior function.

13. THE LABORATORY

GM NOTE: Roll D% before the characters enter here. There is a 90% chance that Baal is here IF he was not encountered and subsequently slain on level #1, key #6.

You enter a large, lighted room, but before you can note the immediate surroundings you are confronted by a man in yellow robes. His hair is sandy colored and streaked with black. His left eye is brown, and his right one is yellow-green. He has a staff in his right hand and a horn hangs from his side. He holds a large book under his left arm, close to his body. A yellow aura surrounds him. As you enter he starts to move quickly, though you are unsure about what he may be doing.

This is Baal. Baal will probably be expecting the adventurers, and if not surprised he has equal chances of performing the following attack functions. These are rolled for every new combat round.

Roll D%:

1-33% (1-50%). Uses spell; 34-66% Uses horn and book; 67-99% (51-100%) Attacks with staff; 100% Roll over.

Note that the percentage chances in parenthesis are substituted after the horn/book combination has been used once, since only one spirit per day can be summoned (note the appendices for detailed information concerning this).

In any case Baal has readied himself with two of the three following spells: **Protection From Good**, **Haste**, **Blink**. GMs must note the effects these have on combat, etc. If Baal is hard pressed he automatically resorts to using the horn

and book to summon a spirit (note the appendices); and if his HtK is reduced to 10 or less he attempts to summon a melebranche (note Baal's innate abilities listed in the appendices).

BAAL: AT 2 (adjusted), M 12", MP: Level 8 mage, HtK 47, Atk 1, Dm D6+3, SP uses **Staff of Striking** (12 charges), Book/Horn, spells, innate abilities (note the appendices for amplification).

ROOM DESCRIPTION: This is obviously a laboratory of a specialized sort, being no wider than 40' E-W and 30' N-S. Lit torches are spaced every 10' or so; and there are two lanterns made from translucent glass -- one in the extreme NW corner and one in the SE corner -- with what appear to be **Continual Light** spells within them. The ceiling cannot be seen, but must be well above 30' in height.

Near the room's center are three 7' high by 5' round vats. These appear to be constructed from copper overall, with glass tubes leading from these to beakers on stands next to them. The vats are firmly supported by wooden scaffolding reinforced with metal bands and bronze tipped wooden spikes. Small but sturdy ladders go up 6' to circular stirring ledges which frame each vat on the upper parts of the scaffolds. Two large (6' high) wooden spoons can be seen on each ledge. Underneath each vat is a 2' round/deep fire pit. Ash remains can be seen in these, but the vats themselves appear empty at this time. Framing each pit are 1' thick tarps. These are attached by hooks to many rings on the underside of each vat and must be detached to access the pit areas. At this time all curtains are open 2' on the north and south sides. The outside of each curtain appears to be leather; but the inside is leather with a wet metallic substance thereon. In places this liquid seems scorched, but in others reflects light when this is shone upon it. Each curtain has vent holes with connecting leather pipes leading from the pit areas and up towards the ceiling, and into darkness. The leather pipes are coated with the same silverish liquid and appear less charred. The curtain/pipe set-up smacks of a rudimentary ventilation system with obvious problems (air intake for the fires) apparently unsolved at this time.

The beakers one each stand are empty. None are of any value. The silverish substance on the inside parts of the vat curtains will not rub off. Low intensity fire will not cause this to char; but it will start to burn and disappear when exposed to concentrated fire (such as the fuel of a fire pit burning for 4 hours). After being burnt away the leather starts to burn if it is left

exposed to the fire. Water washes the silverish liquid off, making it diluted and useless thereafter. The tarps could be used to protect those standing behind them (or wrapped in them) from fire type attacks. Treat as full protection from normal flaming oil attacks or from normal combustible attacks which generate less than 20 points of damage. Attacks causing 21+ points of damage, or those of a magical/demonic/divine nature are not stopped by the tarps; and no area affect attacks, such as massive amounts of boiling oil, for example, can be stopped by these tarps. The tarps are destroyed in these instances.

The insides of the vats are empty, as noted, and are washed clean, as are the stirring spoons on the ledges. There are work tables, benches, and stools along the walls and other materials set against the walls and stored in various places. There are tables on the west, north/northwest, northeast, east and south walls. A bookshelf is nestled in the north corner.

The table on the west wall has a 5' deep wood pit beneath it, which is 75% full at this time (about 600 split logs); on top the table are 3 buckets of water, a copper basin containing a silverish liquid and a brush, a decanter stoppered with a silver-topped cork, two tinder boxes, and a pair of thick cloth gloves.

There is nothing in the pit except logs. The copper basin contains the silverish fire-proofing liquid seen on the vat curtains. There is enough liquid to coat a 10' x 8' section of material. Use the notes above concerning this substance, making changes/additions as circumstances

warrant. The decanter is one of Endless (salt) Water.

The northwestern table holds twenty jars, sheaves of note paper, quill pens, inks, and labling equipment, such as simple glues and paper sections.

Jars #1-10 are labeled: "Lemure skin, (#)"; jars #11-12 are labeled "Hag sample, (#)"; jars #13-17 are labeled "Larva skin, (#)"; and jars #18-20 are labeled "Spirit plasm, (3)".

The notes indicate times the samples were taken and under what conditions they were acquired.

The northeastern table contains more specimen jars, some filled, some not. Next to this is a microscope made from wood, metal strips, and a pair of yellow glass cusps. Next to this is a case with surgical instruments and a small balsa wood box containing 100+ slides.

The ten jars contain current samples of the caged monstrosities. The microscope cusps are those of **Minute Seeing**. The surgical instruments could be sold to a vivisectionist/surgeon/necromancer for 1,000 to 6,000 gp. The slides contain more samples. One slides' label reads "Melebranche," the only unique one in the entire lot.

The eastern and southern tables contain more notes, these about the **Great Transformation** (see appendices for Baal). Mounted wall shelves hold every type of chemical, mineral, herb, solution, etc., known to man.

There are over 1,000 jars, vials, bottles,

and alembics here, all of various make and value. GMs must decide upon the usability/worth of such items. Note, however, that there are spell components here (enough for 100 spell levels), and that the gem/metal values (if the shelves are completely stripped), comes to 25,067 gp. There are also 3 poisonous substances (all insinuate), all of B or less in potency.

The northern bookshelves contain about 50 volumes, all appearing either recently made/bound or ancient, with no exceptions.

The bookshelves are inset into the northern corner, forming an inverted, distended V shape. The northerly crack where the two shelves meet has a hidden latch which if found and sprung will cause the easterly shelf to move 1' southeast. A small grotto there contains Baal's spell books (1st through 4th order).

The shelves contain only one book of interest. In a volume entitled "**Momentus Phazes**" is a page with the following spells written thereon: **Phantasmal Force, Mirror Image, Dimension Door, Phase Door**. These function like scroll spells.

GM IMPORTANT NOTE! The yellow key-stone which the party seeks is in Baal's book. It will drop from the page it's inset into when touched. Note the information regarding the book in the appendices.

GM Information: Poharn's Realm (Letter Key C)

Upon entering the room (#22 in MOZ 1), the door closes, revealing no door on this side. The room comes to life, shedding its pitch-black darkness for a translucent white color which dimly lights the 10' x 10' area. On the far wall is what appears to be a patch of snow 6' high by 3' wide.

If uncovered a block of ice the same size as the covering snow is revealed. If peered within, a scene of ice and snow is noted. A snow covered path leads away from the base of the ice block on the other side.

Characters attempting to step through the ice block find themselves on a 10' wide path in front of the block on the other side. They are now in Poharn's Realm (refer to the separate map of this). Read the following to the characters:

Before you is terrain of ice and snow, mountains and crags, pinnacles, and more snow. The wind howls and you feel chilled. The path slants NE and is 10' wide. Nothing moves here; and the land does not

appear to be extensive -- maybe 16 square miles at best. A thick haze obscures any attempt at seeing beyond the area around you. A small white light can be seen beyond the haze above and to the right; and its rays barely penetrate the haze to lend an eerie white hue to the landscape, making shadows seem filled with loathing and crags accentuated to the point where they look like forlorn alien pits. The area you stand next to is comprised mostly of a large slab of ice. As you look about, you

note that the block of ice behind you now appears to have a well defined hole where something very small and round might fit. This is centered on the block's surface. The ice wall which the block is part of extends upwards until it appears to mesh with the haze above.

This is the Demon Lord of Ice, Poharn's, Realm. His pinnacle is located here, and he serves Zayene due to the power that Archmage holds over him. At this time he abides here, awaiting the day when his legions can pour forth and conquer -- what no one knows.

The haze is an impenetrable force-field (refer to **NOTES FOR THE GAME-MASTER**). Nothing physical or magical works upon, or through, it, so the party cannot escape the area this way. If they secure the white key-stone from key #4 and use it to re-enter the ice block (they must place it in the hole there) they can pass through. They appear in the corridor outside key #22's door in MOZ 1. Characters must touch the key-stone as they enter the block. The key-stone appears in the hand of the character who placed it in the door after 30 seconds elapsed time in which the ice block portal is not utilized to

transport objects, alive or otherwise.

Characters could suffer from starvation if they cannot escape this realm in the aforementioned manner. Refer to MOZ 1's rules regarding starvation.

SPELLS USED HERE: In short, transportation and **Commune**-type spells will not function here. Priest spells have an initial 5% chance of failure due to the isolated nature of the realm which his or her deity finds hard to focus upon.

Items with similar abilities as the aforementioned spell types do not work to secure transport off of, or grant knowledge about, this realm.

MOVEMENT: Movement proceeds at 1 hex per day due to the terrain, the 40 mph wind, and the shadows, which cause the characters to hold and rest, or, to even edge away from continuing onwards. It is not fear which stays the characters as much as apprehension and doubt, which in the end has subtle mesmerizing effects upon every character -- no SR possible!

COLDNESS: Improperly clothed characters will start suffering from the affects

of cold one hour after their arrival here. 1 point of frostbite damage is inflicted, and 2 points each of Strength, Agility, and Vitality are stripped from affected characters every hour beyond the first in which they remain improperly attired. After 4 continuous hours of exposure, characters must make **SS (System Shock)** SRs at their new Vitality ratings. Failure equals death due to hypothermia. Death is automatic after five continuous hours of exposure. GMs must make decisions about the use of spells and myriad other devices and stratagems the characters will undoubtedly attempt to employ to save themselves in this situation. Finding shelter from the 40 mph wind is a good choice which would gain time -- perhaps even hours on up to a day of survival time -- for the party. Using the dire wolves' skins from key #2 is another way to prevent freezing/ making an igloo is another way to save the party; grouping together to share/increase body heat, another ...

Keyed Encounters, Poharn's Realm (#'s 1-4)

1. BLACK AND BLUE SKY LIGHTS

You have traveled about 3/4 of a mile when you note several black and blue lights in the sky about 200-400 yards above. As you look they start to drop fast, and with the speed of a shooting star they impact on, and to either side, of the path ahead of you!

As you watch this sight the ground -- now an icy black and blue color -- comes to life. It is as if the ground lifts itself up; and as you look on, six large blackish-blue humanoids, which slightly resemble ogres, grab large shards of ice from the ground as they rise!

The party has reaction at this point. The igresh will close to attack; and as they do so the characters note that these things resemble blackish-blue ogres -- ogres sculpted from ice! The igresh melee with their ice shards/clubs. When killed they

fall to pieces and melt, forming black pools of sludge.

IGRESH: AT 3, M 9", MP 5 +2, HtK 23, 25, 28, 32 x (3), Atk 1, Dm 2-5+7, SP hill giant strength, cold base attacks heal them at 50% of attack points, lightning does +50% damage, fire does double damage with SRs at -4. Note appendices for amplification.

2. ICY VALE

The path widens and empties into an icy vale roughly 100' in radius and flanked by 200' high cliff sides. The path continues on the NW side.

There are 3 ice lizards to the right of the path and 60' away. They are at this time out of sight due to a gathering of rocks which obscures their lair holes in the ground. When the adventurers enter this area the lizards become aware of them.

Roll a D6; on a 1-4 the lizards automatically attack; a 5 indicates that they wait 1-4 rounds before attacking -- this allows the party to do something; a roll of 6 indicates that these monsters will not risk attack, or that they are just not aware of the party. The characters may pass freely in this instance; but if they come within 30' of the 'lizards' lair, then these lizards automatically attack.

These creatures use their breath weapons 60% of the time and claw/bite 40% of the time. They guard nothing but some old dire wolf skins, which if cut to size could cloth up to five people comfortably.

LESSER ICE LIZARDS: AT 1, M 9" /15", MP 3, HtK 16, 17, 21, Atk 3, Dm 1-6, 1-3 x (2), SP **Polymorph Self** (white dragon), **Sleep**, **Fear**, each one time/day, breath twice daily for 2-16; -3 vs. charm/hold-type dwellers. MI 70%.

3. STAIRCASE OF ICE

You have entered an area which starts to slant up. Above you is a staircase carved from an ice cliff, chissled in such a way so that the stairs are wide and interspaced at intervals which ogres and giants, and not humankind, would be comfortable with while ascending. The stairs proceed up the slanting cliff side for what looks to be about 40'.

The staircase is actually the back of the ustass, a white wormish creature of some power. As the characters reach the mid point of this creature's spine, the "stairs" start moving. Inform the characters that this movement seems like an earth tremor, specifically located upon the stairs. All characters can elect to abandon the stairs, possibly for the sloping cliff side. Those doing this slide down the icy cliff at 10' per turn, unless they speed their progress. Those staying on the staircase (continuing up, running down, or standing still) are flung from it as the ustass raises up to whirl about, it having been resting with its hindquarters to the path. Roll a D6 for each character flung; this is the number of feet x 10 that each is hurled, and the number of D4's of damage sustained upon landing. If damage is 3 dice or more, a System Shock roll must be made at -10% per die of damage over 2. Failure means that the resultant impact with the surrounding ground areas has knocked victims unconscious for 10-80 (10D8) segments.

The ustass appears as a 40' long white worm with an ancient dragon's head. It attacks live targets, and since it will not eat carrion, unconscious characters are somewhat safe until 1-9 segments from becoming conscious. At these times this worm might note a persons movement; it then attacks. Therefore, for each segment up to 9 that the unconscious character is away from awakening, 10% is subtracted from a base 100 for the chances that the worm notices movement, etc. For example, a person who will awaken in 10 segments has a 0% chance of being noticed since $100\% - 100\% = 0\%$; a person who will awaken in 4 segments has a 60% chance of being noticed by the ustass, since $100\% - 40\% (10\% \times 4 \text{ segments} = 40\%) = 60\%$. Further, there is a 40% chance that the worm will be occupied in some small matter, such as digesting its meal or searching the area. In these cases its chance to notice awakening creatures is cut by 50%. But, this creature is not dumb. It knows the immediate area well, and also realizes that dead bodies shouldn't move; and it will attack those that do!

USTASS: AT 4, M12", MP 15, HtK 82, AtK 1, Dm 2-24, SP 15% chance/round to look into eyes = hypnotism (per the spell), acid emitted through abdomen forms pools = 25% chance per round to step therein for 1-12 points acid damage, no SR possible; D20 roll of 20 = swallow prey whole with death resulting in rounds equal to ones' Vitality score minus a D12 roll.

3A. CLIFF TOP

You surmount the cliff above the white worm's area and immediately note a white pinnacle of jagged ice in the distance, about 1 1/4 miles from here.

4. THE ICE PINNACLE OF POHARN

You have traveled to the pinnacle and are now close enough to make out some details: This muniment stands about 150' high and appears to have been carved from a single mass of ice. Beyond this is a land of blue ice and black snow; but this stops short of the haze you encountered at the beginning of your adventure here. Before the pinnacle is a blue hued, black bearded man in white robes tied close by a parti-colored sash of charcoal black and light blue. He sits on a stump of clear ice and pays you no heed as you approach.

As you look closer, a 10' wide passageway appears at front of the pinnacle where only blank ice was just moments earlier. As you step closer the blue man abruptly stands up, faces you and makes an announcement: *"Welcome adventurers! For having gained this far you are granted a boon by mighty Poharn, the Greatest of all Ice Lords."* He gestures towards the 10' wide opening. *"Poharn awaits your presence; merely climb the stairs to this chambers where your future awaits!"*

This is Icohn, lieutenant and vassal to Poharn, Demon Lord of Ice. He appears as noted earlier but with some differences upon closer inspection:

Icohn has scaly blue skin; his eyes are black with tiny pinpoints of yellow; his voice is sonorous when making the announcement, but it trails off to a lisp, or hissing, upon ending his periods. You definitely are ill at ease in his presence; but he remains indifferent to you, turning around to sit back down on the stump.

If there is a paladin within the group, or if evil is detected for, Icohn will definitely be noted to be a servant of such. If questioned Icohn says no more, and if attacked he disappears into thin air (he has actually gone into the stump by shrinking and will not return, nor can he be found since the

stump guards him in every way). The stump is very magical; it is protected by the Demon Lord and remains unvanquishable as long as the pinnacle stands. The passageway remains open indefinitely.

The characters must elect to go into the tower and up the stairs. And since this seems to be an ending point, Icohn's last words about their futures awaiting them might point to them accepting the situation as is.

You step onto white marble stairs spiraling up. As you ascend you note that the walls are ice; and encased within these are white featured demi-humans, like drow in visage, but a race never seen before. All of these warriors are armored in bronze and have black spears and large black shields.

The stairs wind past about 1,000 of these figures, and after a while you lose count of their numbers. After traveling thousands of feet upwards the stairs end at a passageway 20' wide and bearing right. The halls here are unfurnished; and the entire area appears hewn from blue stone stained with specks of red. Ahead appears a large chamber.

POHARN'S THRONE ROOM

You enter an excellently hewn and featured chamber of ice. You are somewhat startled by the fact that its entirety seems to dwarf the actual space limitations of the pinnacle! Its ceiling is nearly 100' high and carved and arched beautifully, with ice columns of many boreal monsters supporting the lower vaulted areas. Seated about 150' into the chamber is Poharn; and as you approach him and his throne area you note these things: First the throne draws your attentions, for it is made from many-colored slabs of ice: The base and back are blue, the right arm is black, the left is white, and the seat is gray. As you draw nearer the colors seem to merge -- almost playfully. Blacks become grays, grays become tinted with blues, blues grow lighter or darker and white ranges the mixed color scale.

Poharn himself appears as a slender, naked albino with silverish head hair and beard. His head sports a diadem of ice which houses a brilliant diamond that looks as if it is constantly melting and refreezing. He looks to be attended by no one. As you approach to stand nearby, or to make greetings, Poharn speaks: *"Each of you are granted a boon by me, Poharn, greatest of all Lords of Ice. Name your physical desires!"*

If the party requests the white key-stone, this will be granted, but at the forfeiture of all other boon requests. If the

party elects, instead, to garner personal gains then they are doomed. These requests will be granted, up to a point . . . Gainable items must be physical but can be magical. No artifacts are granted, and (peculiarly) no items which would allow the party to escape this realm are acquirable. Any complaint issued against this seemingly unfair situation will be met with complete indifference by Poharn, and if the complaining grows out of hand, the Demon Lord will freeze (no SR possible) the troublemaker(s). As many cold beams as there are complainers will issue from his diadem, striking all intended targets without fail. He will deal with those remaining, and claims that the one(s) frozen violated etiquette usually adhered to by even the meanest of his guests.

Anyone attacking Poharn is killed, since he is unassailable by the adventurers as long as he remains in this pinnacle.

Poharn is a powerful evil demon lord, but Zayene has somehow used him to be an administer of the key-stone if the party succeeds in making it to his pinnacle. Though Poharn is an unwilling participant in the matter, he is not under any orders not to eliminate the party if they violate the terms agreed on between Zayene and himself. So, even when the party leaves the pinnacle, with or without the key-stone, Poharn will send some of his pet winter wolves to attack them; these depart the pinnacle 1 hour after the party does. They will overtake the party in two hours unless the characters opt for a

superior way of moving and evading rather than sticking to the path. These wolves are intelligent and will pursue the party back to the block of ice. If they arrive before the party the characters must defeat them before attempting to transport via the key-stone. The wolves remain on guard here indefinitely. If the party arrives before the wolves they may escape by using the key-stone as detailed earlier.

WINTER WOLVES: AT 5, M 18", MP 6, HtK 30 x (4), Atk 1, Dm 2-8, SP Frost breath for 6-24 or half if SR made; cold base attacks do no harm, fire base attacks add +1/D.

GM Information: Happy Hunting Grounds (Letter Key D)

Upon entering the room (#23 in MOZ 1), the door closes, revealing no door on this side. The room comes to life, shedding its former pitch-black darkness for a leafy green color. On the far wall is a still life painting depicting -- as if viewed from high ground -- a quaint arrangement of roadside buildings with smoke rising from their chimneys. Strung between these buildings are many colorful banners and pennants, as if to suggest a festival or celebration in progress. The valley below is alive with the colors of Fall: greens, golds, tans and browns accentuate this beautiful scene. The sky appears gray as after a refreshing storm, so everything -- including the leaves being blown across the tall, golden meadow grasses -- is a bit wet.

The characters must touch this painting to realize the transportation effects it will impart.

Upon touching this painting, the scene melts while seeming to become closer to you, the viewers.

At first movements are barely discerned. Roll a D8. To notice any movement (listed below) takes but one segment worth of watching time; proceeding movements are noted in 1/2 segment intervals thereafter. A D8 roll of 8 indicates that that particular viewer noted no movement.

1) smoke is seen rising from the village chimneys; 2) a figure is seen coming out of a stable door; 3) leaves are seen blowing across the grass; 4) shutters are being closed in a small hovel; 5) a cat is seen scampering from under a wagon; 6) a dog is seen running towards a wagon; 7) a light is seen being lit in a large building; 8) nothing noted.

Continued viewing (exceeding 3 rounds) produces the following results:

A chill wind blows past the party. This definitely comes from the picture. The wind's essence smells of musty meadows and smoked meat.

In the fourth round of viewing this picture all characters within 10' of it are drawn into it and deposited unceremoniously upon a cold, damp hillside overlooking the village.

You find yourself looking down towards a comfy looking village. It is near dusk. A dog can be seen chasing a cat out from underneath a wagon. You are about a mile from the village.

The party is in King Ovar's portion of the Happy Hunting Grounds. Read the following to the party:

The land here looks healthy and inviting:

Beyond the small village are copses and woods, rivers and fens. In all the land might comprise about 18-24 square miles, though this is difficult to ascertain. Its entirety is ringed by a light, leaf green aura, surrounding it in every way. A yellow-green globe can be seen in the sky beyond this haze; and this seems to be the light emitted to color the surroundings. Therefore it is difficult to tell whether it is actually dusk or not; but the actions of the community: shutting windows, going home, the cooking of food, the lighting of lanterns, etc., seems to suggest just that!

The characters are trapped here unless they bargain with the fox demon at key #6. They could starve (though this is unlikely since the lands, though not extensive, are teaming with wildlife and flora of an edible variety) and the starvation rules in MOZ 1 should be referred to in these cases.

MOVEMENT: Movement is normal here.

SPELLS USED HERE: Transportation/Commune-type spells do not function here; items with similar abilities/functions which would allow escape from -- or knowledge about -- this land do not function here. The only way to escape is by acquiring the green key-stone from key #6 (q.v.).

Keyed Encounters, Happy Hunting Grounds (#'s 1-6)

1. THE VILLAGE (HUNTSVILLE)

You note that the village comprises a grouping of 20-24 dwellings made from mud and rock and having thatch roofs. Hanging from the roofs at this time are many pennants and banners; represented are those of two-headed wolves, eight-legged hyenas, great tusked boars, a lizard with golden wings, a great silver bear with an iron leash chaining it to the ground, a purple fox with amber-like eyes, a black-pawed leopard, that of vipers coiled about bamboo stalks, and one of a giant white tarantula.

A native or two can be stopped and asked for coordinates. They reply hastily before departing: "This is Huntsville! That's the Happy Hunt Inn over there."

If the party proceeds to the Inn, read them the following:

This two story building, with attached stables, is the only outstanding feature of the village. As you approach it the coo' of sparrow hawks, falcons and osprey, mingled with the growling and yapping of hunting dogs, can be heard issuing from the stable area. From inside the inn a great amount of singing and accordian music can be heard. Hung above the door is a wooden plaque identifying the establishment as the **Happy Hunt Inn, Happy Hunt Proprietor**.

As you step inside you note that the commons is packed with men and an occasional bar wench, all delighting in an after dinner mug of their favorite brew. In the far corner is a wirey old man pumping out music on the accordian. Hung from the rafters are nets filled with herbs: garlic, onions, belladonna, wolvesbane, etc. Behind the polished bar is a stuffed moose head with a sausage hanging from its antlers; a bottle of some sort is stuffed in its mouth.

At the bar is a short, plump, red-cheeked man who is wiping a mug on his apron. You know right away that this is Happy Hunt the innkeeper.

The characters will hear various stories about hunting from Happy Hunt and possibly other patrons. No more information is dispensed, and if the characters act in an inordinate fashion they will be shunned by all save Hunt himself. Happy Hunt will inform the characters that a hunt will take

place tomorrow, and since this is the festival all who stay in town must participate in it, or leave now. Room and board, he informs them is 1 gold each, in advance. This buys a room with 4 straw cots. Separate lodging is not available at this time. Other than this nothing is learned about this place.

As you acquire your room the revelers disperse in order to wake early for the hunt. After being in your room for ten minutes there is a light rap upon the door and a note is slipped underneath. It reads in the common:

"It is tricky to steal forth from the inn, escape to the night! The north is the road on which to elude your plight! For the catch of the hunt is meant to be you unless by the morning you are out of sight!" Signed -- Barris the Bard.

As one might have guessed, the characters are to be those hunted tomorrow. If the characters arrange a proper escape plan they can depart without being noticed. However, if the huntsmen (see **FORCES OF THE HUNT**, below) staying in the inn are alerted, a fight could ensue in the town (note **TOWN FORCES**, below). If the party disperses the mounts they do not steal, the hunt's pursuit will be slowed by 1 hour in order for them to acquire new ones.

STABLE NOTES: The stable is unguarded. There are six mounts here, all light warhorse types. The dogs and birds are set outside the stable in separate pens.

If the characters are not quiet while acquiring the mounts the wolves (see **FORCES OF THE HUNT, JAUSON**, below) will begin to yap, alerting Jauson, who is in the inn. He will alert the others and the inn's entire occupants will arm themselves and issue forth in 10-40 (10D4) segments.

TOWN FORCES: The only forces available here outside of those comprising the hunt are Happy Hunt, his three sons Bric, Brac, and Broc, and 3 guards. All town inhabitants are evil.

H. HUNT: AT 9, (shield), M 9", MP 5, HtK 30, Atk 1, Dm 1-10+5, SP 18(51) St, +2/+3; special two-handed sword +2 is useable one handed due to his strength.
SONS: AT 6, M 12", MP 4, HtK 27, 31, 39,

Atk 1, Dm 2-8, SP Bric has a potion of **Animal Control** (horses) which can be used to gather the fleeing horses, or cause the stolen ones to lose control; Broc has a 17 Vitality; each has bastard sword, studded leather and shield.

GUARDS: AT 3, M 6", MP 2, HtK 11, 15, 15, Atk 1 or 1, Dm 1-8 (longsword) or 1-6 for hvy, crossbow bolt, SP Each has 2 +3 bolts, splint mail and shield.

FORCES OF THE HUNT

LORD STRAUSBURY, Master of the Hunt: AT 2, M 12" on foot, 18" mounted, MP:F7, HtK 40, Atk 1 or 1, Dm 2-7 (+1 spear) or 1-6 (short sword), SP Hit from spear stuns (as per the spell) if SR vs. wands is not made, 20% chance each time this is thrown that he will lose it if nothing is hit; tracks as L6 Ranger.

Lord Strausbury appears dressed in magical plate mail (+1). He wears no helm and carries no shield. His hair and beard are white and long. His spear is golden. He is the leader of the hunt, and his decisions are final.

JAUSON, Ovar's Champion Huntsman: AT 0, M 9" on foot, 18" mounted, MP:F6, HtK 32, Atk 1, Dm 1-8 (longsword), SP Shield +2 with **Animal Runes** (see below), field plate with no helm = AT 3 unadjusted; has extended **Infravision** (X 2 range) when needed, black armor is magical and any hit against it requires the hitter to make an SR vs. poison or see as if it were nighttime (= -3 to hit 25% reduction in movement).

JAUSON'S SHIELD: The Animal Rune shield is a special gift of a demonic deity Jauson worships. There are 3 wolf runes and 6 hawk runes on this shield. This device controls the giant wolves and the hawks which pursue the party (note below). There is a telepathic link between Jauson and the animals; and if the shield is hit (10% chance per combat round where Jauson remains engaged) 1-3 runes are hit. Each rune can sustain 2 HtK of damage, and then they, and the represented animal(s) disappear. If the shield is destroyed all animals are dispelled.

3 GIANT WOLVES: AT 6, M 15", MP 6, HtK 30 each Atk 1, Dm 1-8, SP **Infra-vision** when needed.

6 HAWKS OF TOLTHRON: AT 9, M 24", MP 1/2, HtK 2 each, Atk 3, Dm 1-4/1-4/1-3, SP x 3 normal **Intravision**, cast **Darkness** in 60' x 60' area, which their **Infra-vision** can always see into, six times/day.

MASTER VULPINE: AT 6 (studded leather & shd.), M 12" on foot, 18" mounted, MP: F5, HtK 29, Atk 1, Dm 1-6 plus special, SP **Horn of Fear** acts as mass **Fear** spell = SRs vs. spells or flee for 2-20 rounds, blowable thrice daily, range 100' radius, affects those hearing it; **Fox Spear:** 1-8 biting points if initial hit is scored, 1-8/turn if remains attached, ripping off = 2-9 points of

rending damage. His secondary weapon is a dagger +2.

Master Vulpine is an expert huntsman; he appears as a red haired man of glaring visage. He is armed with a special spear which has a true to life, stuffed (and magical) fox head attached to it by a strong cord. When a hit is scored with this, the fox head animates and bites the target,



scoring a hit automatically. Damage is detailed above. Vulpine prefers to wander away from the hunting pack in order to position himself so that he can blow his **Horn of Fear**. He tries to arrange it so fleeing prey runs back upon the pursuing hunters; he then attacks prey from the rear.

HUNTSMEN: AT 6 (studded leather & shds.), M 12" on foot, 18" mounted, MP: F4, HtK 24, 25, 26, Atk 1 or 1, Dm 1-8 (longswords), 1-6 (shortbows), SP Track as L2 Rangers; extra quiver of 30 arrows each.

HUNT STRATEGY/NOTES

The hunter's mounts are all light war-horses (12-16 HtK each). If the characters kill these at the stables, or loose them, they are replaceable, but this takes, as mentioned earlier, about 1 hour to do.

If the party does not loose the mounts their departure will be noted after 10-60 minutes by one of Hunt's sons making the rounds. The hunt's forces will gather and pursue immediately.

If the party elects to escape on foot, then they will be caught by the hunters within an hour.

HUNT ROUTINE: As the hunting party fans out to give chase, the wolves will proceed ahead in flanking maneuvers, thus giving a corridor for the advancing huntsmen. The hawks fly towards the front and flanks, usually 100-200 yards ahead of the main body of hunters. Vulpine might (50/50 chance) elect to start flanking right or left to get ahead and behind the party (see **MASTER VULPINE**, above). The hawks and wolves report the party's position to Jauson through telepathy (see **JAUSON'S SHIELD**, above). If the shield is destroyed this will make little difference, for the remaining hunters are tireless and they know the area, whereas the characters do not.

If the party is sighted by the hawks the hunters will come within sighting distance of it in the next 1-3 movement phases if the characters keep to the direction they were originally heading when spotted. If the characters change direction after being sighted there is only a 25% chance that 50% of the hunting party will be within range to start combatting them.

Extrapolate where needed. As noted, the hunters know the area well. They are fanatical and have never been handed a defeat in the hunt, so they will pursue relentlessly.

2. LUSH FOREST

This forest seems homey; birds flit about and many animals can be seen near each other. There is a feeling of comfort here, perhaps not dispelled by Ovar's evil forces -- yet.

For every movement turn spent investigating this place there is a 40% (roll D%) that the party will find a copse of birch-woods with a log cabin nestled amongst it.

You see a large (40' long, 30' wide) one story log cabin centered amongst a copse of white birch trees. Around the place is a vegetable garden and numerous flower beds.

The good werebear inside will come out to greet the adventurers; he is druid, also, and he will attempt to assist the characters in every way possible. If the hunt nears as they are here, the werebear assists by showing them a secret path to take: this will give the party a 30 minute movement advantage over pursuing forces since these are eluded. If flight is impossible the werebear will fight alongside the party, but he will never join them in their quest to escape. **GM NOTE:** If the werebear is informed that they must escape this dimension, he will be reminded of the news birds have been bringing him that a certain fox seeks "escapees". All the werebear knows beyond this is that the fox abides in the northern woods (see key #6).

WEREBEAR: AT 2, M 9" bear form, 12" human form, MP: L7 druid, HtK 41, Atk 3 or 1, Dm were form: 1-3/1-3/2-8, human form: 1-8 (scimitar), SP **Summon Bears, Cure Diseases, Spells +1** and/or silver weapons to hit.

SPELLS: 1st Order (**Entangle, Pass Without Trace, Purify Water, Speak With Animals**) 2nd Order (**Charm Person Or Mammal, Heat Metal, Obscurement, Trip**) 3rd Order (**Hold Animal, Protection From Fire, Tree**) 4th Order (**Cure Serious Wounds**)

3. WEBBED FOREST

Webs are prevalent here, obviously caused by some gigantic species of spider. The forest ahead, in fact, looks to be congested with these thick strands. The area with the strands could be bypassed, however, and it does seem to be the straightest route through these woods.

There is only a single spider here, a great white one named "**Stinger**" by Vulpine, since it once stung his horse to death during a hunt. Stinger has been alerted to the party's approach by the thrumming of its strands. If the characters stay in these woods it follows and

surprises them on a D6 roll of 1-4 as it attacks.

STINGER: AT 5 (thick hide), M 18" through its strands, 8" otherwise, MP 8, HtK 45, Atk 2, Dm 1-8 (bite), 1-4 (stinger), SP Poison sting = SR at -3 or die.

4. FALLEN TREES

This place is eerie. Black shadows darken the area, making it hard to see anything. Many fallen trees lay piled upon each other. Several appear scratched repeatedly, as if by horned creatures. As you gauge the possibilities of circumventing or passing through this area, tiny pinpoints of red lights -- obviously several pairs of eyes -- instantly appear in the shadows, so fast that these seem as if they were summoned. The tree pile starts to glow a dull red. You hear grunting and snorting sounds come from the direction of the eyes.

This place is cursed. The red glow is a pit of magical fire covered by the tree pile. Its magic affects pre-cursed creatures, making them behave demonically. If one of the following spells is used to destroy the pit (**Remove Curse, Exorcise, Dispel Evil, Dispel Magic, Alter Reality**) the now uncursed creatures in the shadows will not attack, but instead will become friendly and offer to transport the characters as far as they like. If this is not accomplished, five irish deer charge the party.

5 DEMONIC IRISH DEER: AT 7, M 18", MP 4, HtK 24 (34) each, Atk 1 or 2 depending upon target to horns position, DM 2-12/gore, SP Fight to -10 HtK due to possession, can bear riders at full speed.

5. THE ORCHARD

You find yourselves moving amongst rows of trees: Apple, orange, pear, peach, walnut, pistachio, plum and fig trees seem everywhere. Ladders are seen resting against many of these; and several people are at this time filling basket upon basket with these scrumptious foods. You note that five mounted knights are nearby. Whether they supervise the peasants, or guard them, or both, you do not know; but they are now trotting towards you!

The knights require a toll of 1,000 gp each, or, one basket of fruits and nuts filled, each. If the players balk at this and attempt to move off, the knights attack. If they pay the 1,000 gp toll they may pass. If they elect to fill a basket they will note that the basket seems unfillable! This is not quite so, for these are items similar to **Bags of Holding**, and can hold 400 lbs. of

fruits and/or nuts. The hunt will most certainly catch up to the party if they fulfill the toll through the tedious task of picking. **BUT**, the knights are intrasigent, and everyone entering the orchard must pick -- so the hunters must do so also! If a fight starts between the hunters/hunted, the knights will stand aside until one party is dispatched; then they slay the remaining characters or N-PCs.

5 EVIL KNIGHTS: AT 2, M 9" on foot, 12" horsed, MP: F6, HtK (all at 16 Vitalities) 40, 43, 46, 49, 50. Atk 1 or 1. Dm 1-8 (longsword), 3-18 for hvy. horse lance charge; SP Field plate, horses also attack (HtK: 19, 20, 22, 22, 23).

6. HUGE OAK

While wandering these woods you come upon a vale with an immense oak in it. It appears to be 30' round and almost 120' tall. There is a hole in it which looks big enough to fit a crouching human.

If the characters go in, read the following:

There is a 10' by 10' by 20' high hollow area within this tree. The area is damp and smells moldy. You see two red eyes looking at you from the shadow of the far northern corner!

There is an ethereal fox here, which approaches the party. It introduces itself as the fox, and informs the party members that he is the only one which can grant their escape from this dimension, but for a price. If given one of the following sacrifices he will hand the nearest character the **green key-stone** -- touching it transports the entire party to the hallway just outside key 23's door in MOZ 1. The fox requires one of the following: 1) The jester, 2) The mage's sight, 3) The fighter's sword arm, 4) The paladin's right leg, or 5) the priest's tongue.

This demonic fox will give them approximately 10 minutes to consider its offer. It reminds them that the hunters are

approaching fast. This is true, for the hunting party will be there in 12-15 minutes, and will quickly ascertain the party's hiding place; they then start fires in front of the hole to burn/smoke them out while the hawks cast darkness about the whole area. The hunters plug their ears as Vulpine sounds his **Horn of Fear** towards the hole. The hunters then wait for characters to run out through the wall of flame and smoke (= 2-12 points of damage) and into the darkness, where the wolves and Jauson wait with infravision ready. It could be a real slaughter if the characters refuse to deal with the fox!

The fox cannot be attacked except ethereally. If character(s) attempt this it astral projects and is gone. If the characters refuse its offer, after 10 minutes it departs, shaking its head. In this case the party is stranded here on a not-so-happy Happy Hunting Grounds...

Appendix A, New Magical Items

MINERAL ARMOR: This appears as a suit of gems, minerals, rocks, and the like. Its overall plus is 3. If any living (i.e., flesh) creature touches, or is touched by, this, a SR vs. petrification must be made. Its petrification powers do not harm the person who last wore this, nor do they function when the armor is not being worn. The suit conforms to many different sized individuals, its entirety shrinking to 3' or enlarging to 7' to do so. Its worth if sold is 17,000 gp; EX 3,500.

AMULET OF THE STONE PALM: This appears as a regular stone amulet with a human palm etched onto it. If worn about one's neck it protects the wearer from petrification at +2. If put about a petrified person's neck that person is brought back to flesh form, no SS (Systems Shock) SR required. This latter function works once per week. If sold this is worth 8,000 gp; EX 2,700.

THE EXTENDING STALACTITE: This appears as a 4' long jagged and pronged stalactite. It functions as a +2 spear except when ordered to extend.

Then the stalactite becomes a weapon from 5-10' in length, as the holder wills, which is as often as desired. Thus a long spear on up to a lance-type weapon can be created and maintained, with weapon bonuses to hit and damage applicable. The command word ("XTEND") is written on the stalactite's base. If sold this is worth 6,000 gp; EX 3,000.

ALL DEATH PERIAPT: This pure iron periapt is inset with a solid heart-shaped diamond. Its power bestows upon the wearer of this the ability to negate any one attack upon him or her which occurs in a 1 segment period. Thus a blow from a weapon, a **Fireball's** fire, or the crushing smash of a storm giant's club, for example, could be negated, single attacks like these having no effect upon the wearer of the **All Death Periapt**. The power is useable once every week, and after 20 uses the diamond disintegrates and the magic is lost. If sold this is worth 23,000 gp; EX 6,000.

CAULDRON OF SNAKES: This appears as a 3' high by 4' round cauldron.

When not lit its contents appear as 2' deep solid rock. The command word to control its function is engraved on its side, or at the GM's option, is known by only one person or thing. In order to operate this the user must bring the contents to a boil and maintain this until the stone actually melts (this is accomplished magically). As long as the cauldron contents boil, its magic can be used by speaking the command word. When spoken, many greenish/gray snake bodies form from the gruel and rise 4'-7' beyond the cauldron's lip. 2-20 snakes appear per round, but only 30 may attack at any time. The snakes' statistics are: AT 6, M 4'-7' reach, MP 2, HtK 7 each, Atk 1, Dm 1-2, SP When two simultaneous hits are scored victims must make SRs vs. petrification. The snakes do not harm the cauldron's present owner.

Killed snakes return to the gruel to reappear later; therefore the only way to stop the snakes from attacking is to stop the fire which makes the cauldron boil. If the sustaining fire is removed the cauldron will continue bubbling for 30 minutes -- in which time the snakes may still attack -- and then ceases. This causes the snakes

to return to their former dormancy as gruel. If the gruel is dumped from the cauldron before it resolidifies, the magic of the cauldron is destroyed. If sold this is worth 30,000 gp; EX 9,000.

SAND BEADS: These come in two varieties.

1: This can be thrown up to 30'. Upon impacting with wood, dirt, or stone this will transform such material into fine sand. 20 cubic feet of material is affected.

2: This can be thrown up to 60'. Upon impacting with any object this bead explodes for 2-20 sandblasting points of damage.

JAR OF THE BINDING SAND: This crystal jar is stoppered with a cork and contains different colored sands, all swirling and mixing with one another. When opened and pointed at a single object, the sand will fly forth up to 60' and wrap around the target. The sand chains formed are tough and hold fast any victim not making an agility check (4D6 +3) for his or her Agility score or less. Roll D% after the chains wrap about the victim:

01-50% Victim is reduced 50% movement speed, -4 Agility, and combats at -3.

51-75% Victim is reduced 75% movement speed, -6 Agility, and combats at -5.

76-95% Victim is reduced 90% movement speed, -9 Agility, and combats at -7.

96-100% Victim is completely immobilized and may not defend or attack.

These chains cannot be broken, and only the command word will release the victim. The sand is useable 12 times and then becomes impotent due to the slow but steady loss of particles during use. Other sand can be enchanted to work with the jar at a cost of double this item's sale value and 3 month's enchantment time by a level 12+ mage employing an **Enchant Item** spell. Eight additional uses are regained by this procedure. If sold this is worth 15,570 gp; EX 4,500.

HORN OF FLIES: This appears as a wooden horn inset with many silver studs. It is used in conjunction with the Treatise of Malbolge to summon the Spirits of Baal (see below). Sale Value: ? EX ?

TREATISE OF MALBOLGE: This large tome is made from leather and vellum and reinforced with iron strips and golden studs. This is a unique book, and it has seen different forms under different ownerships; but it is currently used by Baal who has expanded upon its contents

significantly.

This book is written in a strange script which is understandable by those who wish to genuinely peruse its contents and become immersed with its working design. Such adherents irrevocably become Lawful-Evil; but they may now peruse the book without harm. Otherwise, not even a **Wish** will reveal the contents of these pages, though just touching it will cause all humankind to experience psychic waves of pain, violence, suffering and madness. A SR vs. insanity (use Spell SR) must be made every round the book is handled -- or kept open and looked at -- after the first psychic contact. Failure reduces these abilities by 2-24 each: Intelligence, Wisdom, and Appeal. Those characters falling 3 points below 0 in any category are killed. In the case of Intelligence, there is a smell of burning ozone and the victim falls to the floor; with Wisdom, brain matter disintegrates and spews forth from the head's orifices; with Appeal, the victim turns pale yellow and his or her face rots and falls off.

To those adherents of this work, there is much to be learned from its reading. First, the purpose of the work seems to be aimed at bringing devil-kind to the material realm where they can rule in human form without recourse of returning to their own planes. The experiment being conducted by Baal -- and by other mages in the past -- is called the Great Transformation; and information is included in this volume on what has been learned concerning this, for this experiment is deemed the best way to furnish the bodies needed by those of the hierarchy of devils who wish to rule the material realms. GMs wishing to extrapolate upon this might find it useful to set percentage chances of this experiment succeeding.

Other pages are fraught with insane art. Seven pages have identical creature paintings on them (note the **Spirit of Baal** description in the **Monster Appendix B**); and a spell is included to summon these things. It is written that the horn must be wound one time for each cumulative page of spirit. For example, to summon the first spirit, the horn must be sounded once, the second, twice. Each sounding requires 1 segment. But, only one spirit may be summoned per day. Upon blowing the horn (q.v.) an indigo color covers all available space up to 1 square mile. The book's pages start turning on their own accord, as if a sentient wind opened them. The turning stops, revealing the page desired. The spirit picture shines and animates, jumping from the page and onto the floor/ground where it assumes normal height -- all in 1 segment after the horn's sounding. Spirits killed return to the book; they can be resummoned 2-8 days later and have full HtK, etc.

Baal uses these spirits in his experiments, extracting skin and fluids from some, subjugating others to tasks which would otherwise cause him great loss of time if he were to perform these himself.

Appendix B, New Monsters

IGRESH (Ice Ogres)

Number Encountered: 2-12

Armor Type: 3

Moves: 9/12"

Melee Prowess: 5+2

Lair: 10%

Treasure: Q each, T

Attacks: 1

Damage: 2-5+7

Special: Hill giant strength

Magical Immunity: Level 7 mage

Intelligence: Average to high

Size: 7' (large)

Psychic/Psionic: No

EX Value: 505

When encountered in lair the igresh appear as 7' tall humanoid ogrish, blue-black colored ice creatures with phosphorescent blue eyes. When not encountered in lair they will be noted hovering in the sky as blue/black lights, since every time they depart the icy climes they live in for the air, specifically, they make these transformations. When in this form they can fly 12" per turn; and if they elect to, they can freefall for twice that speed. Upon impacting with the ground they mesh with the ice and reform into 7' tall ogrish creatures as above. They employ ice shards/clubs as weapons while in this form; but it has been noted by many boreal travelers that these creatures are ineffective in their "light" forms, having no real physical substance about them.

Igresh are not adversely affected by any cold-base attack but are actually healed 50% of attacking points (i.e., a 9 point attack would heal an igresh 4 points) rounding fractions downwards. Lightning causes +50% damage; and fire of any type causes double damage to them, with a -4 to their respective SRs.



SILVERFISH (Giant Lepis)

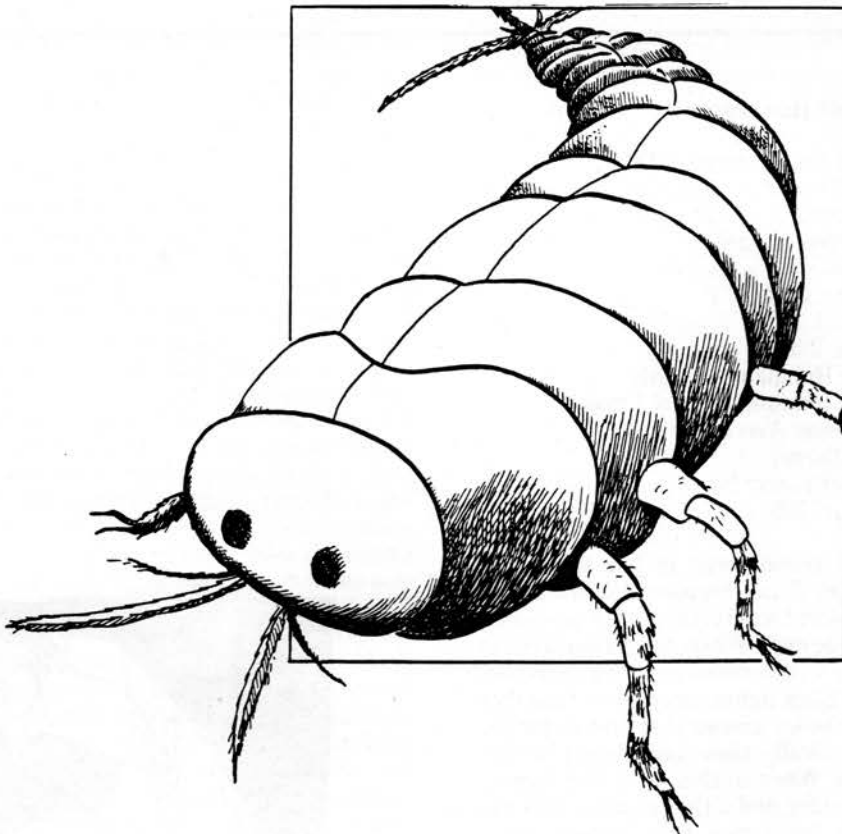
Number Encountered: 1-12
Armor Type: 5
Moves: 24"
Melee Prowess: 4-7
Lair: 65%
Treasure: C, Y
Attacks: 1
Damage: 2-7
Special: Below
Magical Immunity: Standard
Intelligence: Non-
Size: 7'-10' (large)
Psychic/Psionic: No
EX Value: 157, 240, 381, 570

These creatures appear as slate gray, scaled, flat insects with bodies tapering towards the rear. They have long antennae which are used to sense things with. Their natural habitat is in damp, humid places and enclosed areas, like caves.

Silverfish abhor light; and if strong amounts of real or artificial light are presented they will (D%) 75% of the time flee from these, or at the very least attempt to avoid the light.

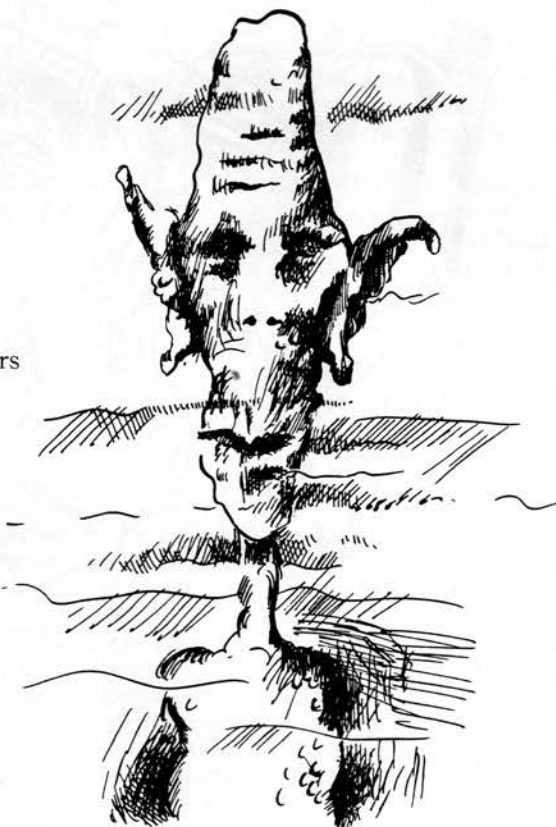
Silverfish have a weak substance akin to a diluted acid which they exude from their maws while attacking/eating. Successful bites from these creatures indicate that an additional 1-4 points acid damage is dealt immediately.

As implied above, each size of silverfish has a different MP rating.



SEVEN SPIRITS OF BAAL

Number Encountered: Varies (1-7)
Armor Type: 1
Moves: 12"
Melee Prowess: 6+2
Lair: None
Treasure: Always special
Attacks: 2
Damage: 2-5/claw
Special: Immunities, spell-like powers
Magical Immunity: 35%
Intelligence: Average to very
Size: 5' (man)
Psychic/Psionic: No
EX Value: 1,490



These spirits appear as transparent greenish-ochre humanoids. Their eyes are black and their hands are clawed, tipped with alternating yellow and green nails. Heads are human in shape, hairless, and smooth; ears are pointed and grotesque, appearing as if recently burnt to the point of flaking, but not quite. Their legs are human in appearance except for the feet, which are four-toed, sporting curved, yellow or green nails, as with the fingers. These creatures communicate through telepathy, and although they appear transparent this must be a part of their actual physical being since touching them reveals a tangible form.

These spirits are usually found in conjunction with the **Treatise of Malbolge** (q.v.) which they have been instructed to guard by their masters (currently they take orders from Baalzebul himself). While "existing" within the book, the current owner of it has complete control over them.

The spirits can, at will, **Levitate**, **Fly**, assume **Gaseous Form**, and use the reverse of the **Tongues** spell. Once per day these spirits may **Teleport**, **Telekinetic** 6,000-gp weight, and cause **Confusion**. They are completely resistant to fire and acid attacks of any type.

USTASS, The White Worm

Number Encountered: 1 or 2

Armor Type: 4

Moves: 12"

Melee Prowess: 15

Lair: 50%

Treasure: G x 2, Q x 2

Attacks: 1 bite

Damage: 2-24

Special: Swallow on 20. Hypnotism, acid

Magical Immunity: Standard

Intelligence: Semi-

Size: 40' (large)

Psychic/Psionic: No

EX Value: Average, 9,150 / keyed = 9,390)

An ustass appears as a long white worm with a large white dragons head. Its eyes are bulbous and black, and if looked into (15% chance when standing to the creature's front and up to 3" away) a SR vs. spells to resist hypnotism (as per the spell) must be made. Victims of the hypnotism merely stand rooted to their spots for 3-30 segments, doing nothing. If prompted to move by vocal and physical means, they will do so, and the hypnotism is then broken except for a remaining giddiness which causes a loss of 1 strength point for the next 1-4 rounds.

These creatures can hide well, preferring to bury themselves in terrain matching their coloration; so it is 70% impossible to detect even the closest of ustass until one is right upon them.

The ustass' abdomens exude a weak acidic substance when they are at rest. So when encountered in lair there will be a 2-8 6' round pools of such stuff. There is a 25% chance per turn of combatting about the pools that these could be stepped in. 1-12 points burning/numbing damage is dealt in these instances. Ustass swallow victims on natural D20 rolls of 20. Victims are trapped in the creature's stomach until removed; and the stomach area is very acidic, requiring all those there to roll a D12 and subtract this number from their Vitality scores. The difference is the number of rounds that the person(s) may stay there until digested by the stomach acid. Survivors are always damaged for at least 50%-95% of remaining HtK, depending upon the strength of the time spent in the stomach.



Appendix C, Non-Player Characters (N-PCs)

BAAL

Character-Level: Level 8 Mage

Hits to Kill: 47

Moves: 12"

Lair: 10% at level #1, key #6, 90% at level #2, key #13.

Armor Type: 2 with "Aura"

Magical Adjustment: +2

Agility Bonus: +1

Weapon in Hand: **Staff of Striking**, book

Damage Base: 4-9

Special: Spells, book, summon mele-
branche

Intelligence: Genius

Psychic/Psionic: No

Alignment: Lawful/Evil

Deity: Baalzebul

St 15 In 17 Ws 16 Ag 16 V 18 Ap 9

SPELLS: 1st Order (**Burning Hands**,
Comprehend Languages, **Feather**
Fall, **Protection from Good**) 2nd
Order (**Detect Good**, **Levitate**, **Web**) 3rd
Order (**Blink**, **Haste**, **Fly**) 4th Order
(**Fear**, **Polymorph Other**)

Baal appears as a male of average height, clothed in ochre robes. His hair is sandy colored and streaked black. His left eye is brown and the right is yellow-green, an effect which indicates his kinship (though acquired) to devils. Baal always has three important items near him, or on his body: A **Staff of Striking** (12 charges remaining), the **Horn of Flies** (see above), and the **Treatise of Malbolge**, a book he always carries under his left arm. The book and horn are detailed above.

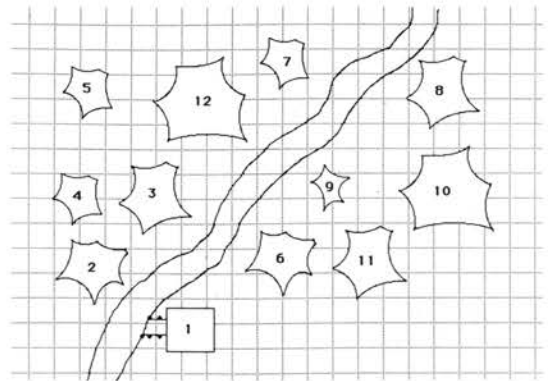
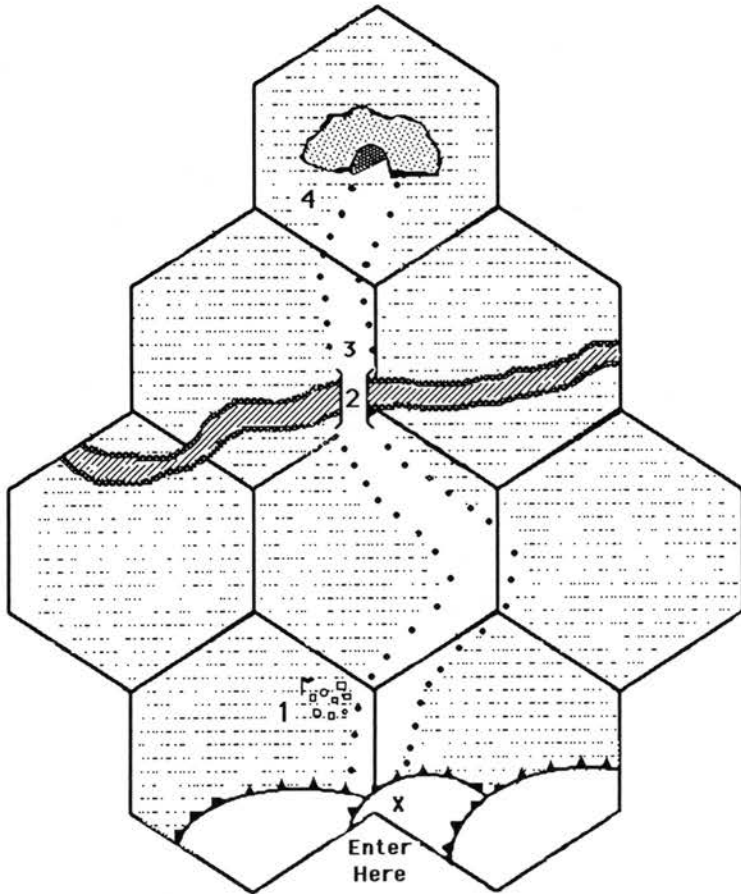
Besides his spells (below) Baal has two innate abilities:

1) **Aura of Defense**: A yellow aura surrounds Baal at all times, increasing his AT rating by 2, no matter what other items and/or types of bonuses are involved.

2) **Summons**: If Baal's HtK fall to 10 or less he may summon a melebranche. This creature appears in one segment and combats all enemies of Baal until it is destroyed. GMs must fabricate this devil themselves.

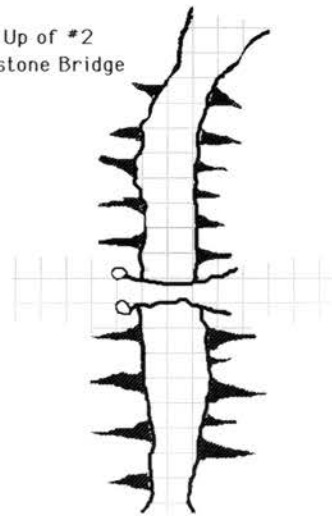
Baal used to be an alchemist/mage in Ersille until he was lured to the strange and evil ways of Baalzebul by a former mage who had been working on the **Great Transformation** (see **Treatise of Malbolge**, above). Baal found that he had been tricked when he accepted apprentice duties with the wizard in question, for the man disappeared, leaving his new "convert" to deal with the emissaries of the great Baalzebul. That was three years ago; and he has quite willingly worked upon the experiment to date.

BAAL'S REALM

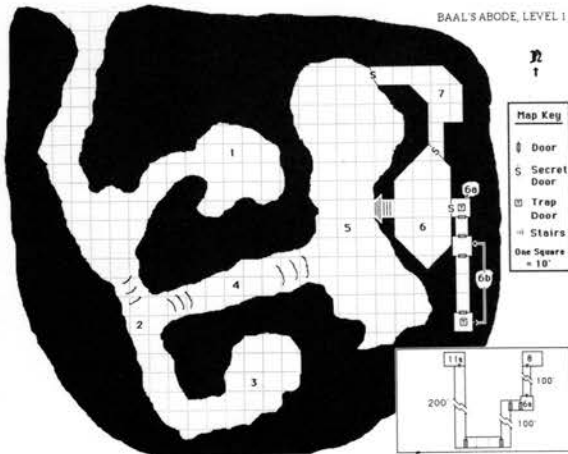
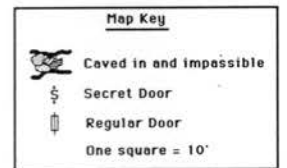
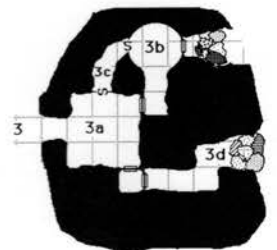


BAAL'S REALM, NOMAD CAMP

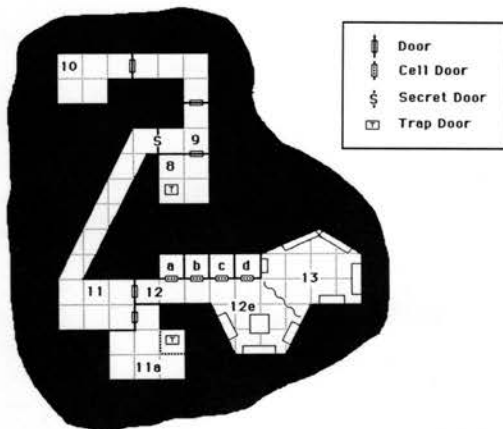
Blow Up of #2
Sandstone Bridge



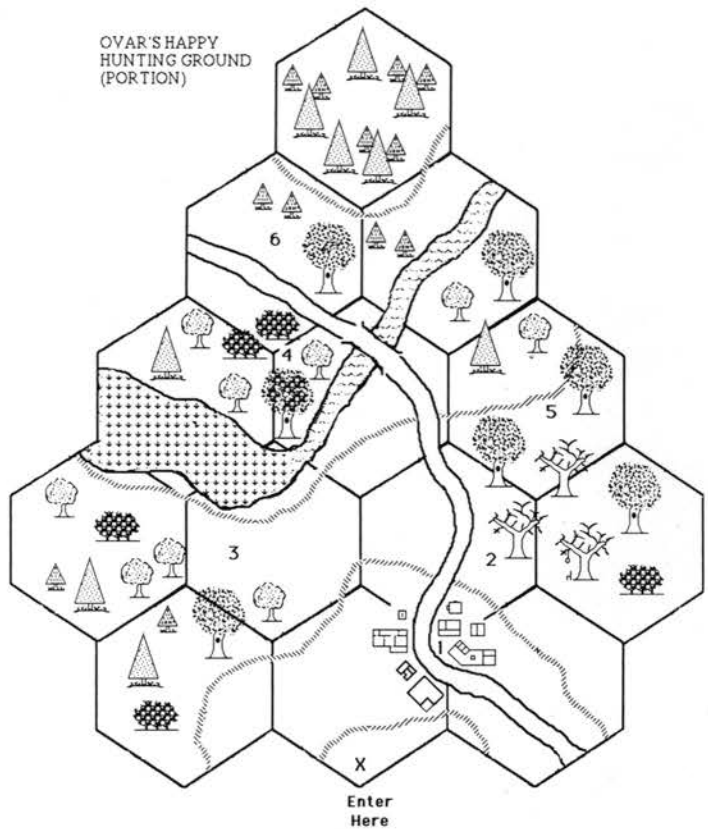
BAAL'S REALM, SAHNS TEMPLE



BAAL'S ABODE, LEVEL 2



OVAR'S HAPPY
HUNTING GROUND
(PORTION)



DIMENSIONS OF FLIGHT

by Robert J. Kuntz

A door is easily unlocked isn't it? And isn't the key always under the mat?

The assassins have become the pursued and the intended victim is now the victimizer. The characters have failed to assassinate King Ovar. They now flee for their lives, for four keys, for their only future in the world of the sane. Through desert climes, up mountain peaks not of the world, to a land with blue and black snow, and onto a not so happy Happy Hunting Grounds -- they flee, and fight!

DIMENSIONS OF FLIGHT is a FRP adventure for 4-6 characters skill levels 8-12. This adventure can stand alone or is usable with its three companion modules in the MAZE OF ZAYENE series. It is compatible with the most popular ADVANCED FRP game system(s).

ABOUT THE AUTHOR

Robert J. Kuntz has been active in game design and gaming philosophy for 19 years. His published credits in Fantasy Role Playing include GREYHAWK *, GODS, DEMIGODS & HEROES, DEITIES AND DEMIGODS *, LEGENDS AND LORE *, and MORDENKAINEN'S FANTASTIC ADVENTURE. His co-authored game, KINGS & THINGS **, was recently released in England and Japan. Mr. Kuntz lives in Whitewater, Wisconsin and is President of Creations Unlimited.

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