

The Ruins of Lindoran



Ruins of Lindoran: Foriell's Vault

Introduction

This adventure updates and greatly expands the 1980 Judges Guild adventure, *Treasure Vaults of Lindoran*, and is created by the same author. This game product describes outdoor and underground dungeon areas suitable for exploration by Adventurers between L3 and L5.

Ruins of Lindoran was written using Spellbook Games' *Portal to Adventure* RPG rule set. Games Masters using Dungeons and Dragons versions published prior to Third Edition, or any similar rules, should be able to readily adapt the game material. Games Masters using Dungeons and Dragons Third Edition rules or later, or any other similar rule set, will have more extensive work to adapt this adventure. Game Masters may also find Spellbook Games' *Inferno: Bestiary* (Second Edition) useful in running this adventure, as well as Spellbook Games' *Inferno: Treasury*.

Commonly Used Abbreviations

Armor Class—AC, Foot or Feet (distance) - FT, Health Points - hp, Level—Lvl or L, To Damage—TD, To Hit—TH, Saving Roll—SVR

The History of Lindoran

Elves arrived in the central Nidevellir continent (see map on page 2) from the now-abandoned land of Zaginond beginning about four thousand years ago. The village that would eventually become the city of Lindoran was established by a group of related Elven families more than 3400 years ago on the banks of the Leanah River where it joins Lake Usussiall. The village was initially called Laenorandin. Laenorandin was one of the first elven settlements in what was then called the Eichalechem Vale.

The valley is roughly rectangular, 300 miles east to west, 185 miles north to south, and two thousand years ago was home to the elven towns Bazidhar, Falvienan, Keyvindar, Loraent, Roekmand, Thradrn, Wormarch, and Lindoran. The Rowetuihn (White Horse) River flows north out of Lake Männera, through the Rowreth Gap, continuing north through the Yassillo Range to the Inland Branch of the sea, 260 miles away. To the west are the peaks of the Ophraz Range, to the south is the Tonnurimman Range, and to the east the Emmonhorth Range. The Harwood Road runs southwest from Wormarch towards the town of Harwood on the Rorn River, more than 180 miles away, and the Human lands beyond. The Ganalli Forge Road runs southeast from Roekmand towards the long-abandoned Dwarf city of Ganalli Forge, more than 220 miles away through the mountains; the plague city of Moergorond is another 100 miles or more to the south on the island of Ghaol Dhalld. Lindoran is in the southeast corner on the shores of Usussiall, located where the rivers Astril, Leahah, and Thetast empty into the lake.

By two thousand years ago an elven kingdom had been established in the Elchanim Valley surrounding Lake Männera (also called Imgolgess) and the much smaller Lake Usussiall. The royal Algadussel family initially established their primary residence in Roekmand about 2900 years ago. King Horifralls moved the capital to Lindoran about 170 years ago.

Fourteen hundred years ago the wizard, Lehel Algad, (a cousin of King Corix Algad) who specialized in enchantments, transformation, and magic related to the mind and spirit, failed in per-

forming a complex ritual spell. The failed ritual caused permanent changes to Lehel's personality, inflating and exaggerating his ego, and making him highly evil, paranoid, conspiratorial, overbearing, dictatorial, and demanding. Within a year Lehel was banished from the elven Kingdom, withdrawing northwest into the Cuyvorn Wilderness. Lehel's activities over the next three hundred years are not well known but he constructed the hidden fortress, Heghilborg, and created or recruited an army of undead, demonic and elemental creatures, and hired evil Adventurers and mercenaries. He began referring to himself as Suotram, Lord of Shadows, and his minions raided and harassed the entire Ophraz region. Suotram recruited disaffected Elven nobles, caused crop failures and plagues, and compelled a variety of monsters to attack the Elvish population in the Elchanim, creating dissention against King Corix and distrust towards the entire royal House. After several decades of continually harassing the Kingdom Suotram unexpectedly attacked Bazidhar in force with an undead and infernal army, precipitating the Shadow Lord's War which lasted for the next 75 years. During this war Corix died and was succeeded as King by his grandson Foriell, a Sorcerer trained at the Imladistar, the Hidden City. At the war's end Foriell and his Dwarven allies defeated the army of Suotram's most important minion at Harwood Fort, then trapped Suotram with his remaining army in Kalfaroned Valley. After three days of fighting Foriell won the field, destroying or scattering the remaining evil creatures, although the body of Suotram was never found, and Heghilborg was never found. The war had largely ruined the Elchanim Valley, breaking most of the elven towns and spoiling most of the fields and pastures. Most of the remaining Elves were refugees at Lindoran, in the least affected part of the valley.

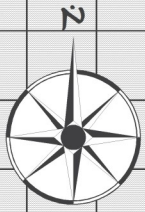
The next several years were difficult, with spring rains and floods, plagues of summer locusts, and winters of extraordinary cold and snow. The Elves were near famine, even with the generous assistance of Clan Chief Brething of Moergrand. Ten years after the victory over Suotram, the Elves had not reestablished their Kingdom throughout the Elchanim, and did not have enough remaining population to raise enough food for themselves. Fifteen years after Suotram, a large body of Orcs, led by Bugbears and Ogres, came through the Rowreth Gap in early Spring, taking the Elves by surprise and resulting in a pitched battle at Loraent in the northeast corner. Shortly thereafter came word of an army of zombies and skeletons approaching Lindoran along the Hyweal Road, forcing Foriell and his elite troops to force-march almost 150 miles to meet the new threat. With frightened refugees streaming into Lindoran to hide once again, and only a few troops to protect them, Foriell went into the royal Treasure Vaults to safeguard the tokens of his House, the Ring of Healing and the King's Signet. He placed strong spells on the vaults to hide its location and keep out the approaching evil horde, so that someday the tokens could be recovered by a royal Elf. With the vaults sealed, Foriell and his meager company rode out to meet the approaching army at Niursdyth Field, where he and all of his company fought heroically, but died in the end. The remaining Elves fled north and eventually founded Hurviun City in the far north. One of the heroes who died at Niursdyth was King Llelgo Chendmair of Alquerran, subsequently the kingship of the Dwarves of Rhellevarn passed to his cousin Frolgor Bazzaldrau of Moergorond.

More than a thousand years have now passed since Foriell rode to Niursdyth Field to face the remains of Suotram's. After Foriell's fall, a horde of undead ravaged through Lindoran, killing all mortals they could find, followed a few months later by a horde of goblins who looted the city, burning buildings, and tore down stonework. A few years later heavy winter snows and strong spring rains in the Elchanim, with a logjam in the Rowreth Gap

The Nidevellir Continent

1000 years ago

1 square = 100 miles



THE DANCING UNICORN, ECKLINBURG

caused heavy flooding that deposited a layer a thick mud around Lake Männera. About three hundred years later the active volcano Mount Jinquouro, exploded in the Tonnurimman Range, covering the city in thick ash. For many years now the Elchanim Valley has been a wilderness, with only a few ruins sticking up from where they lay buried, and only an occasional hunter, trapper, or adventurer comes through the area. Only a few southern sections of the Harwood Road remain, and Moergrand has been empty for more than five hundred years after the ravages of the Haphson Plague.

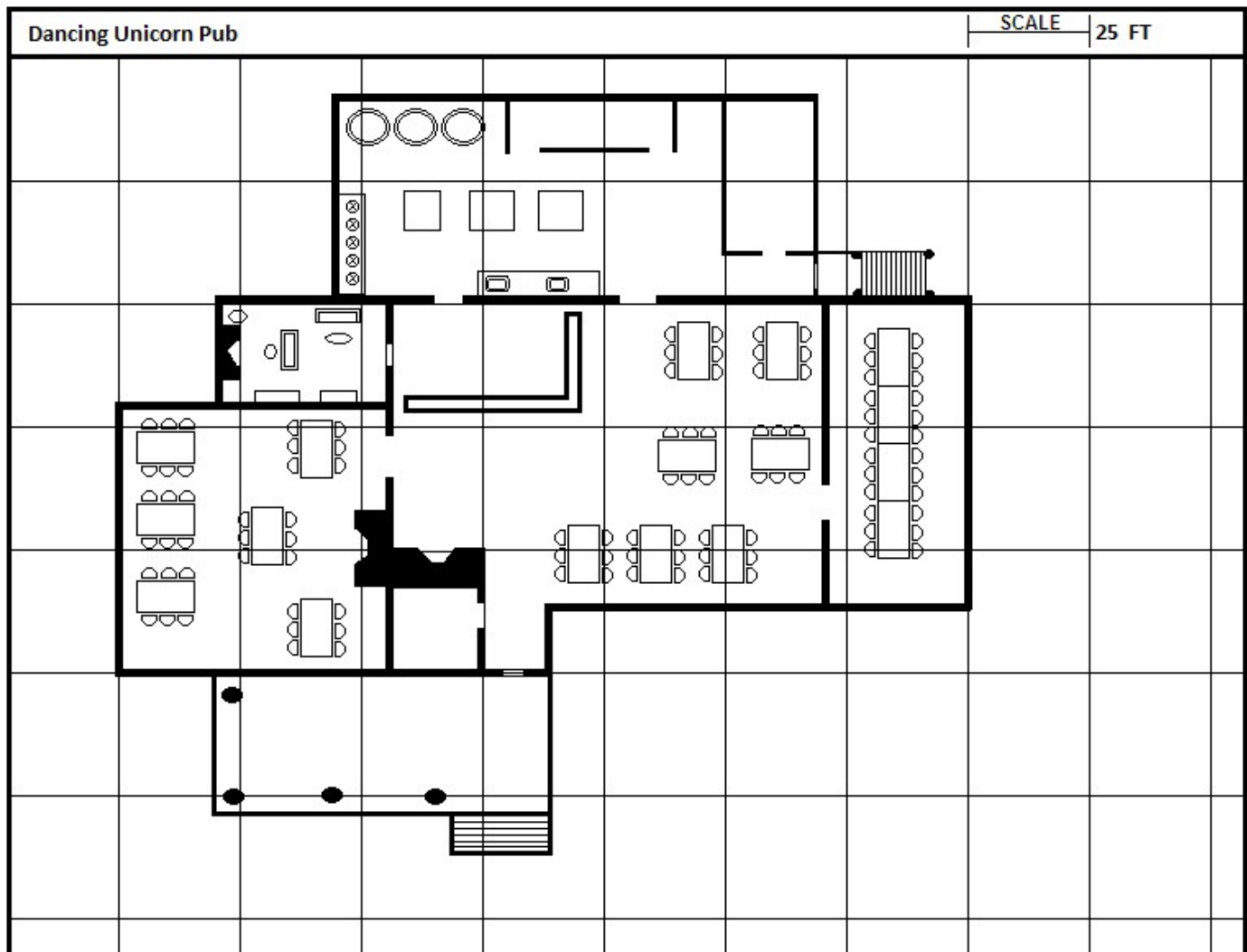
The Old “Dancing Unicorn” Pub

The Dancing Unicorn is a one-story wood building in Ecklinburg, along the Rorn River. It has a large covered front porch, a cloak room just inside the door, a main room with a fireplace, an L-shaped bar and seven tables, a second main room with a fireplace and six tables, and a private room with four tables arranged end-to-end. The office is just off the bar, and the kitchen and store-room is in the back behind the bar. A covered stair down is the back exit off the kitchen. The pub is owned and run by Cabot DeGellion (male Human, 58 years, former mercenary Sergeant, Warrior L4) along with his wife Maryelle (female Human, 52 years). They employ Merkrest (male Half-Elf, Bartender, Handy-

man, 38 years, Warrior L2), Belliema (female Human, Cook, 69 years.), Falessa (female Gnome, Cook, 46 years), Elsa Practane (female Human, Serving Wench, 19 years), and Solandra (female Human, Serving Wench, 30 years).

On a windswept, rainy night, just after the full moon, one or more of Adventurers sits in the common room of the Dancing Unicorn Pub in Ecklinburg, along the Rorn River, drinking the excellent local ale. About mid-evening two grizzled older men dressed in dark leathers with long beards, one silver-white (**Hegwyhr**) and the other dark black (**Cailonnon**), enter the room, their costumes decorated with colorful feathers, animal teeth, and polished animal talons. They are obviously wilderness hunters and trappers. The pair sit at a table near the fire in the second room, and place a leather bag down on the floor (contains 477 CP, seven claw-type steel animal traps, three skinning knives, 20 FT light cord, and two rusty old lanterns), and order tall mugs of hot mulled cider. Although there are several groups drinking in the pub, Adventurers succeed in listening on the old men’s conversation on 1d20 rolls GTET [26-Intelligence] (range 20 FT, heavily accented Common).

The two are telling tales of their trips into the wilderness. Hegwyhr describes a trapping trip he made about three years earlier



DANCING UNICORN, HARWOOD VILLAGE

to “that big valley up east over the mountains,” how there were heavy snows in the mountains the two years previous to his trip, how the big and small lakes were overflowing, and how wet and boggy the ground was. He tells about how he found the remnants of walls, pavement, statues, white marble buildings, and other remnants of what had to be a major city in the southeast corner of the valley, in an area between three rivers. From the mud and other debris strewn around, he conjectures the spring floods were worse than usual and washed away the dirt covering the city. He saws that he found several gold coins different from any he had ever seen, plus several pewter, bronze, and gold implements which he sold.

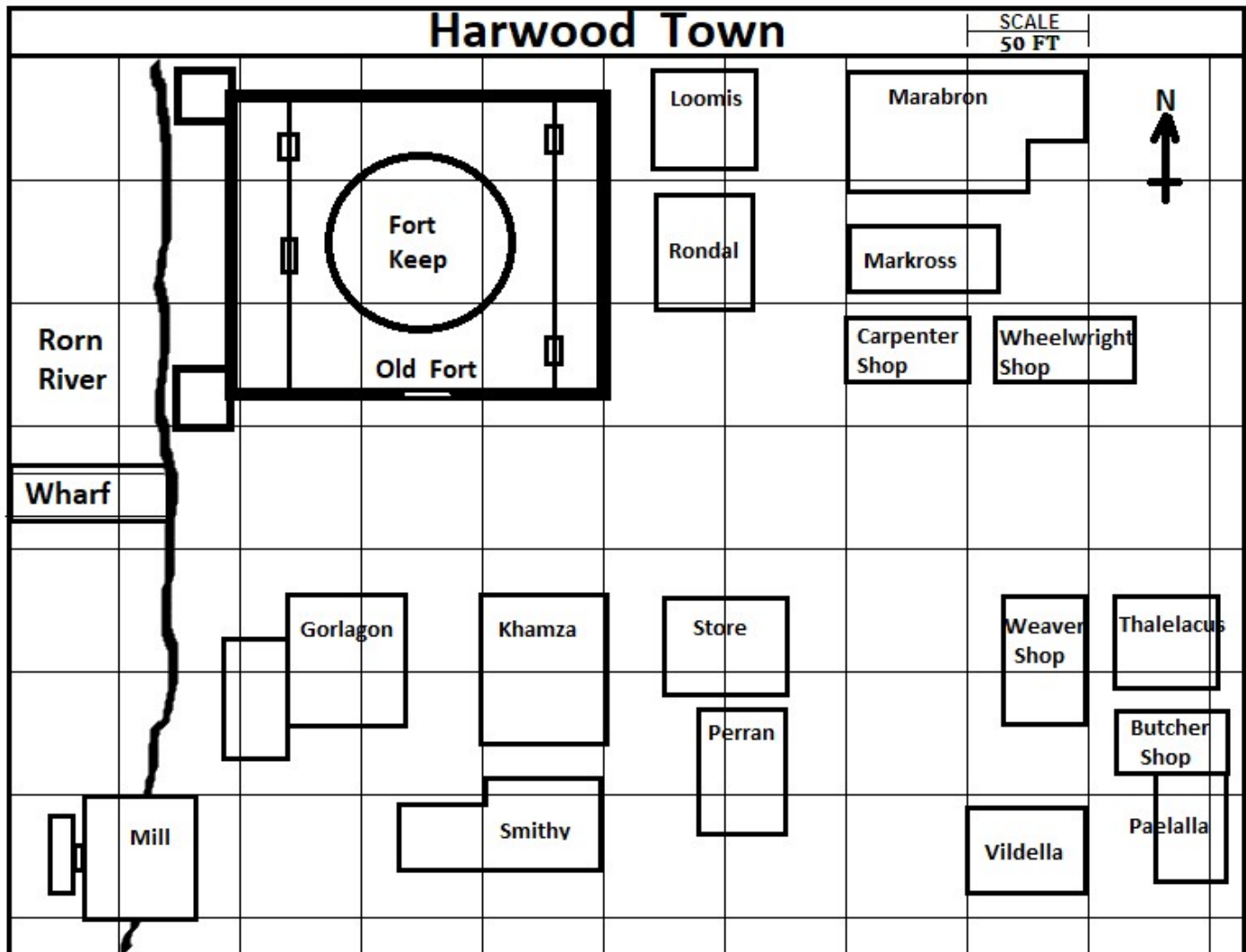
Hegwyhr is a quiet man who can be approached though he is wary of persons openly carrying weapons in what is supposed to be a civilized area (-1 reaction penalty for each visible weapon). He can be cajoled into providing the information but cannot be persuaded to accompany an expedition back to Elchanim Vale (succeed on 1d20 roll GTET [19- {drinks provided}] checked every 30 minutes; a drink has no effect 90 minutes after being consumed): (1) while he was in the ruins, Hegwyhr saw a red dragon flying nearby but never actually saw the beast on the ground, (2) while he was in the south part of the city, he was

chased by two incorporeal elves, (3) large sections of the city consist of highly unstable buildings and walls, and mounds of rubble, (4) large sections of the city, especially on the west side, are covered in thick heavy mud, with an over topping of thick bramble underbrush, (5) several large buildings and towers remain in the city, (6) there are many open plazas throughout the city, (7) many buildings contain molds and oozes, and (8) a few Elves have been making regular pilgrimages back to the city.

Harwood Village

The frontier fort at Harwood is 80 miles north of Ecklinburg; it is recognizable by having a distinctive four-story circular tower surrounded by a double wood palisade. A barge travels upriver twice/month from mid-Spring through mid-Autumn (captain **Brychian** plus four crew members) with room for ten passengers or five passengers plus four horses/mules. The trip takes 5 days and the fare is 1 GP/person and 1.75 GP/equine. Ten families (40 persons) remain in the ruins of Harwood:

- Gorlagon (river fisherman), wife Olga, toddler Karzo
- Khamza (smithy), wives Vogna and Mikella, adopted son



HARWOOD TOWN, OPHRAZ MOUNTAINS

- Gorlagon (river fisherman), wife Olga, toddler Karzo
- Khamza (smithy), wives Vogna and Mikella, adopted son Karaed (hunter and woodsman, herbalist, Warrior L1, 19 years)
- Loomis (farmer), wife Srocha, teen children Gretha/Harnis/Oleg, wife's sister Farvilla and her child Iffla (toddler)
- Marabron (hunter and woodsman, Warrior L3), wife Dunla, children Gergelly (17 years)/Amella/Flothia
- Perran (general tradesman, Deacon of Tara, Goddess of Life and Medicine, Priest L2), wife Ciorstan (tanner, pregnant), child Lorgory, Perran's brother Nantho (miner)
- Thalelacus (wood cutter), no spouse
- Markross (male Dwarf, carpenter, Acolyte of Dhara, God of Earth and Stone, Priest L1), nephew Brongeg (male Dwarf, wheelwright), nephew Talkith (male Dwarf, miller)
- Paelalla (female Half-Elf, hunter and woodsman, tanner, Warrior L3), partner Holmestir (male Human, butcher)
- Rondal Mac'Fareth (sawmill operator), wife Cariella, daughters Koylia and Saylin, son Noldestar, Rondal's mother Yestett (seamstress), Rondal's brother Delmot (wood cutter)
- Vildella (female Gnome, weaver, Warlock L2), brothers Abadollan (dairyman) and Lampert (farmer), Lampert's wife Ethursu, Lampert's son Japath

There is no inn, tavern, or stable in Harwood. Gorlagon, Thalelacus, and Paelalla each have a room to rent (4 nights for 1 GP – limit 10 nights, 2 meals/day 1 SP), and either Loomis' or Rondal's children will feed and care for animals (2 animals each, 3 days for 1 SP). In Summer and Autumn 6d20 meals (trail rations) can be purchased; during Winter and Spring Gorlagon has 3d10 meals of dried fish available (no other food can be purchased at these times). Marabron has been as far as the ruins of Wormarch (he calls the place Grapevine Hill), about 9 years ago near the end of summer; if offered good wine or mead he will describe what he knows of the terrain in that direction (requires 1d20 roll GTET [25-Will], his memory is somewhat reliable on 1d20 rolls GTET 8 and good if the roll is GTET 15). Karaed, Nantho, Gergelly, Markross, and Vildella could be persuaded to accompany Adventurers to the Elchanim valley for the right terms (success on a 1d20 roll GTET [40-Intelligence-Will], add a +1 bonus per additional 100 GP offered).

A stone road leaves Harwood heading towards the northeast and after 19 miles enters the Troll Forest (local name); after 35 more miles the paving ends and the road becomes a broad trail (snow covered in winter [lost unless succeeding on a 1d20 roll GTET [26-Intelligence] checked daily], muddy in Spring) that climbs into foothills. After another 20 miles the road enters true mountains for the next 86 miles until coming out of the mountains into the Elchanim valley – in the mountains the road crosses six significant passes, the highest being the fourth one (at 12,692 FT).

Traversing the Mountains

The Ophraz and Tonnurimman are high mountains, with many foothills, ridges, mountain fronts, deep valleys, and very high passes. The old road is still in good repair when it leaves Harwood but quickly deteriorates. A day out of town the road is a jumble of stones, three days out it is a mere path. The distance from Harwood to the Elchanim valley is about 140 miles, across several high ridges and six mountain passes. The highest pass is the fourth one at 12,700 FT.

Adventurers travelling a normal day cover about 12 miles a day in the hills and mountains when the path is dry and hard, so the trip into the valley takes about 12 days, with another 2 days across the valley to Lindoran for a total of 14 days of travel. When the weather is wet add another 3 days in the mountains and another day in the valley for a total of 18 days of travel. When there is snow add 5 days to travel in the mountains and 2 days in the valley for a total of 21 days of travel.

Weather

Summer. Daytime temperatures are between 70° and 80°, most mornings are clear to thin clouds becoming more cloudy throughout the afternoon and partly cloudy by dusk, and there are low to moderate winds mostly from the north-northwest. Most days have moderate humidity. Nighttime temperatures are between 60° and 65°, clouds tend to clear after midnight, and winds become stronger until dawn. **Travel to Lindoran:** (Day 3) steady all day downpour; (Day 7) strong morning thunderstorm, evening drizzle; (Day 8) thick morning fog, afternoon light drizzle; (Day 12) moderate earthquake mid-morning, evening thunderstorm; (Day 14) thick morning fog; (Day 18) steady all day downpour. **Travel from Lindoran:** (Day 2) steady rain all night, light fog at dawn; (Day 6) mid-afternoon thunderstorm; (Day 8) strong evening earthquake; (Day 11) steady all day downpour; (Day 15) early morning thunderstorm with lightning strike and wildfire with heavy smoke; (Day 18) thick evening and night fog.

Autumn. Daytime temperatures are between 60° and 70°, most mornings are partly cloudy becoming cloudier most afternoons and evenings, winds are moderate and tend to come from the east. Nights are between 40° and 45° with variable clouds and low to moderate wind speeds. A lot of rain typically falls in the middle third of Autumn with valley flooding; temperatures are 10° to 15° lower when raining. Night temperatures fall below freezing at the end of autumn with thin ice forming on still water. **Travel to Lindoran:** (Day 4) steady rain before dawn to noon, evening drizzle; (Day 5) strong afternoon thunderstorm with 1d10 lightning strike; (Day 9) steady all day downpour with thick valley fog; (Day 11) strong earthquake at dawn; (Day 13) light rain at dawn intensifies mid-morning to strong downpour until mid-afternoon; (Day 17) a light earthquake occurs at noon, moderate fog is in the valleys in the evening and after dusk; (Day 19 and 20) a steady downpour during daylight hours and four hours of very heavy rain about midnight. **Travel from Lindoran:** (Day 2) unusually cold temperatures and light snow during the afternoon, (Day 5) a moderate earthquake occurs early in the afternoon and a light quake in the evening, (Day 6) steady downpour all day, (Day 7) on-and-off drizzle all day, (Day 10) thick fog at dawn reforms late in the afternoon through dusk, heavier along valley floors, (Day 14) light rain at dawn cools to snow showers

OPHRAZ MOUNTAINS

by mid-morning and intensifies to heavy snow by mid-afternoon (5 inch accumulation), (Day 18 through Day 22) a dark smoke plume with occasional fiery streaks is seen behind the Adventurers in the east-northeast direction {eruption from Mount Jinquouro in the Tonnurimman Range}; (Day 21) steady downpour all day.

Winter. Daytime temperatures are between 5° and 15°, there is usually 3 inches to 5 inches of snow on the ground (up to 14 inches on the valley floors), and drifts are from 20 inches to 40 inches (up to 70 inches in valleys). Most days are partly to mostly cloudy with moderate to strong winds from the north. Some snow falls half of the days. Nighttime temperatures are between -10° and 5°, it is mostly cloudy, and it snows some about three-fourths of the nights. Night winds are usually moderate from the north-northeast. **Travel to Lindoran:** (Day 3) unusually cold, light snow after dawn, heavy snow mid afternoon lasts an hour; (Day 4) thunder snow three hours at night; (Day 6 to Day 7) colder temperatures and continuous heavy snow to blizzard conditions, extremely hazardous travel conditions; (Day 10) moderate overnight snow into mid-morning gives way to moderate fog; (Day 11) light snow from late morning through dusk; (Day 15) temperatures near freezing with wet clinging snow from late afternoon to after dark, an avalanche covers the camp six hours after dark (Day 19 to Day 20) colder temperatures and continuous snow with periods of blizzard condition up to 3 hours, travel is hazardous; (Day 22) thick fog from before dawn to late morning, thicker in valley bottoms; (Day 25) unusually warm temperatures throughout the day, moderate rain in the afternoon becomes freezing rain then ice after dusk. **Travel from Lindoran:** (Day 4) fog from midnight through late morning, fog is thick in valley bottoms; (Day 8 to Day 10) colder temperatures with continuous heavy snow to blizzard conditions, periods of up to four hours have exceptionally heavy snow, high winds cause very thick and tall drifts to form, extremely dangerous to lethal travel conditions; (Day 15) moderate snow be, begins after dawn through early afternoon; (Day 16) moderate fog forms around dusk and thickens into the middle night; (Day 17) an avalanche comes down the side of a steep valley when Adventurers try to cross; (Day 19) thunder-snow occurs from late morning to mid-afternoon; (Day 22) temperatures are near freezing, heavy fog occurs after dawn and persists until after dusk, hazardous travel conditions; (Day 25) freezing rain from noon to late afternoon.

Spring. Daytime temperatures are between 45° and 60°, most days are partly cloudy to mostly cloudy, and winds tend to blow out of the east-northeast at moderate speeds. Rain falls two of every five days, with up periods up to ten consecutive days. Rain is usually steady and light and flooding isn't a problem except after extended periods of rain. Nighttime temperatures are between 30° and 40°, clouds often diminish to partly cloudy, and it rains about three of eight nights; storms at night tend to be heavier downpours than during the day. Night winds tend to be from the north-northeast at moderate speeds with frequent strong gusts. **Travel to Lindoran:** (Day 2) a light earthquake occurs just before noon, a moderate earthquake occurs late afternoon; (Day 5) moderate to heavy rain all day diminishing near dusk, if camp is made in a low-lying area a mudslide inundates the area before midnight; (Day 9) light fog occurs before dawn and persists through mid-morning, light drizzle occurs throughout the afternoon; (Day 11) a meteor falls out of the sky late in the afternoon, hits Adventurers on 1d20 rolls GTET 14 for 2d10 damage; (Day 13) heavy downpour from before dawn until early night;

(Day 18) unusually cold temperatures, light snow occurs during the morning; (Day 23) heavy fog occurs at dawn becoming light fog by mid-morning, completely lifting by early afternoon; (Day 25) moderate continuous rain all day. **Travel from Lindoran:** (Day 3) heavy fog is in valley bottoms all day; (Day 6) light fog occurs near dawn until early morning, moderate rain begins before dusk and continued until late at night; (Day 7) a moderate earthquake occurs early in the morning; (Day 10 and Day 11) heavy rain begins before dawn and continues into the next day; (Day 11) a mudslide occurs when Adventurers cross a second valley; (Day 16) a strong thunderstorm occurs mid-afternoon to late afternoon, each Adventurer dodges lightning 1d4 times, SVR 1d20 GTET 09, 2d10 damage; (Day 22) drizzle begins before dawn and persists until noon; (Day 25) heavy fog is present at dawn diminishing to light fog by late morning.

Mountain Passes and Elevation

Adventurers crossing the Ophraz and Tonnurimman Ranges mostly travel at elevations between 8500 FT and 10,000, but there are six passes that are high enough to have the potential for altitude sickness. When traveling to Lindoran, Adventurers cross the first pass early on the fourth day (6 hours exposure), the second pass on the afternoon of the sixth day (12 hours exposure), the third pass near dark on the ninth day (12 hours exposure but may require camping in the pass), the fourth and highest pass at noon on the twelfth day (18 hours exposure), the fifth pass mid-afternoon on the fifteenth day (10 hours exposure), and the sixth pass about noon on the seventeenth day (8 hours exposure).

ALTITUDE SICKNESS: A debilitating condition that typically occurs at altitudes about 11,000 to 12,000 FT. Afflicted persons experience headaches, black spots in their vision, difficulty breathing, some coughing, physical weakness, muscle cramps, and a loss of stamina. Afflicted persons have difficulty sleeping. SVR 1d20 GTET [26-CON], checked every 30 minutes while at high altitude; an Elf or other outdoors/wilderness race applies a +3 roll bonus; a Dwarf or Gnome or other underground race applies a -3 roll penalty. Afflicted persons reduce their effective CON by 1d6 points, reduce their effective STR by 1d4 points, and reduce their hp by 4. A Crusader, Priest, Wizard, or Warlock, afflicted with altitude sickness must succeed on a 1d20 roll GTET [27-Will] to cast a spell or perform a prayer; the Priest or Crusader applies a +2 bonus. Any affected person attempting a complicated mental task applies a -3 penalty. The sickness is very uncomfortable but rarely fatal (1d100 roll of 01). An afflicted person remains afflicted until 1d10 hours after they are moved to a lower altitude.

Random Encounters

Games Masters should roll for morning, afternoon, and night encounters. If the Games Master uses scripted encounters, the following encounters are suggested:

Travel to Lindoran: (Day 1 morning) HD6 **Hanging Fungus**; (Day 6 night) pack of 10 HD3 **Large Wolves**; (Day 8 mid-afternoon) spring-summer-autumn 2x HD7 adult **Grizzly Bears** and 2x HD2 juvenile **Bears**, winter HD8 juvenile **White Dragon** {evade on 1d20 roll GTET 13}; (Day 10 night) two HD6 **Nightmares** with three HD5 **Hell Skunks**; (Day 15 morning) 5-room Elvish mausoleum with two HD5 **Wraiths**; (Day 17 night) five HD4 **Arctic Owls**; (Day 19 afternoon) summer 6x HD4 **Disease**

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Snakes, spring and autumn 3x HD7 **Ettin**, winter 6x HD7 **Giant Arctic Hawks**; (Day 23 morning) a mountain cave hides 8x HD3 **Skeleton Warriors**; (Day 23 afternoon) group of 14x HD3 **Big-horn Sheep**; (Day 25 afternoon) 4x HD6 **Common Trolls**.

Travel from Lindoran: (Day 1 night) spring-summer-autumn 5x HD3 **Giant Constrictor Snakes**, winter 5x HD4 **Giant Foxes**; (Day 9 night) 6x HD5 **Doppelgangers** in the form of Brown Bear; (Day 11 night) spring 4x HD4 **Giant Rifle Beetles**, summer 16x HD2 **Stigae**, autumn-winter HD5 **Zombie Master** with 4x HD2 **Zombies** {nearby disturbed burial site from the elven wars}; (Day 16 morning) 3x HD7 **Copper Wyverns**; (Day 20 morning) 6x HD8 **Berg Trolls**; (Day 28 night) winter-spring 6x **Giant Rabid Skunks**, summer-autumn 6x HD4 **Blue-Winged Giant Spiders**.

Stolgaltat Thermal Valley

On the afternoon of the third day crossing the Malfrad Hills as they give way to the first ridges of the Olphaz Range, Adventurers come across the Stolgaltat Valley, named by long-ago Dwarven prospectors for its sulphurous stench and continuous haze. The Stolgaltat Valley is just longer than a half-mile by about a third of a mile across. There are jagged vertical cliffs surrounding the valley which are very difficult to climb or cross (each climber has an accident on 1d20 rolls GTET 12, checked per person). The remains of the road form a gentle slope down to the center of the west side; although it is very difficult to see, a gentle upward slope on the east side marks the old road bed. A 7 FT blue stone column on the west side. Several damaged stone columns of various heights are visible in the valley but the bridge has been gone for centuries. Adventurers can see water plumes up to 40 FT tall from 1d6 geysers in the valley from the western shore. See the map on page 7.

The smell of Sulphur becomes noticeable beginning 1000 FT from the valley and becomes stronger as Adventurers approach the valley, by 250 FT from the western edge Adventurers begin suffering from respiratory distress, their eyes water, and their skin feels slimy (SVR 1d20 roll GTET [27-Stamina], checked every 5 minutes; Dwarves apply a +2 bonus, Gnomes apply a +1 bonus). Affected Adventurers reduce their effective Stamina by 3 points and Strength by 2 points, one point of each is restored 30 minutes after leaving the valley (GTET 250 FT), a second point after an hour, the third point after 90 minutes. Watering eyes cause Adventurers to apply a -2 penalty to combat and to any other activity which requires physical balance and acuity. Adventurers lose hp1 after every 15 minutes of acid on their skin until they wash it off.

The marshy ground in the valley is snow-free, green, and wet even in winter, and the water does not freeze. An Adventurer moves at roughly 50 FT (one box on the map) per minute if they are trying to pick out a safe pathway. An Adventurer readily identifies pools of water, tar, and mud, but only recognizes quicksand on 1d20 rolls GTET [25-Intelligence]; Elves apply a +2 bonus in identifying quicksand, while Dwarves, Gnomes and other underground races apply a -3 penalty.

An Adventurer crossing the valley at night does not readily identify any of the dangerous pools, 1d20 roll GTET [28-Intelligence] when they arrive at a pool's edge to not proceed forward. An Adventurer gifted with infrared/thermal vision does

not have an advantage in this area at night because of the intense heat sources (thermal pools, hot mud, geysers). On spring nights 1d10 **Will O-Wisp** and 1d20 (St.) **Elmo's Fire** are present in the valley on 1d20 rolls GTET 6 {summer GTET 10, autumn GTET 15}; an Adventurer within 150 FT of either becomes mesmerized for 1d100+1d20 minutes, SVR 1d20 GTET [26-Intelligence], checked every 5 minutes; an affected person follows a random walk across the valley (1d6: [1] north, [2] northeast, [3] east, [4] southeast, [5] south, [6] stand in place 30 seconds) and makes no effort to find or avoid hazards. A *mesmerized* Adventurer may remain mesmerized even when ensnared in a bubbling mud pool, tar pool, or quicksand on 1d20 rolls GTET 10, in that condition they make no effort to save themselves from the hazard and go under in 1d8*15 seconds.

An Adventurer who fails to identify quicksand enters the pool by 1d100+30 FT before beginning to sink. An Adventurer knows how to survive quicksand (stay on top) on 1d20 rolls GTET [26-Intelligence], Dwarves and Gnomes and other underground races apply a -3 knowledge penalty. An Adventurer who does not abandon armor, backpack, and other heavy gear when they are trapped by quicksand are pulled under after Strength*30 seconds. An Adventurer who knows how to survive quicksand AND abandons armor and personal equipment can remain on top of the pool for Strength*2 minutes before tiring and being pulled under. An Adventurer who goes under the quicksand drowns after Stamina*15 seconds.

A bubbling mud pool splatters an Adventurer with hot mud for hp1d4 damage on 1d20 rolls GTET 15 when the Adventurer is within 50 FT of the edge; avoid SVR 1d20 GTET [25-Agility]. An Adventurer who falls into a bubbling mud pool suffers hp1/minute exposure until extracted; they are pulled under the mud after Strength*15 seconds if they do not immediately abandon all armor and personal equipment.

A tar pool splatters an Adventurer with hot tar for hp1d8 on 1d20 rolls of 20 when the Adventurer is within 50 FT of the edge; avoid SVR 1d20 GTET [27-Agility]. If a fire source contacts a tar pool GTET 30 seconds the tar and vapors catch fire, the flames reaching 30 FT within 2 minutes, Adventurers within 50 FT suffer hp1d6, the heat is felt out to 200 FT from the edge. The flames burn for 1d100*1d6 minutes, the tar pool is not consumed by the fire.

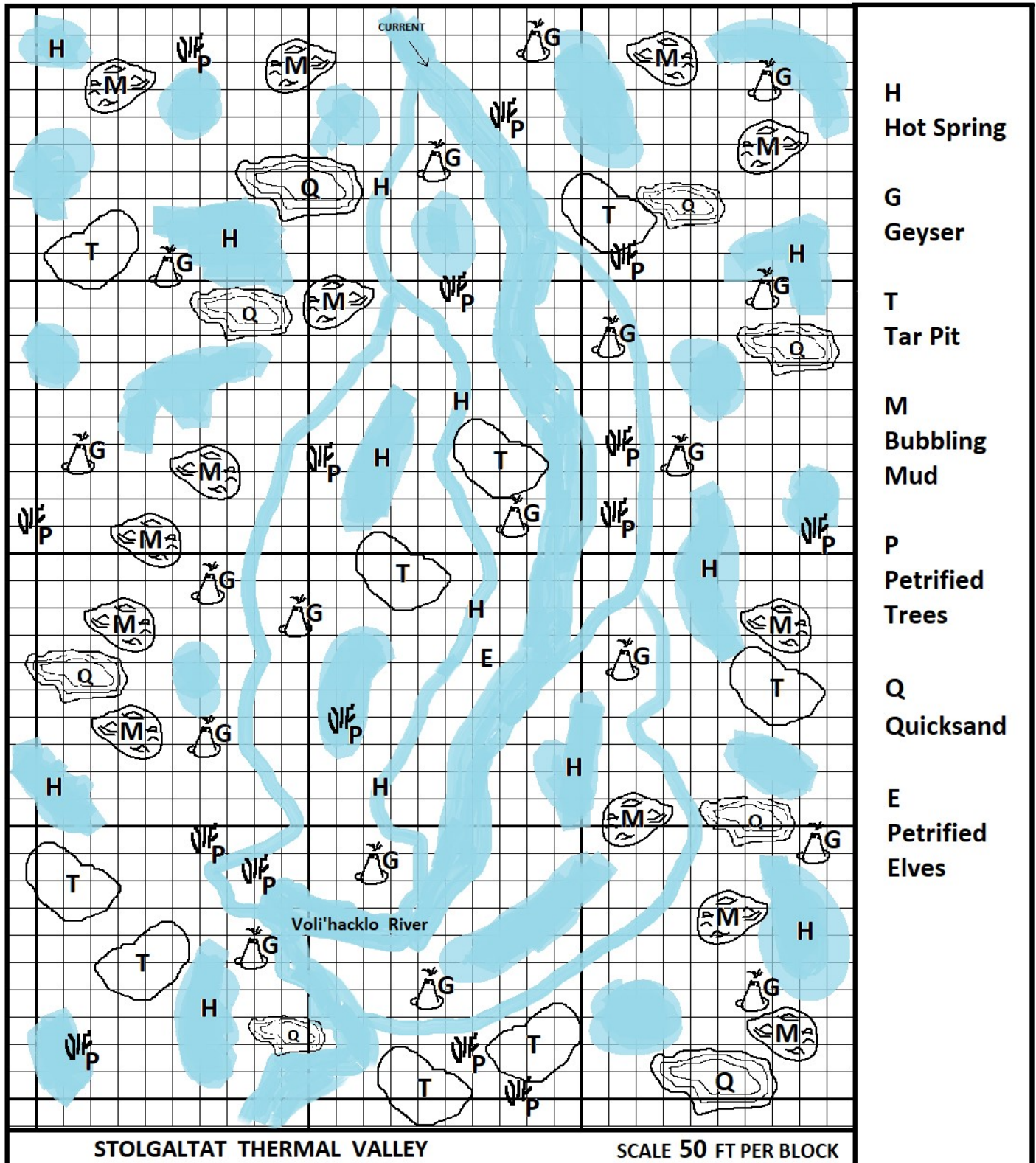
A hot thermal pool splatters an Adventurer with hot water for hp1d6 damage on 1d20 rolls GTET 17 when the Adventurer is within 50 FT of the edge; avoid SVR 1d20 GTET [25-Agility]. An Adventurer who is immersed in a hot thermal pool suffers hp1/30 seconds exposure. A hot thermal pool has an upwelling of superheated water and gas when it splatters an Adventurer on a 1d20 roll of 20 followed by a 1d12 roll GTET11 (splatter hp1d12, immersed hp1d20+1d10); the toxic gas causes unconsciousness with 150 FT of the pool edge for 1d100 minutes; SVR 1d20 GTET [28-Stamina], fatal on SVR of 01.

A geyser erupts with scalding water and toxic gas on 1d20 rolls GTET 17 when Adventurers are within 100 FT of the base, the hot water causes hp1d10 damage, avoid SVR 1d20 GTET [28-AGILITY]. The toxic gas causes unconsciousness for 3d100 minutes out to a 150 FT radius, SVR 1d20 GTET [30-STAMINA], fatal on SVR of 01. Three petrified male Elves in ancient-style armor and weapons

STOLGALTAT THERMAL VALLEY

stand along the west side of the Voli'hacklo River where they have been for centuries. The hills around the valley have been the lairs of Basilisks since before the days of the Elves; from mid-Spring to early Autumn two HD6 **Basilisk** are found in the center of the map area, along the river. Adventurers may be able

to sneak past the Basilisk, while avoiding their stoning gaze, on 1d20 rolls GTET [28-AGILITY], apply a +3 bonus in the early morning after dawn and in the hour just before dusk.



STOLLGALTAT VALLEY, JAILHAOL PASS

The Voli'hacklo River is between 100 FT and 150 FT wide, with spring-summer depths of 15-20 FT and autumn-winter depths 6-12 FT. The current runs fast during the spring, at a moderate strength in summer and autumn, and relatively slow in the winter. Water temperatures are warm in spring-summer-autumn and just cool in winter (no freeze). The four tributaries (two to the west, two to the east) are 20-35 FT across with depths from 5 FT to 10 FT; they all have faster currents. The tributary immediately west of the main channel is heated from underneath, treat it as a hot thermal pool.

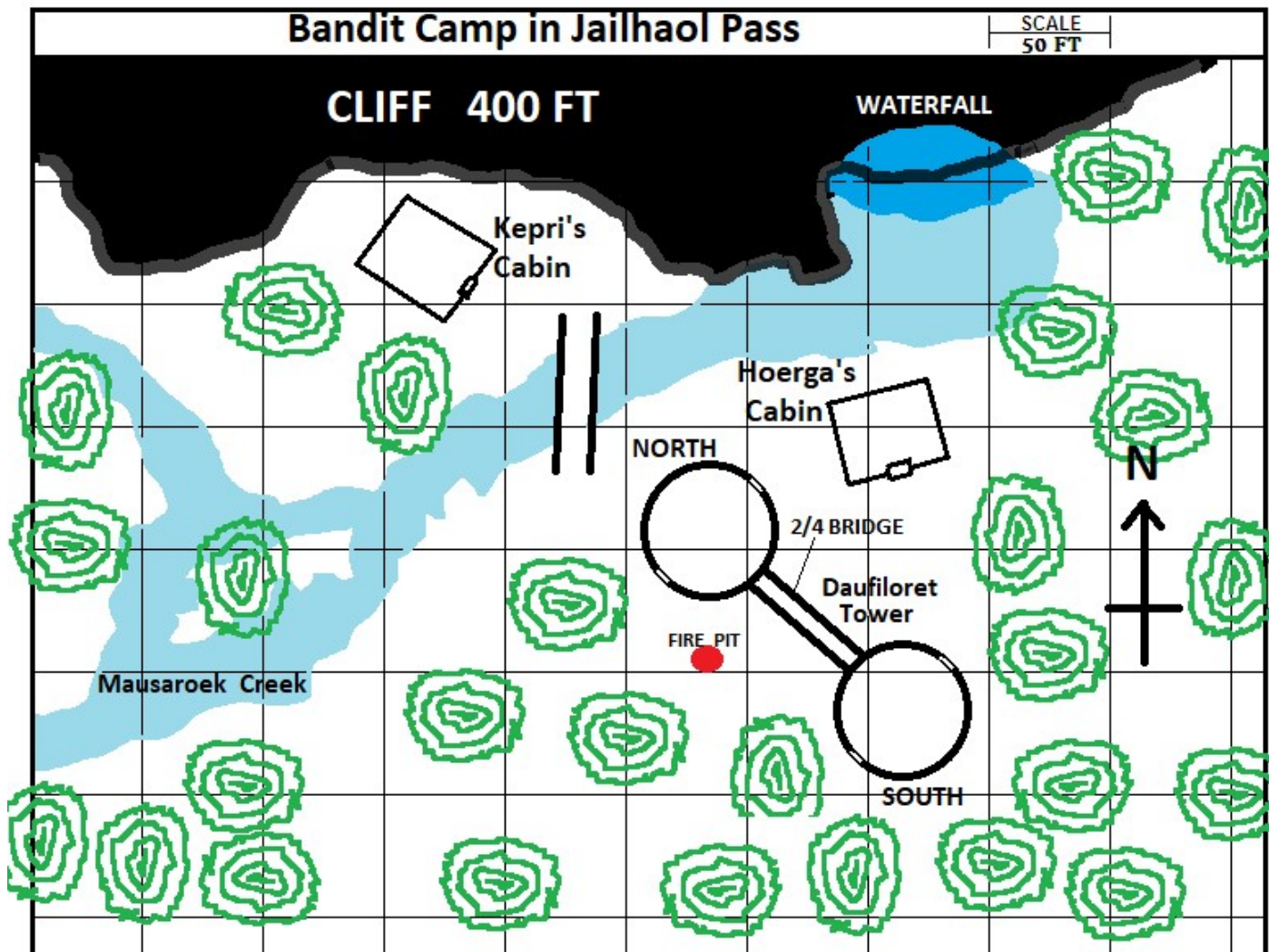
Jailhaol Pass, Bandit Camp

Adventurers climb through Jailhaol Pass on the afternoon of the eighth day, Jailhaol is near the top of the treeline and evergreen trees grow throughout the pass (trees are between 60 FT and 200 FT tall). The pass is oriented west to east and is about a half mile long, 800 FT wide at its narrowest, and averages 1100 FT wide. The approach on the west side is gradual and easy climbing, the descent on the east side is rocky, steep, and can be difficult climb in bad weather. It is at the top of the tree line, the mountain top on the north side is another 2200 FT high and the mountain top on the south side is another 1700 FT high. There is a blue glass column located at the west end of the pass engraved with elven

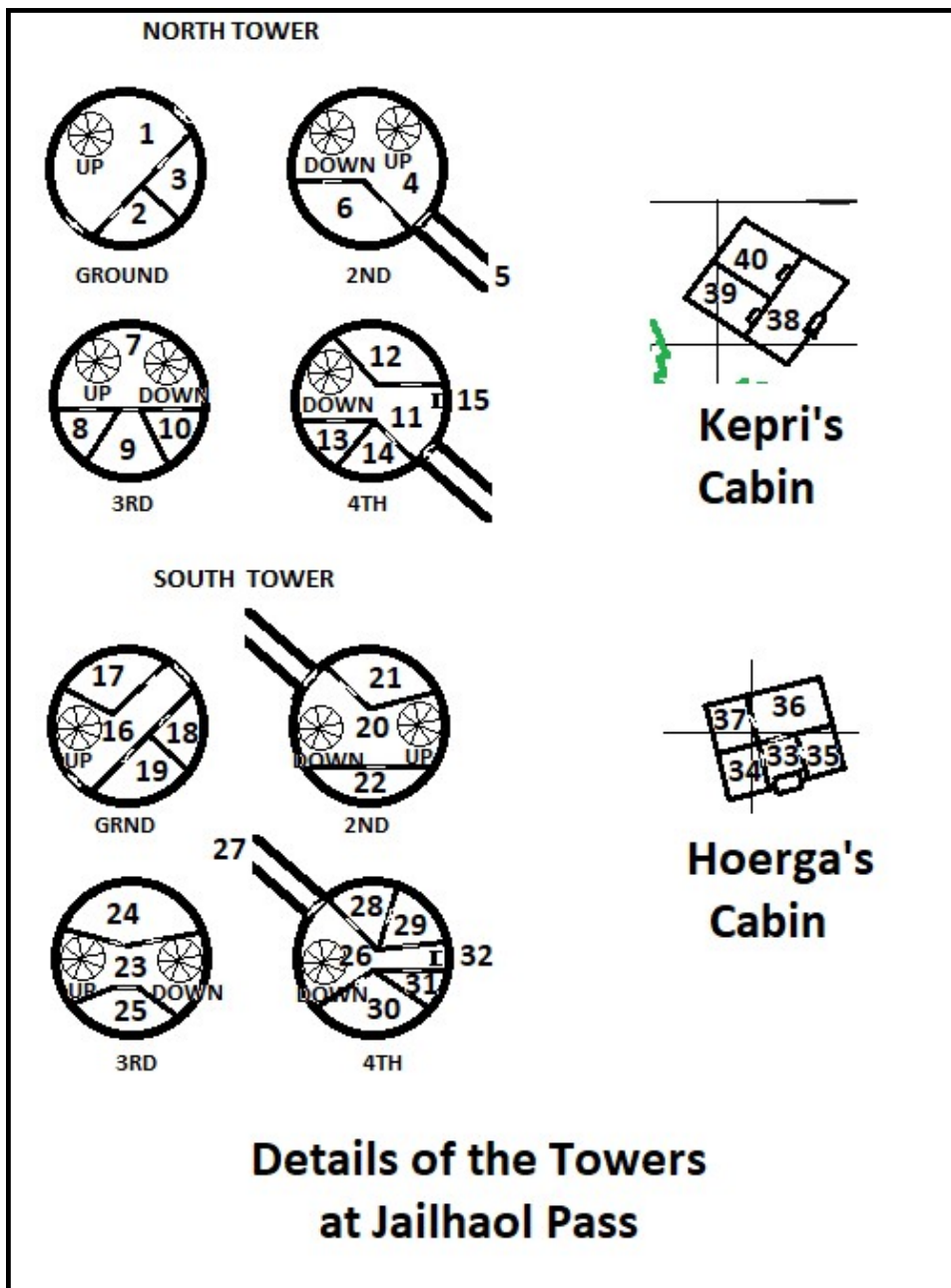
glyphs and another at the east end.

Daufilet Tower once was a forward base for Elven scouts; it sits next to a waterfall fed by high mountain glaciers, the waterfall feeds Mausaroek Creek. The falls consist of a series of eight pools and short drops which together have a 100 FT drop from the top of the cliff, then a 300 FT drop down to the pool near the tower. Mausaroek Creek is usually 25 FT to 35 FT wide near the tower, and from 3 FT to 4 FT deep, with fast current year-round; in winter it freezes 3 inches thick except for the 80 FT diameter pool right under the waterfall.

Even when weather is generally good at lower elevations it can be surprising in the pass. Thick clouds are over the pass on 1d20 rolls GTET 08; when it is cloudy other conditions are also present on 1d20 rolls GTET 08; determine the condition using 1d20: (01-06) thick fog, (07-13) moderate rain {snow in winter}, (14-16) heavy rain {blizzard snow late autumn to early spring}, (17-18) heavy rain with hail {hail/sleet in winter}, (19) high winds, (20) severe storm. Unprotected Adventurers suffer hp1d6 from hail. Hail and sleet causes hp1d6 to unprotected Adventurers. High winds break trees and shear branches, Adventurers suffer hp1d12 from falling trunks and flying debris (SVR 1d20 GTET [26-AGILITY]). A severe storm combines high winds with mod-



JAILHAOL PASS



erate to heavy wind, hail, and lightning; Adventurers suffer 1d8 bolts of lightning at hp1d20/bolt (SVR 1d20 GTET [28-STAMINA]).

A group of bandits are using Daufiloret Tower as a base of operations against farmers, miners, and loggers operating in the northeastern Malofrad Hills. They also ambush the rare traveler who attempts to use Jailhaol Pass. The tower consists of two cylindrical stone structures, each four stories high, connected at the second and fourth story by stone bridges. The bandits have erected two log huts, one just northeast of the tower, the other northwest across the creek. A log bridge has been erected across the creek (80 FT long by 15 FT wide, on log supports 4 FT above the creek).

During daylight hours from late spring through mid-autumn the bandits maintain a two person watch from the fourth story bridge between the towers and one bandit roves the pass, a half-mile to either side of the towers (the bandits have several camouflaged blinds they use). The rover stays in a dugout/blind about 600 FT west of the tower on days there is severe weather. During summer a two person watch is kept at night from the roof of the south tower. Adventurers are spotted by the roving patrol (daylight) without being themselves spotted on 1d20 rolls GTET 7, if moving with concealment and stealth rolls GTET 14. Adventurers carrying torches or other open light sources at night are spotted on 1d20 rolls GTET 05, if moving with concealed or minimal light sources on rolls GTET 16, if moving with no light sources only on rolls of 20. There is no watch set from late autumn through early spring

because of the strong blizzards, deep drifts, and other dangerous weather.

Common Bandit. Male Human, 18 years to 35 years, Warrior L2 (some L3), Cutlass/Heavy Mace/Spear/Dirk, Steel Cap/Leather Armor/Studded Leather Gauntlets/Leather Leggings.

Bandit Officer (Hoerga, Sporetik, Barkolan, Nolirok, Trolbyth, Dorgromok, Undiklak). Male Human (Nolirok, Half-Elf; Undiklak, Dwarf), 30 years to 50 years, Warrior L5 (one L4, one L6), Long Sword/Long Bow/War Axe/Javelin/Dirk, Open Face Helm/Studded Leather Armor/Steel Gauntlets/Studded Leather Skirt/Leather Leggings.

Kepribordas (aka Kepri Long Axe), **Bandit Leader.** Male Hu-

man, 44 years, Warrior L8, *War Hammer +1*, *Bastard Sword +1*, Heavy Mace, poisoned silver-bladed *Dirk +1*, Closed Face Helm/Chain Mail Armor, Steel Gauntlets/Studded Leather Skirt/Leather Leggings (*enchanted* chain main and gauntlets), *Amulet versus Poisons*, *Ring of Many Escapes* (12x, 250 FT *teleportation*).

Room Descriptions

North Tower

[1] **North Tower Entry.** The floors and walls are grey stone, a tile inlay in the north wall depicts a summer forest scene. A faded tapestry depicting a dragon hangs between the doors to the southeast. Three bearskin rugs are on the floor. The room is furnished

JAILHAOL PASS

with three wood tables with five chairs each. The exterior doors are normally (1d20 GTET 5) barred from the inside at night. When there is no snow in the area 1d4 **Common Bandits** are in this area during the day. The doors to the North Ward Room and Chamber Pot Room are unlocked.

[2] **North Ward Room.** The room is furnished with an old desk and swivel chair, an unlocked wood chest, a small circular table and four wood chairs. A torn tapestry depicting elven boats on Lake Imgolgess is on the wall. The pelt of a white bear is on the floor. A lit copper brazier is here from mid-autumn to mid-spring. A **Bandit Officer** is here at all times.

[3] **Chamber Pot Room.** The room has a stone walls and a stone floor covered in straw mats. The back wall (southeast) is divided into three chamber pot stalls. The smells are strong and very disgusting. A **Common Bandit** is here on 1d20 rolls GTET 16.

[4] **Mess Area.** The room is furnished with five tables, a barrel of water, a barrel of weak beer, and two wood benches. At meals there are 1d6+12 **Common Bandits** here and 1d3 **Bandit Officers**. The sturdy door to the bridge is kept locked (moderate) whenever guards are not on the bridge.

[5] **Second Floor Bridge.** The bridge area is completely open to the weather. From mid-spring to mid-autumn a pair of **Common Bandits** are here in daylight on 1d20 rolls GTET 13.

[6] **Second Floor Bunkroom.** The room is furnished with eight old field cots, a table with four chairs, and three stools. Three of the cots have small locked (easy) chests, the other five have leather sacks stuffed under them. Four old blankets hang against the southwest wall. The bandits together have: 47 CP, 23 SP, 3 GP, 2x 20 GP garnets, a 10 GP turquoise piece, 4x 25 GP pink pearls, 5x flasks of oil, 3x 15 GP silver Rings, a 30 GP bronze-onyx Armband, 1x *Unholy Water*, 5x bronze Lock Picks, a silver-bladed Dirk, and a 1d8 *Cure Wounds Potion*. During the day 1d3 **Common Bandits** are here, at night all but 1d3 bandits are gone.

[7] **North Tower Kitchen.** The room has two cauldrons/kettles, a wood work table, a brick oven, and a brick charcoal cooking area. Two wood cabinets hold pots, pans, and cooking utensils. There are two **Common Bandit** cooks here from before dawn until dinner. The two Officer Room doors in the south wall are locked (moderate) when the officers are gone, the storeroom door is unlocked.

[8] **Officer's Room.** The room is furnished with a well-made bed and covers, two chairs, a small table with a pewter vase, and a small wood chest (moderate lock). Several pegs are in the southwest wall. An oil lamp sits in a wall sconce. A good quality rug is on the floor. The chest contains good-quality clothes, 81 CP, 40 SP, 9 GP, a 100 GP ruby, a 40 GP piece of ivory, a 10 GP vial of perfume, a 5 GP piece of amber, small mortar and pestle, 3x snake skins, a beaver pelt, a pipe and five packages of good-quality pipeweed, a field manual to mountain plants, a folio of pornographic drawings, and three trashy novels. A **Bandit Officer** is here during the day on 1d20 rolls GTET 15 and during the night on rolls GTET 5.

[9] **Storeroom.** This room holds six cases of dried meats, eight wheels of cheese, two barrels of flour, a keg of sugar, five kegs of salt, three cases of turnips, a barrel of potatoes, two barrels of

cabbage, four sacks of corn meal, a sack of dried corn, and six sacks of beans.

[10] **Officer's Room.** The room is furnished with a well-made bed and covers, a recliner, a small table, and a small locked chest (moderate). A small oil painting of a pale young woman (sister) hangs on the wall. A thick red fabric woven rug is on the floor. Several pegs are in southwest wall. Oil lanterns hang from hooks on southeast and southwest walls. The chest contains good quality clothes, 80 CP, 42 SP, 11 GP, 4x 25 GP black pearls, a 55 GP gold-beryl-moonstone Bracelet, a 10 GP silver-obsidian Ring, a 8 GP silver brandy flask, an excellent Guitar with picks and spare strings, a metronome, two decks of cards, a 5 GP bottle of good brandy, a 1 GP bottle of good wine, 3x *Unholy Water*, and a 1d10 *Cure Wounds Potion*. A **Bandit Officer** is here during the day on 1d20 rolls GTET 15 and during the night on rolls GTET 8.

[11] **Work Room.** The room has three wood tables, each with three wood chairs. A variety of hand tools is on the tables. A foot-powered grinding stone is in the west end. A rusted steel ladder (breaks on 1d20 rolls GTET 18) on the east wall leads up to the roof (bolted ceiling trapdoor). The southeast door to the Fourth Floor bridge is kept locked (easy). The door to the bunkroom is not locked; the door to Officer's Room is kept locked. A sliding panel (difficult to find) covers the door to Payroll Room (difficult lock). During the day two **Common Bandits** are here, in the evenings a **Common Bandit** is here on 1d20 rolls GTET 12.

[12] **Third Floor Bunkroom.** The room holds six field cots with blankets, a small wood table, three chairs, and a keg stand (weak beer). A dart board hangs on west wall. A faded tapestry depicting a summer pine forest hangs on the north wall, the floor is covered by woven straw mats. Four of the cots have small wood chests (one has an easy padlock), two have leather sacks stuffed under them. The bandits together have: 103 CP, 53 SP, 8 GP, 3x 10 GP white pearls, a 20 GP diamond, a 12 GP nugget of silver ore, a 15 GP silver-topaz Brooch, a 30 GP small crystal skull, two curved Dirks in scabbards, 4x good porcelain steins, 25x gambling chips, a well-made flute, two pipes and six pouches of poor quality pipeweed, a pewter flask of bitter cherry brandy, 2x sealed tins of candy, a book of limericks, and a harmonica. During the day 1d4 **Common Bandits** are here, at night 1d2 Bandits are gone.

[13] **Payroll Room.** The room is furnished with a small desk and swivel chair, a small bookcase, a padded bench, and a locked metal chest (moderate). There are several ledgers in the desk detailing when bandits joined and left the company, and when they were paid. The chest contains 430 CP and 60 SP. A leather bag holding 22 GP is in a floor niche under the bookcase (must be moved).

[14] **Officer's Room.** The room is furnished with a well-made bed and covers, clothes stand, padded stool, and upright armoire. A slashed flower still life oil painting hangs on the west wall, a 50 year old poster for a Mountain Goat roping championship is on the south wall. A rug of stitched Snow Hare pelts is on the floor. The armoire (easy lock) contains: good quality clothes, 90 CP, 16 SP, 27 GP, 15x engraved bronze chits, a 50 GP sapphire, a 35 GP ruby, a 10 GP plain gold Ring, a 20 GP gold-lapis Pin, a 46 GP gold-citrine Circlet, a silver-head Hatchet, an ornate sword scabbard, a pair of old boxing gloves, a 4 GP purple glass flower, six empty glass vials, and a carved wood figure. A **Ban-**

JAILHAOL PASS

dit Officer is here during the day on 1d20 rolls GTET 15, at night on rolls GTET 07.

[15] **North Tower Roof.** The roof has a 3 FT stone wall around the top with six exterior elvish Gargoyles as drain spouts. A tar-covered wood cabinet holds three Long Bows, six quivers of 20x War Arrows, and 4x smoke grenades. A **Common Bandit** is here on summer days on 1d20 rolls GTET 5; when the roof is occupied a black standard is flown (red stag's head, green cauldron).

South Tower

[16] **South Tower Entry.** The walls are grey stone and the floor is covered in ochre ceramic tile. A musty tapestry depicting nymphs bathing in a mountain pool hangs on the southwest wall. The room is furnished with a cast iron stove, small wood table with two chairs, and a cupboard (ten hanging pewter steins). The ward room has a lock of moderate difficulty, the jail cell has a difficult lock (the key is in the ward room). The exterior doors are normally (1d20 GTET 5) barred from the inside at night. On days when snow if on the ground or rainstorms there are 1d6+2 **Common Bandits** here, on other days there are 1d3 **Common Bandits** here during the day; at night a **Common Bandit** is here on 1d20 rolls GTET 14.

[17] **South Tower Ward Room.** The room is furnished with an old roll-top desk with swivel chair, two padded wood chairs, a short bench, a small circular table with a wood carving of a stag, and a barrel of mead (hand pump spout). An old stained quilt hangs on the north wall, a small cloth embroidered with flowers hangs on the west wall, and the floor is covered by straw mats. An oil lamp sits in a sconce above the desk. A **Bandit Officer** is always in this room.

[18] **Jail Cell.** The room has straw mats over the floor, an ordinary camp cot, a small table and one chair. The current prisoner is **Beyakell Hoskial** (male Half-Elf, 38 years, Warrior L4, AGILITY13, STAMINA16, INTELLIGENCE13, STRENGTH14, son of Trooper Commander Tamias Hoskial). He was captured in a raid 21 days ago and is being held for a 5000 GP ransom; the bandits would be willing to take 3000 GP for him along with promises that Tamias direct troopers away from the areas the bandits operate in.

[19] Unused Room.

[20] **Workroom.** The room is furnished with two tables and two chairs. There is a small anvil in the southeast end. A small brazier is in the southwest end, along with a bellows and two bushels of coal. A rack of blacksmith tools is on the north wall. A **Common Bandit** (Blacksmith) is here during the day on 1d20 rolls GTET 6, in the evenings on rolls GTET 11, and at night on rolls GTET 18. The sturdy door to the bridge is kept locked (moderate) whenever guards are not on the bridge.

[21] **Officer's Room.** The room is furnished with a good-quality bed with blankets, a recliner and footstool, an upright armoire (moderate lock), a cloak stand, a small desk with swivel chair, and a small nightstand. Two oil lamps are in wall sconces. A small mirror hangs on the north wall. Ragged quilts hang on the northeast and southeast walls. The armoire holds good quality clothes, 120 CP, 53 SP, 16 GP, a 25 GP diamond, 2x 30 GP sapphires, a 4 GP plain gold Ring, a 12 GP gold-emerald-topaz

Locket, a 3 GP silver Brooch, a silver-bladed *Dirk +1*, a 2 GP silver snuff box with 8 GP of good snuff, a pewter humidor with 14x half-GP cigars, a 3 GP classic manual on military tactics, a good quality harmonica, and two whittling knives. This officer is actually a spy for a rival Bandit Chief; a niche under a floorboard which is under the desk (difficult to find, must move the desk) holds a journal of bandit activities and some letters from the rival Chief. A **Bandit Officer** is here during the day on 1d20 rolls GTET 15, and at night on rolls GTET 06.

[22] **Storeroom.** The room contains fourteen ingots of iron, five ingots of steel, three ingots of bronze, a silver ingot, and two copper ingots. There are also four barrels of iron nails, a barrel of hinges, a barrel of mail rings, and two barrels of assorted small metal pieces. A rack holds 6x Spears, 10x Cutlasses, 2x Long Swords, a Rapier, a Scimitar, 4x Heavy Maces, 4x Staves, and 3x single-bladed War Axes. Five Long Bows hang from pegs, along with 7x quivers each with 25x War Arrows.

[23] **Off-Duty Room.** The room has three rectangular tables each with five chairs. When weather is bad outsider there are 1d6 **Common Bandits** here during the day; any evening there are 1d8+4 bandits present, and at night 1d3 bandits. The door to the unused guest room has a moderate lock.

[24] **Third Floor Bunkroom.** The room holds ten field cots with blankets, two rectangular wooden tables, five wood chairs, a bench, and two barrels of poor quality beer. Upright armoires (moderate locks) are against the southwest and southeast walls, small wood chests are with five cots (easy locks), and three cots have leather sacks underneath. Five oil lamps are in wall sconces. The bandits together have: 131 CP, 48 SP, 12 GP, 3x 5 GP pieces of beryl, 11x 1 GP white freshwater pearls, 4x 10 GP pieces of amber, a 4 GP piece of mammoth tusk scrimshaw, 3x glass bottles of good quality ale, 1x bottle of good quality wine, a half-GP onyx religious stone, a 2 SP amulet of luck (not enchanted), 3x 2 GP plain gold rings, a 1 GP bronze holy symbol, an excellent quality Guitar, a moderate quality Fiddle, 4x decks of cards (one marked), a 6-power pair of field glasses, a 400 pound capacity *Magic Bag*, 2x *1d8 Cure Wounds Potions*, and a *Potion of Ogre's Strength*. During days from mid-spring through mid-autumn there are 1d3 **Common Bandits** here during the day, in winter there are 1d6+2 **Common Bandits** here; at night 1d3 bandits are not in their bunks.

[25] **Unused Officer's/Guest Room.** The room is furnished with a good-quality bed with covers, a small (empty) chest (easy lock), roll-top desk with swivel chair, footstool, and padded bench. A 15 GP oil painting of a nude elf woman hangs on the south wall, quilts hang on the northeast and northwest walls, and two oil lamps hang in wall sconces. A rug sewn from Mountain Lynx pelts is on the floor.

[26] **Inside Guards.** This room is furnished with a table and four chairs, an iron stove, two padded benches, and a cask of mediocre ale. During the day two **Common Bandits** are stationed here to assist the bridge guards, at night one **Common Bandit** is always on guard. A rusty iron ladder fixed to the east wall leads up to the roof (breaks 1d20 rolls GTET 14). The door to the Treasure Room is hidden (difficult to find) by a sliding wood panel, the door lock is difficult to pick. The northeast door to the Fourth Floor bridge has an easy lock to pick.

JAILHAOL PASS

[27] **Fourth Floor Bridge.** During daylight hours two Common Bandits are on the bridge (except in extreme weather), changing every 2 hours. They are equipped with Long Bows with 25x War Arrows, a smoke grenade, a flash grenade, and two short trumpets.

[28] **Chamber Pot Room.** The room is divided into three wooden stalls with seats over the pots. There is a strong stench in the room at all times. A **Common Bandit** is here on 1d20 rolls GTET 13, an **Officer** on rolls GTET 18.

[29] **Hidden Room.** The door is hidden (very difficult to find) by sliding wood panels, and the door is difficult to pick; the bandits do not know about the room. The room holds a 7 FT bronze statue of Meathra Moressos, Elvish Deity of the Forests (aura of good). A 150 gold-emerald-amber necklace is around the statue's neck. A good person touching the statue may summon an **Avatar of Meathra** (male Elf in antique plate armor, Warrior L7, hp50, Long Sword, Elven Bow with 30x War Arrows) which slays all evil persons within a quarter mile {e.g. bandits}.

[30] **Exercise Room.** The floor is covered by woven straw mats. The room has a variety of improvised weights and two lifting machines against the south wall. In winter there are 1d4 **Common Bandits** here during the day, in summer 1d2 bandits; in the evenings there are 1d6+2 bandits here, at night there are 1d2 Bandits here on 1d20 rolls GTET 16.

[31] **Treasure Room.** The room has two locked metal chests (difficult locks). The first chest holds 550 CP and 125 SP. The second chest (poison needle trap, difficult to find, moderate to disarm) holds: 780 CP, 200 SP, 105 GP, 2x 50 GP emeralds, a 75 GP pink pearl, 5x 20 GP garnets, 3x 40 GP turquoise, 8x 10 GP pieces of amber, and 10x 5 GP plain gold rings.

[32] **North Tower Roof.** The roof has a 3 FT stone wall around the top with six exterior elvish Gargoyles as drain spouts. A tar-covered wood cabinet holds three Long Bows, six quivers of 20x War Arrows, a Heavy Mace, and two Short Spears. The roof is normally not occupied.

Northeast Cabin

[33] **Cabin Entry.** The room has an iron stove and a plain bench. An oval carpet is on the floor, and an old painting of an elvish girl hangs on the southwest wall (52 GP).

[34] **Kennel.** The room is occupied at night by six HD1 **Bloodhounds**.

[35] **Jokkao's Room (Common Bandit).** The room holds a small wood single bed piled with blankets, a chair, a small round table with candle, and an unlocked wood chest (variety of male clothing). A sword belt with two Cutlasses hangs from a wall peg. A heavy winter cloak hangs from a peg (hidden pocket – 5 GP and a very small poisoned Poniard).

[36] **Hoerga's Parlor.** The room is furnished with an old couch, a recliner, three wood chairs, an ottoman, a low coffee table, and a wood breakfront. The breakfront holds 7 flasks of beer, 3 bottles of wine, a flask of mead, 5 flagons of ale, 6 flagons of aged cider, and 5 flagons of apple juice.

[37] **Hoerga's Bedroom.** The room holds a single-person bed

with thick mattress and several blankets, two plain chairs, a small table, and a locked chest (moderate difficulty). The chest holds a variety of male clothing; a hidden (difficult to find) compartment in the bottom conceals a leather wallet (40 CP, 18 SP, 4 GP), a silver-bladed Dirk/scabbard, a 1d10 *Cure Wounds Potion*, an *Invisibility Potion*, a 1 GP silver armband, a 10 GP gold-amethyst Ring, and two 4 SP gold belt buckles. A loose floor-board under the chest (must be moved to reveal) is removed to reveal a quiver (10x *War Arrows* +1, 7x *Arrows* +2, 3x smoke arrows, 3x flash powder arrows, *Arrow of Paralysis*, 2x *Web Arrows*), a silver-bladed Rapier in scabbard, a leather bag (22 pieces of 2 GP amber), and a small wood box (pair 30 GP gold Earrings, 4 GP silver Ring, 18 GP gold Brooch).

Northwest Cabin

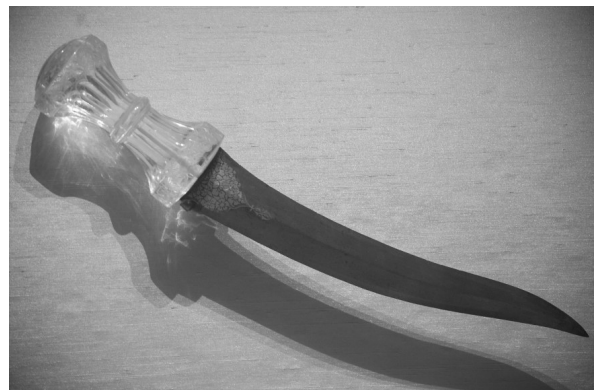
When Kepribordas is at the tower, he spends mornings and nights at the cabin; he is at the tower from mid-autumn to winter to mid-spring on 1d20 rolls GTET 04; from mid-spring to summer to mid-autumn he is present on 1d20 rolls GTET 14. His wife **Eamorika** (foreign Human, Warrior L2, 42 years, proficient with Dirk, Cutlass, War Axe) and son **Morkus** (male Human, 7 years, semi-skilled with a Dirk) are always at the cabin.

[38] **Kepri's Parlor.** The room has a variety of crude furniture with stuffed leather pads (couch, chairs) along with a bench and two taller stools. An unlocked chest in the southwest corner holds Kepri's armor (open-face Helm, chain mail shirt, studded leather Gauntlets, leather leggings). A leather sword belt hangs on a peg (*Dirk* +1 in scabbard, *Rapier* +1 in scabbard). Two single-blade War Axes hang from wall pegs. **Morkus** sleeps on a bed in a 10 FT by 15 FT loft in the northeast corner, reached by a ladder.

[39] **Kepri's Kitchen.** The room has a cast-iron stove, a brick oven, a working table, a small dining table, and two upright armoires holding food (equivalent of 28 meal rations).

[40] **Kepri's Bedroom.** The room has a large four-poster bed with thick blankets, a locked (difficult lock) chest, a small circular table, and two armoires of clothing. Kepri always has the key to the chest; it holds a leather wallet (48 CP, 22 SP, 14 GP), a leather bag (5x garnets at 3 GP, 11x green jade at 7 GP, 2x white ivory at 2 GP, 9 pink pearls at 12 GP, 5x sunstones at 1 GP), three vials of poison, two vials of 10 GP perfume, a sealed tin of hard candy, and his four journals.

If Adventurers stay at the tower, a group consisting of a **Bandit Officer** and five **Common Bandits** arrives the next day at late morning.

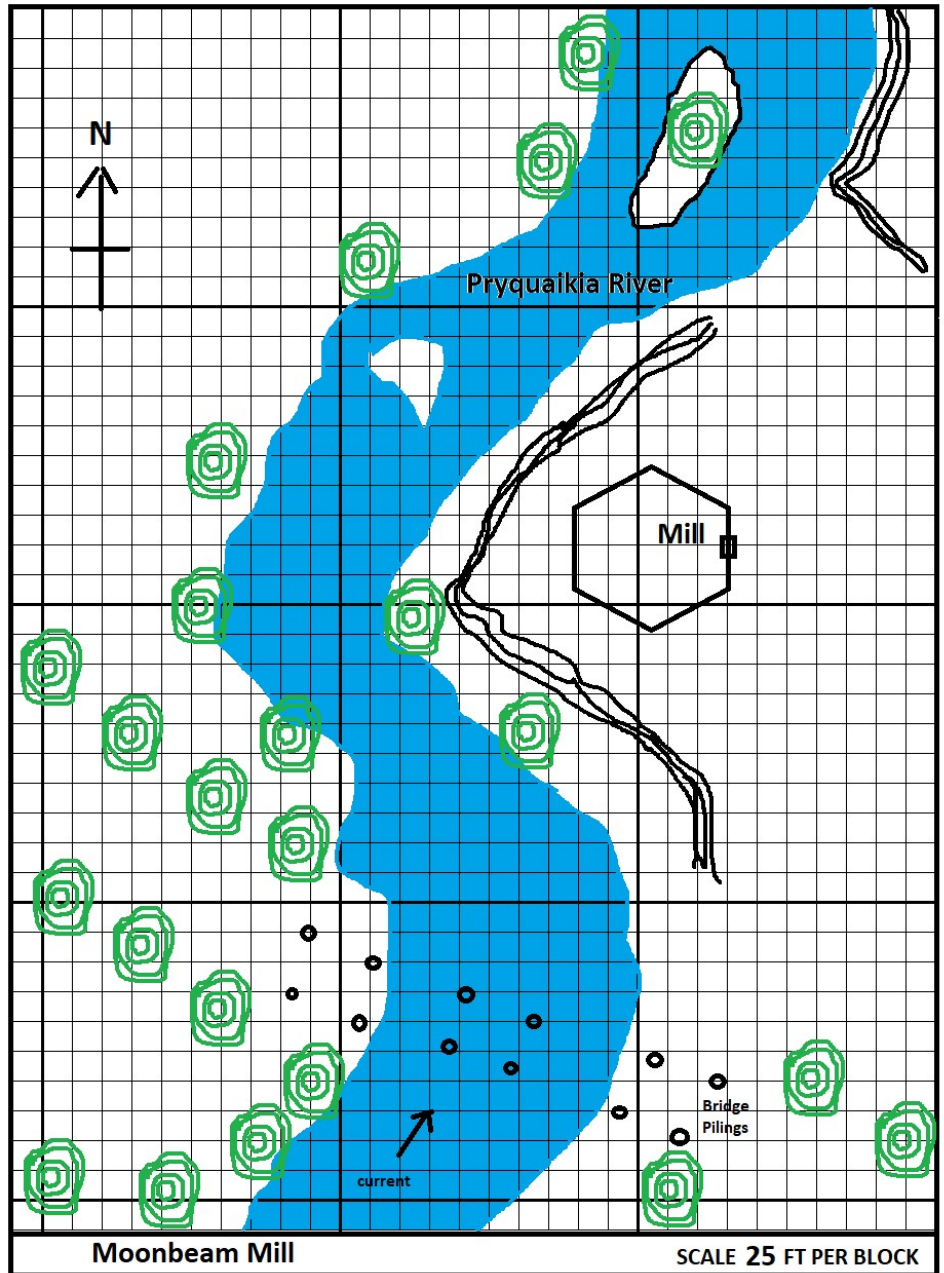


MOONBEAM WINDMILL

Adventurers pass the Moonbeam Windmill on the morning of their tenth day of travel (see the map on page *). The mill is located on a 400 FT by 250 FT bluff, 40 FT tall, on the east side of the Pryquaikia River. The ruined support columns of a long-ago bridge are found crossing the river about 350 FT south of the windmill, each column is about 15 FT thick and from 12 FT to 18 FT tall, there is nothing left of the bridge structure or decking.

The windmill base is a seamless hexagon of blue stone, 125 FT across and between two and three stories high. The windmill gets its name from the runes and symbols that are part of the blue stone base (the structure was once a Wizard's tower but was heavily damaged in the Shadow Lord's War among the Elves). The upper part of the stone structure was damaged at some time in the remote past so the top is not even. An extensive wooden structure is built above the stone, the wood was once painted white but only a few traces remain and there is extensive rotting of the crosspieces, although the supporting timbers remain solid. An exterior wood stair gives access to the door which sits at the top of the blue stone structure. Three windmill blades remain, all are damaged. The rotating top is jammed and the gear mechanisms inside are in very poor condition.

The Pryquaikia River is 150 FT to 200 FT wide, in spring it has depths from 7 FT to 12 FT (and may spread an additional 100 FT to the west), in summer and early autumn it has depths from 3 FT to 6 FT which create whitecaps and rapids. The flow is quite strong in spring (an Adventurer crossing at flood is swept



downstream unless SVR 1d20 GTET [28-STRENGTH]) but has a slow current in summer and autumn. The river has at least 1 inch of ice from late autumn through early spring.

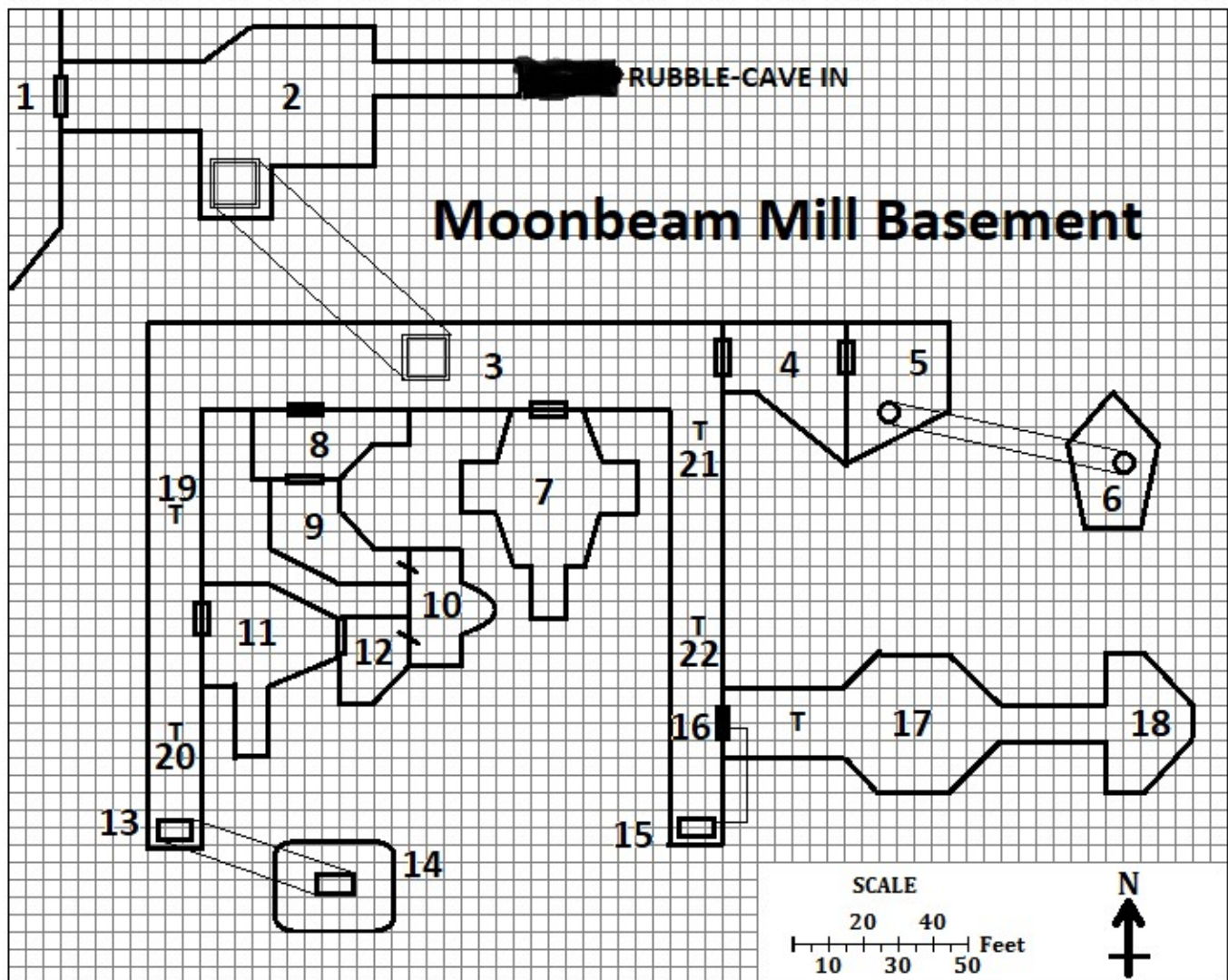
Upper Interior

The windmill gears are made of a very hard white crystalline material and most of the gears remain in place, although the support beams are warped and cracked, some of the shaft pieces are rotted, and all of the grease hardened long ago into a cement-like material. A rotted wood ladder leads up to the gear catwalk (breaks on 1d20 rolls GTET 8 when climbed, checked per person up/down). The entry level is one open area with a circular stone grinding platform and two upright grinding wheels, with associated gears, and a operating levers on the north wall to raise/lower the stones and engage the clutch. The partially burned and

chopped remains of old furniture, old rotted pieces of wood, and other debris are on the main mill floor. An old wood stair on the west side descends into the tower base. (breaks on 1d20 roll GTET 14 when used).

- 1. Mill Basement.** The basement, inside the stone structure, is a single open room with one sturdy wood door in the east wall (latched, the door frame is warped, total STRENGTH GTET 20 needed to push it open). The basement has cobwebs, the dried remains of several Giant Spiders, split open giant spider eggs, and two Dwarf-sized ordinary skeletons.
- 2. Basement East.** This irregular room has walls painted ochre and the floor is covered by red ceramic tile. The room is so filled with spare mechanical equipment, tools, gears, mounting brackets, and the like, so that it is hard to get into the

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room. The arch and chest cannot be seen from the west end of the room. An arch in the east wall leads to a passage that is completely blocked by a cave-in 50 FT further. A large wood chest sits on a 12x12 FT rug in a niche in the southwest: the chest is locked (moderate) and trapped (moderate to find, difficult to disarm) with a poisoned (paralysis, SVR 1d20 GTET [25-STAMINA]) needle. The chest holds 1100 CP, 120 SP, 3x flasks of good quality whiskey, 4x flasks of oil, and a 50 FT coil of good rope. A trap door is under the chest and rug with a rusted latch, the trap door covers a 35 FT vertical shaft with a trap door at the bottom (in the ceiling of *).

3. **Big U.** The area has light blue painted walls, orange and tan ceramic tile flooring, and a black ceiling painted with stars and astronomical symbols. An 8 FT bronze statue of an Elven Warrior stands in the northwest corner, a tapestry depicting a group of Elves hunting giant mastodon in the mountains hangs between the doors on the south wall, a small oil painting of an Elven girl in a short dress hangs next to the door in the northeast corner. The door to Skeletal Fears is locked (moderate difficulty); the door to Balara-

ma's Alter is locked (moderate difficulty); a steel portcullis (requires *Ogre's strength* to lift) blocks the arch to Nanny's Room; the sturdy door to Schoolroom has an easy lock, it has a 1d8 electric shock trap (difficult to find, moderate to disarm).

4. **Skeletal Fears.** The room has dark wood paneling, a tan tile floor with two oval rugs, and a whitewashed ceiling. Five *illusory* (disbelieve difficult) **One-Armed Skeletons** armed with antique 1d6 War Hatchets. If the skeletons are believed they act as Warriors L7, hp30, AC 40 (reduce damage by 5); each skeleton can perform one *aura of fear* (30 FT, SVR 1d20 GTET [25-ING], persists 2d20*15 seconds). The sturdy door in the east wall to Blooming Fear only has a latch, but the frame is warped (total STRENGTH GTET 20 required to push it open). A faint perfume aroma can be smelled around the door on 1d20 rolls GTET [26-INTELLIGENCE].
5. **Blooming Fear.** The walls are painted light purple, the floor is covered in black tiles, and the ceiling is painted black with constellations (as they were 600 years ago). A sturdy

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metal trapdoor in the south center part of the room has a padlock (difficult); once the lid is lifted a mechanical timer (30 seconds to 45 seconds) causes poisoned 1d6 spear tips to thrust inward from the frame (avoid SVR 1d20 GTET [28-AGILITY]); difficult trap to detect, moderate to disarm. A 6 FT vertical shaft is under the trapdoor with a shaft leading to the southeast at a 45° angle, treated with *Frictionless Oil* (very difficult to climb up), the bottom of this shaft ends in the ceiling, 12 FT above Down the Pipe. The room holds five purple stone vats, each 6 FT across by 4 FT deep, a cluster of **Fear Flowers** (SVR 1d20 GTET [26-STAMINA], checked for each vat, persists, 1d100 minutes) grows in each vat.

6. **Down the Pipe.** A pentagon-shaped room, the floor is white marble, the walls are painted light mauve, and the ceiling is whitewashed and painted with a mural depicting a wizard's duel. The room has four 6 FT bronze statues of male human wizards, each tightly gripping a staff; the statue bases depict a crack in the earth, a man surrounded by fire, a man surrounded by lightning, and a man with his hands over his eyes. Each statue has a large smoky quartz (~2 SP) stone in one eye socket and a gemstone (earth crack: amber, fire: ruby, lightning: yellow amethyst, hands over eyes: onyx) in the other. If the quartz is removed from a statue's eye socket a knob is revealed behind it, turning that knob causes the statue's grip to relax enough to retrieve its staff (*Split Earth*, 1d12 *Fireball*, 1d12 *Lightning*, *Blindness* 2d100 minutes; each staff has 12x charges). When the gemstone is removed a HD5 **Golem** is summoned (crack: **Stone Golem**, fire: **Flaming Pitch Golem**, lightning: **Shining Crystal Golem**, eyes: **Black Obsidian Golem**).

7. **Balarama's Altar.** The walls are painted light blue with silver drawings of books, scrolls, inkwells, and quills. The floor is covered in blue tile flecked with silver, and the arched ceiling is royal blue with galaxy whorls in red surrounding Balarama's (Goddess of Knowledge and Magic) holy symbol in silver. The east and west naves are arched and 12 FT oil paintings of Balarama wearing wizard's robes hang on the wall. A 10 FT bronze statue of Balarama overlaid with silver stands in the south nave, her left palm is outstretched and open. A 10 FT black stone altar is in the middle of the room, on a 15 FT diameter by 2 FT thick wood platform. An ornate *Long Sword +2 (Armor Destroyer)* is on the altar, surrounded by the blue nimbus of a force field (when the exhausted wand from the Minstrel's Dance is put into the statue's hand, her hand closes on it and the force field disappears, allowing the sword to be taken).

8. **Nanny's Room.** The walls are green and painted with many pine trees, the ceiling is covered in dark green ceramic tiles, and the floor is covered by cedar planks. A tattered and moldy large dark red oval rug is on the floor. The room is furnished with a table, two chairs, a high chair, a small stuffed leather couch, and a small breakfront. A small bed is in the niche on the east end of the room. The sturdy door in the south wall is latched (paralyzing gas trap, moving the door drops a spring-loaded pin to release, SVR 1d20 roll GTET [26-STAMINA], effect 2d100 minutes, moderate to discover, moderate to disarm). A 50 GP gold-topaz-bloodstone-jade bracelet is on the floor. The room has an *illusion* of a **Black Annis** crone (HD6, paralyzing touch, Earth Wizard L3).



9. **The Playroom.** The walls are whitewashed, the ceiling is blue with white fluffy clouds continually moving across it, and the floor is covered by soft blue carpeting. A series of jungle beasts move across the southwest (diagonal) wall. The northeast diagonal wall acts as a window looking out on a mountain waterfall and pond (vegetation appropriate to the season, etc.). A chandelier hangs in the room's center. A blue marble water fountain is built into the southeast wall. A hidden (difficult to find, moderate to unlock) door to the Wizard's Armoire is in the east wall.

The room has a couch, a table, and four chairs all sized for children (6y to 8y). There are toys on the floor, a rocking horse, several red balls, large jacks, a dozen tin Elven soldiers, an Elven doll, a drawing slate, model coaches, a stuffed bear, a stuffed clown, and a wind-up mechanical monkey. The toys all try to get underfoot as Adventurers move across the room, the balls bound off their heads, the tin soldiers poke at their feet, etc. Adventurers fall unless SVR 1d20 GTET [24-AGILITY]. The **stuffed clown** is capable of three spells: *area sleep*, *area confusion*, *area hold person*; all SVR 1d20 GTET [25-INTELLIGENCE].

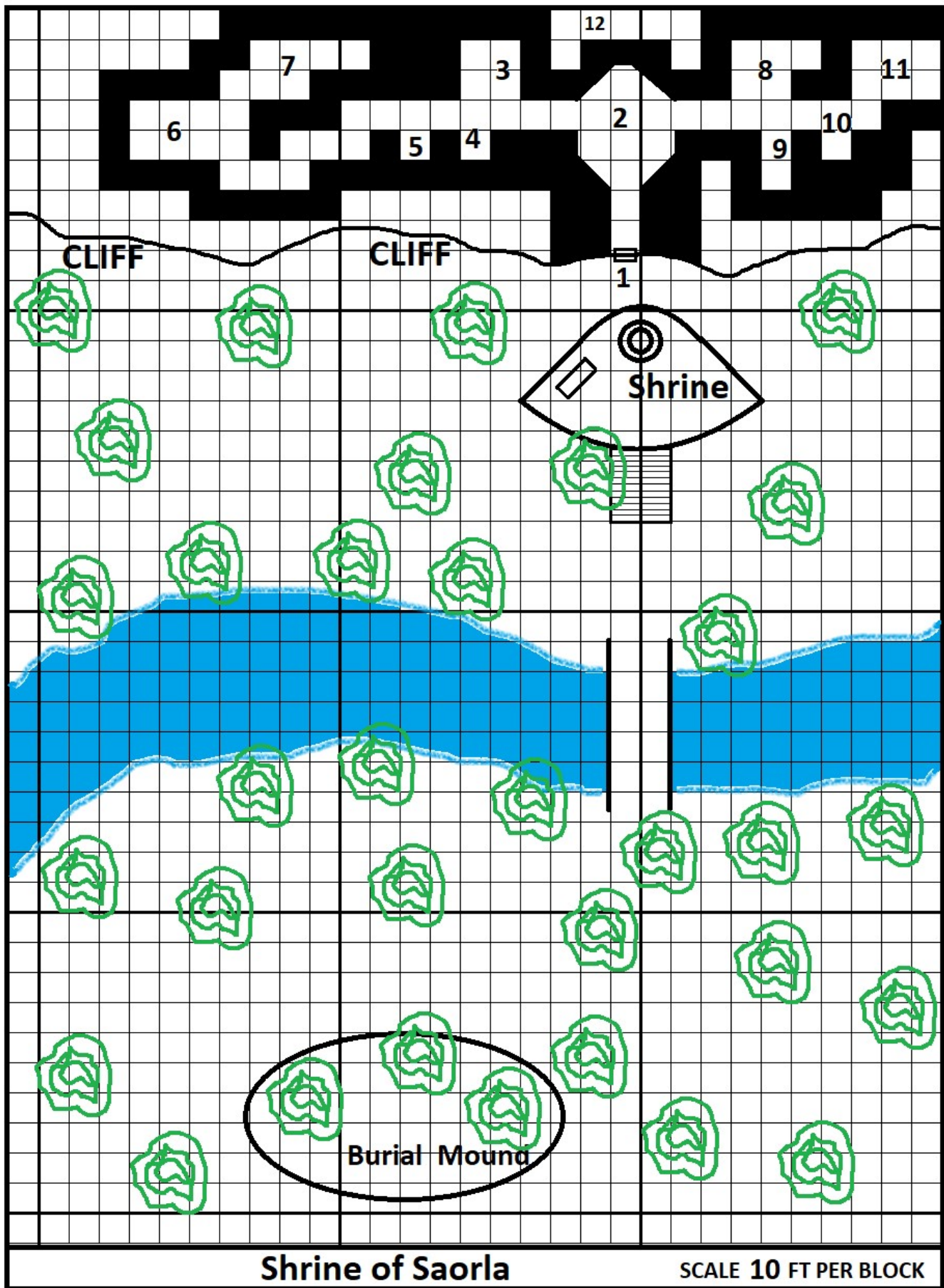
10. **Wizard's Armoire.** The walls are paneled in mahogany, the ceiling is covered by dark yellow tiles. The floor is covered in light yellow ceramic tile, an oval inlay in the center depicts a male Elven Wizard holding a spell tome. The hidden doors in the northwest and southwest corners are difficult to find. A 6 FT oil painting of a female Elven Wizard hangs on the north wall, three 2 FT oil paintings of elven children

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(two boys, one girl) hang on the south wall. An old and tattered tapestry depicting a wizard's laboratory hangs on the west wall. Oil lamps on bronze stands are in the northeast and southeast corners. An upright armoire stands in the curved section of the east wall (not locked, held closed by a spell, requires *disperse magic* to open).

The armoire holds 2x 1d8 *Cure Wounds Potions*, *Rodent Repelling Powder*, a *Love Potion*, *Snake Oil* (summons 1d8 HD4 **Giant Snakes**), a *Far Seeing Potion*, *Flying Potion*, *Leather Armor (Water Breathing)*, a pair of *Magic Arrow Bracers* (1d6 arrow, 5/day), *Blanket of Heat*, *Cloak of Franklin* (protects hp100 electrical/day), *Targeting Gloves* +2 (with missiles), a platinum *Amulet of Reincarnation*, an *Endless Feedbag*, an empty *Magic Bag* (1000# capacity), a gold *Ring of Agility* +2, a 1d12 *Magic Bolt Staff* (32x), 2x *Hornet Darts*, a silver-bladed single-blade *War Axe* +1, and a Short Bow (*Double Rate of Fire*).

11. **Schoolroom.** The walls are painted pink with several horizontal black stripes, the ceiling is covered in black ceramic tiles with white starbursts, and the floor is covered by mahogany floorboards. A large chalkboard is mounted on the northeast wall. The room is furnished with a small desk and swivel chair in front of the chalkboard and six child-sized desks; two child-sized bunks are in the extension in the south wall. The sturdy door in the east wall has an easy lock.
12. **Tea Party.** The walls are painted pink, the ceiling is a light blue with fluffy clouds that continually move across it, and the floor is covered by a thick pink shag carpet. A chandelier of pink crystal hangs in the room's center. The north, southeast, and south walls having moving images of a high Elven salon with tables at which dolls sit and drink tea. The hidden door in the east wall is difficult to find, moderate to unlock. The room is furnished with a child-sized table with pink tablecloth, four chairs, and a small metal serving cart. A child-sized 25 GP silver tea set for six is on the table. The room is occupied by the HD4 **Wraith** of an Elven girl child.
13. **Minstrel's Chest.** A large wood chest closed by a padlock (easy lock). The chest contains good quality clothes for a male and female minstrel (human-sized), a good quality guitar, a set of bongo's, an old fiddle and bow, a silver slide whistle, an antique (500 GP) lyre, a saxophone, and a leather satchel filled with music scores. The chest has a false bottom (moderate to find) which conceals two bottles of *strong poison* (SVR 1d20 GTET [30-STAMINA]) labeled as brandy, a pot of *Zombie Salve*, a 1d10 *Cure Wounds Potion*, and a *Potion of Ogre's Strength*. A latch set at floor level in the back left corner (difficult to find) allows the entire chest to be pushed into the floor and slid back, revealing a man-sized vertical shaft with a ladder built into the side.
14. **Minstrel's Dance.** The ladder continued through the ceiling down to the floor. The walls are covered in murals of dancing Elvish couples in court dress. The flooring and ceiling is wood strips (teak). The room is unfurnished. If a musical instrument is played in the room, the dancing couples move around the walls in the dance; if the tune is played longer than 2 minutes, couples on the south wall dance away and reveal a rectangular black hole in the wall. A person reaching into the hole finds a leather coin purse (32 SP, 19 GP), a Short Bow (20 War Arrows, 4x +1), a wizard's scroll (1d12 *Fireball*, *Open Lock*, *Hold Door*, *Walk on Water*), a priest's scroll (1d10 *Cure Wounds*, 1d10 *Cure Wounds*, *Banish Poison*, *Reverse Stoning*), a 300 GP gold-amethyst necklace, and a wizard's wand (exhausted spells).
15. **Rum Chest.** A wood chest made of good quality cedar with a gold latch. It holds twenty-six bottles Port Miranda golden rum and four bottles of Captain Horek's Spiced Rum. Once the bottles are removed the bottom panel (moderate to find) lifts out to reveal a metal surface with a bronze keyhole. A well hidden compartment (difficult) on the chest's back holds a large bronze key. When the key is inserted into the keyhole and turned, the latch on Portcullis Down opens and a motor lifts the portcullis.
16. **Portcullis Down.** An ornate stone arch is blocked by a bronze portcullis which is locked (very difficult) in the down position. Should the lock be defeated, a total STRENGTH of 48 or higher is required to lift the portcullis, and it does not lock in the up position. The portcullis is raised and held up by the key switch in the hidden compartment of the Rum Chest.
17. **Dead Riddles.** The hall between Portcullis Down and the large hexagonal room has mauve walls, a black painted ceiling, and the floor is covered by dark grey tiles. The walls are painted in black-grey vertical stripes, the ceiling is whitewashed with a mural depicting a Sphinx sitting on a rock, teaching human students, and the ceiling is covered by dark red tiles. Ninety seconds after a person passes under the portcullis *paralyzing gas* (1d100 minutes, SVR 1d20 GTET [26-STAMINA]) is released through holes in the ceiling (difficult to find); stepping on an evident pressure plate in the floor (T, very easy to find) stops the gas for 10 minutes. The room is occupied by a HD4 **Zombie** of a male Sphinx (bite 1d6, paw 1d8, trample 1d12) and HD3 **Zombie** of a female Sphinx (bite 1d4, paw 1d8, trample 1d8).
18. **Scrying Room.** The walls are dark grey stone, the floor is covered by a hardened black resin, and the ceiling is covered in light grey ceramic tile. Large cork panels hang on the northwest, southwest, northeast, and southeast walls. A 5 FT black stone pedestal, 1 FT thick, stands in the room's center, a 3 FT diameter silver ball is mounted on the pedestal. A Wizard touching the sphere with both hands (flesh contact) can use the ball to visualize any location within 5 day's travel; any non-wizard touching the ball becomes unconscious for 1d100 minutes (SVR 1d20 GTET [26-CON]). A hidden (difficult to find) compartment in the pedestal is filled by an *Armoire Charm*; when invoked the charm holds a leather bag (800 CP, 250 SP, 50 GP), small teak box (200 GP diamond, 125 GP diamond, 250 GP sapphire), a 125 GP walrus tusk scrimshaw, 50 GP 9 inch jade idol, 30 GP gold holy symbol to Balarama, and a 400 GP gold-platinum-sapphire-pearl-amber Tiara.



SHRINE OF SAORLA

The Shrine to Saorla is located about a 10 hours walk from Wormarch, just into the mountains (the kings of the Elchanim Elves were supporters of the cult of Saorla for many centuries, and Saorla became associated with the selection of the Elchanim kings). The shrine is a 20 FT polished blue jade statue of the Goddess in a toga, holding the sun, and wearing a crown. The statue is located in a 70 FT by 50 FT triangular structure at the top (12 vertical FT) of wide white marble steps. The northwest and northeast walls are 33 FT high, curve over the statue, and are made from a thin polished yellow shell; the front (south) curved part of the structure is open to the weather. A 12 FT by 5 FT yellow stone altar is along the northwest wall, a 2 FT circular piece of green jade is set into the altar with a hollowed out area resembling the outline of Saorla's holy symbol (difficult INTELLIGENCE unless a worshiper of Saorla) – when the jade Holy Symbol found in the tunnel (Hidden Rooms, #12) is placed in the hollow and turned, the statue moves back 6 FT to reveal stairs leading down into the base.

Burial Mound

The mound is oval in shape, about 120 FT long by 70 FT wide, and 40 FT tall in the center. It is covered by grasses and low bushes, and three large trees grow on it. A slight depression (very difficult to find) is about half-way up on the east end, just above the eastern tree; the depression is 5 FT across and 8 inches deep, it has an unnatural circular shape. From mid-spring to early autumn the depression can be excavated (otherwise the ground is frozen), the excavation reveals a vertical shaft 14 FT deep with a metal trap door at the bottom. It takes about an hour to excavate 1 FT of shaft.

1. **Entry Room.** The triangular room is 14 FT tall, the walls are white and painted to depict elvish rituals to Saorla. The floor is covered by black tiles, and the ceiling is painted black with constellations depicted as they are on the Elven New Year. When the ceiling trap door is closed it is nearly invisible (very difficult to find). The sturdy wood door in the northwest wall has a bronze lock (moderate difficulty), the wood door in the southwest wall has a difficult lock. The room has a lit oil lamp in a wall sconce on the east wall. A 7 FT bronze statue of an elven priest in robes is against the east wall; an enchanted rune on the statue speaks in Elvish: “*Go back, the paths to the grove of the dead are closed. Leave Tormariel to sleep.*”
2. **Thousand Points of Light.** The walls are whitewashed and a mural of Saorla and her ten maidens of the night is painted on the northeast wall. The ceiling is black and constellations are painted as they appear on Mid-Summer's Night. The floor is covered by a thick layer of soft green mosses. The sturdy wood door in the west wall has a bronze lock (difficult to pick); the door is also spiked. Thirty seconds after entry an *illusion* makes it appear that the ceiling constellations fly into the room and circle around the Adventurers, a series of chime tones are heard at the same time. Adventurers are *confused* 1d100 minutes by the illusion (SVR 1d20 GTET [27-INTELLIGENCE]; an Adventurer *sleeps* for 4*1d100 minutes on a SVR roll of 01.

3. **Trap for Knives.** The walls are painted mauve with oil paintings of Saorla hanging on the northwest, east, southeast, and southwest walls. The ceiling is painted black and the constellations are depicted as they are on the Spring solstice. The floor is covered by natural stone paving stones. Oil lamps are in wall sconces in the northwest and southeast walls. The sturdy wood door in the west wall has a bronze lock (difficult to pick); the door is *invisible*. A large bronze chest is in the middle of the room. The chest has a steel lock (difficult to pick) with a fatal poison needle trap (4x, moderate to find, difficult to disarm, SVR 1d20 GTET [26-STAMINA]). Opening the chest releases an **Evil Spirit** (HD8, hp37, requires silver weapons to injure, armor – reduce damage by 2, damage – bite 1d4 {reduce STRENGTH 1 point for 6 hours/bite}, claws 1d6 {reduce STAMINA 1 point for 6 hours/hit}, tail 1d8, special attacks – aura of fear 15 FT {SVR 1d20 GTET [26-INTELLIGENCE]}, paralyzing gaze 15 FT {3/day, SVR [26-STAMINA], 2d100 minutes}; description – an incorporeal creature 7 FT tall with one eye, large fangs, four clawed arms – 2x have glowing short swords, and a spiked tail; the fangs, talons, spikes are material silver). A *hidden* panel (moderate to find) in the chest bottom opens to reveal a silver key (Saorla holy symbol), a leather bag of 100 SP, an ornate silver-bladed Dirk, a 28 GP silver Circlet, and a 45 GP silver-turquoise Ring.
4. **Path of Knowledge.** The north, west, and south walls are covered by six-shelf-high cedar bookcases. The ceiling is painted dark yellow, and the floor is covered by cedar planks. The room also holds three small reading desks and padded chairs. Two oil lamps in wall sconces flank the door in the east wall. The room is guarded by a HD6 **Wood Golem** carrying two Heavy Maces {dual wield no penalty} and wearing a silver face mask (*Mask of the Medusa* when activated). The Golem asks in Elvish why Adventurers have come, it stands aside following any answer similar to seeking more knowledge/understanding of Saorla; ‘visitors’ are given 1 hour to read the wisdom stored here and are not permitted to remove any material. It prevents entry to those not giving an adequate answer. The Golem has a 300 GP silver-jade bracelet on its left wrist, touching that bracelet *teleports* an Adventurer to the room, Paths to Tormariel (#15) in the Under the Shrine area (5 minute delay between uses).

Together the shelves hold 1480 leather books and 210 scrolls; most of the books/scrolls are holy texts related to Saorla and other Elven deities, commentaries on those texts, collections of sacred music and poetry, documents about the history of the Elchanim Elves, and/or about the line of Elchanim Kings (Tormariel is a great(3)-grandson of King Ael-eemwold). On 1d10 rolls of 10 an Adventurer finds an additional text, the text determined by 1d10 (limit 3 per group of Adventurers): (1) *Codicil of Experience* (+10,000 XP), (2) *Codicil of Priestly Humility* {if an Elven Priest or Crusader/Paladin/Druid – increase SPM+3, SVR 1d20 GTET [25-INTELLIGENCE] versus conversion to Saorla worship}, (3) *Codicil of Wisdom* {increase INTELLIGENCE by 2}, (4) *Codicil of Endurance* {increase STAMINA by 2}, (5) *Codicil of Faith's Armor* {if Elven – increase armor/defense/parry/dodge etc. so hp2 of damage is ignored}, (6) *Codicil of Faith's Mace* {if Elven – increase combat/to hit/offense etc. by +1 to cause damage, +1 damage/weapon}, (7) *Codicil of Light over Darkness* {if an Elven Priest/Crusader – increase

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rolls against Undead by 2}, (8) *Language Libram* (Archaic Elvish), (9) *Tome of Evil Days* {decrease both STAMINA and STRENGTH by 1, decrease all combat rolls by 1, all for the subsequent year}, (10) *Tome of the Novice Warrior* {decrease all combat rolls by 2 for the subsequent year}. The second time a special book is selected, substitute a folio of maps related to the Elchanim Vale and the Elven cities. An Elven Priest/Crusader gains XP1000 per book read (at 15 minutes/book, limit XP5000), a religious Elf gains XP500 per book regardless of deity worshiped {limit XP2500}.

5. **False Burial Chamber.** The walls are covered in cedar planks, the ceiling is painted black and depicts constellations at the Autumn solstice. The floor is covered by royal blue ceramic tile, with a large oval rug of Mountain Ram hide (fleece and hide dyed blue). Two oil lamps are in wall sconces on the north wall, two more in sconces on the south wall. Oil paintings of Tormariel, his wife Daelein, daughter Ulmahy, son Arham, and son Swardmor, hang on the north wall, each in a 100 GP gold frame. A 3 FT diameter 500 GP Holy Symbol of Saorla hangs centered in the south wall. A hidden door (very difficult to find, difficult to open lock) in the west wall leads to the True Burial Chamber; a 125 GP tapestry depicting Saorla in the sky hangs over the door. A mirror on the back of Tormariel's portrait *mesmerizes* one looking into it (SVR 1d20 GTET [26-INTELLIGENCE] checked every 10 minutes).

A gilded casket decorated in amber, jade, onyx, obsidian, and river pearls is in the room's center on a solid wooden stand; the casket is sealed with a lead bead, a 250 GP upright Holy Symbol of Saorla is on top of the casket along with a 100 GP strand of jade prayer beads and a 30 GP hymnal to Saorla. The stand has gold nails and is decorated with gilded carvings of Tormariel's life. If the casket is opened Tormariel's skeleton appears to be inside, dressed in fine (50 GP) Priest's robes {actually, an excellent skeletal imitation made of limestone}; an interior pouch holds twelve black pearls, each 150 GP. If the casket is moved (requires 3 persons to lift), a chest is in the open space beneath the casket (*blindness* gas trap 3*1d100 minutes, trap moderate to find and moderate to disarm, difficult lock to open). The chest holds 1250 SP, 25 GP, 3x 50 GP bloodstones, 2x 125 GP diamonds, 6x 35 GP polished jade, a 300 GP ornate antique Elven Dirk in sheath, an *Elven Rapier +1*, and an enchanted Elven Shield (*deflect ordinary arrows*).

6. **True Burial Chamber.** The walls are painted light green with realistic renditions of the surrounding mountains; the ceiling is black and constellations are depicted as on Mid-Winter's Day; the floor is covered by white marble tiles; a circular inlay in semi-precious stones depicts Tormariel in middle-age, in Priest's robes, at an altar. Two oil lamps are in wall sconces in the west wall, a 4 FT 1000 GP gold-platinum Holy Symbol of Saorla hangs between them. A full-size oil painting of Tormariel as a young man hangs in a mahogany frame centered on the south wall. A 5 FT portrait of Tormariel's family (6 generations) in a 500 GP gold frame hangs centered on the north wall. A small oil painting of Bazihdar hangs on the south wall near the southwest corner, the painting conceals a wall safe with 50 digits (combination 17-02-36-44; difficult to pick). Opening the safe releases a *3d10 Fireball* spell into the room; the safe is empty.

A gold casket is in the room's center, laying across a large bronze chest on each end. The casket is sealed by a gold bead, the interior is lined in padded purple satin, the well-preserved skeleton inside is dressed in priest's robes and buried with a 120 GP Holy Symbol, 55 GP onyx Prayer Beads, a 230 GP archaic prayer book to Saorla, and 4x vials of *Holy Water* (18 GP crystal vials). The chest at Tormariel's head has a platinum keyhole (difficult to pick) and a *sleeping gas* (SVR 1d20 GTET [26-STAMINA], 2d100 minutes, 4d100 minutes Dwarf-Gnome, gas for 2d20 minutes) trap (difficult to find, moderate to disarm). The chest holds 1340 CP, 810 SP, 43 GP, 4x 200 GP white pearls, 2x 140 GP diamonds, 10x 80 GP pieces of green jade, 3x 25 GP pieces of amber, 5x 20 GP topaz, 30 GP ornate Dirk in 12 GP metal sheath, a 10 GP Short Sword with ornate basket hilt, a silver-headed *Heavy Mace +1*, a telescoping metal Quarterstaff (damage+2), 3x *1d10 Cure Wounds* potions, 2x *Banish Poison* potions, and 2x *Banish Disease* potions.

The chest at Tormariel's feet has a bronze keyhole (moderate to pick) and an apparent poison needle trap (easy to find, does not operate). The chest holds 3x 45 GP exquisite Priest's Robes (one increases SPM+1 when worn by an Elf), a Priest's Miter headpiece (increases damage of any prayer+1), a pair of studded leather *Web Casting Bracers*, and a pair of red leather *Traceless Shoes* (leaves no prints).

Tunnel into the Cliff

1. **Tunnel Door.** A sturdy dark metal door, difficult to find at night but easy in daylight. The door has a bronze keyhole (moderate to pick).
2. **Hexagonal Room.** The walls are pale yellow, painted with images of Saorla and her night maidens around a realistic full moon. The ceiling is painted black, and the floor is covered in dark purple octagonal tile. A decapitated black stone statue of Saorla is at the north end. Two dwarf-sized skeletons are on the floor.
3. **Looted Room.** The walls are pale yellow, show scorch marks, and streaks of dried blood are on the north wall. The ceiling is painted black, and the floor is covered in light blue octagonal tile. There are two overturned tables in the room, the hacked remains of several chair, shards of a broken mirror, crushed pewter mugs, a broken fiddle, and the broken-off hilt of a sword.
4. **West Monk's Pallet One.** The walls and floor are a dark stone, the ceiling is painted a rose blush color. The slashed remains of a long dark red curtain hang at the north end (hallway). The rotting remains of a rough bed are in the niche, along with an open wood chest (empty). The room is occupied by two HD2 Elvish **Skeletons** carrying spiked clubs.
5. **West Monk's Pallet Two.** The walls and floor are a dark stone, the ceiling is painted a rust-orange color. The slashed remains of a long dark green curtain hang at the north end (hallway). The rotting remains of a rough bed are in the niche, along with an upright chair. Two rotting cloaks hang on wall pegs (one has a 3 GP silver Ring in a pocket). A pewter Holy Symbol to Saorla is on the floor (20 CP). The

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room is occupied by two HD3 Elvish **Zombies** carrying scythes.

6. **Dusty Diner.** The walls are covered in a peeling green wallpaper, the ceiling is painted black, and the floor is covered by light blue tile. A rotting tapestry depicting Saorla hangs at the west end of the room, three empty oil lamps are in wall sconces along the north wall. Two defaced oil paintings of male Elves in Priest's robes hang on the south wall. There are four long tables in the room, two moldering benches per table. A rusted hatchet is buried in one table, one table is overturned with five arrows buried in the top, the remains of several ceramic vessels are on the floor. Thick dust covers everything. A single small track is visible in the dust (difficult to find).
7. **Haunted Kitchen.** The walls, ceiling, and floor are all dark grey stone. The south wall shows blast marks. The room has a charcoal grill, two ovens, and a dented cauldron hanging from a heavy iron ceiling chain. The shattered remains of a wood table are in the room, along with chopped pieces from several barrels. All of the utensils and pots have been looted. An incorporeal **Phantasm** (HD0, no armor, no attack, immune to attack) depicting an old male Elf in cook's clothing is found here, apparently still kneading bread; the Phantasm ignores all mortals.
8. **Forces of Fate.** The walls are covered by cedar planks, the ceiling is painted black, and the floor is covered in octagonal green tile. Remnants of a 5 FT portrait of Saorla hang in a rosewood frame on the west wall. A tapestry hanging on the north wall depicts a group of Elvish girls bathing in a mountain lake; the tapestry is in poor condition and falls apart when touched. Four partially-burned books (in Elvish) are on the floor

A shimmering silver *curtain of force* completely blocks the south opening and prevents vision into the room. A 3-inch silver figure (idol) surrounded by a silver nimbus is on the floor in front of (in the hallway) the curtain. The touch of any mortal on the figure drops the curtain (idol has an *aura of enchantment* but cannot be reactivated). The curtain restrained five HD4 **Ghouls**. One Ghoul has a *Ring of Spell Storing* (Hold in Place, Hold in Place, Blindness, Blindness, Mute, Sleep, Confusion, Aura of Heroism {allies attack +3}, 1d12 Lightning, 1d12 Fireball, Ice Encasement, 50 FT Minor Teleportation).

9. **East Monk's Pallet.** The walls are covered in pine planks, the ceiling is painted rust-orange, and the floor is covered in octagonal mauve tile. A slashed long dark red curtain hangs at the north end (hallway). The room holds a moldy pallet and blanket, two broken chairs, a stool with a rusted knife stuck in it, an upright armoire (empty), and a small end table. An empty picture frame is on the east wall. A mirror hanging on the west wall is splattered with dried blood. A rusted War Axe is on the floor, along with two crushed pewter vases and three empty glass vials.
10. **East Niche.** The walls are covered in pine planks, the ceiling is painted green, and the floor is covered in octagonal tan tiles. A long slashed brown curtain hangs at the north end

(hallway). Burn marks on the north wall outline where a holy symbol once hung. The chopped remains of a kneeler are in the room with moldy leather. A hidden panel (difficult to find, moderate pick lock) in the south wall conceals a vertical two-way knife switch, found in the down position. When the switch is moved to the up position the person holding the switch is *teleported* to the east end of Hidden Rooms (#12). The switch can be manually reset.

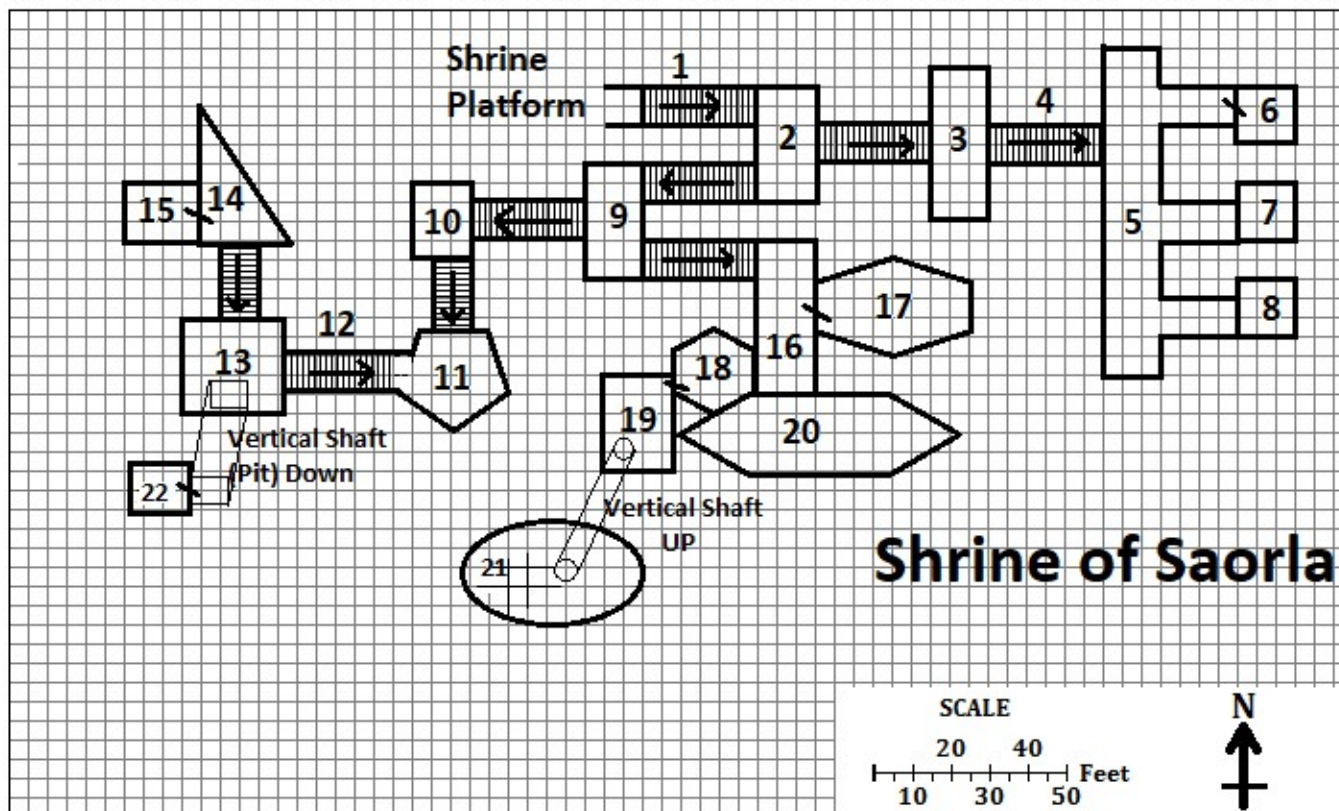
11. **Looted Office.** The walls are covered in mahogany planks, the ceiling is whitewashed with a mural depicting Saorla birthing Ajoriko (the Moon). The floor is covered in octagonal red tiles. The room holds a large four-drawer desk with a hatchet buried in one side and streaks of dried blood, the remains of two benches, the rotting remains of a divan and several pillows, the remains of four upright wood file cabinets with the drawers on the floor, and the crushed remains of two lanterns. A hidden (difficult to find) latch allows the entire desk top to pivot upward, revealing a shallow space holding 14 CP, 10 SP, 4 GP, a 25 GP silver Holy Symbol of Saorla, a Priest's scroll (*1d10 Cure Wounds, 1d10 Cure Wounds, 1d10 Cure Wounds, 2d8 Cure Wounds*), a Priest's scroll (*Banish Poison, Banish Poison, Banish Confusion, Banish Disease, Banish Magic, Banish Minor Infernal Creature*), and a 9 GP package of twelve good quality cigars.
12. **Hidden Rooms.** The walls are covered in black satin wallpaper with silver moons and stars, the ceiling is painted a dawn blush, and the floor is covered in pink octagonal tile. A 5 FT portrait of Saorla hangs on the west wall, six small portraits of older Elven men in priest's robes hang along the north wall, and a tapestry depicting an Elven King in his throne room hangs on the south wall (poor condition, disintegrates). Two small crystal chandeliers provide light. A two-position knife-switch found in the south wall at the west end is in the down position, taking the switch to the up position *teleports* the person to West Monk's Pallet One (#4); the switch can be manually reset. A green jade Holy Symbol of Saorla hangs on the south wall at the east end – if Adventurers have examined the shrine altar and noted the jade hollow then they determine with moderate difficulty that this holy symbol likely is sized to fit the hollow; if they have not examined the altar the holy symbol has no special significance. An Elven skeleton in moldy priest's robes is on the floor, the floor beneath and the robes are heavily stained with blood. The pockets contain 4 GP, a 15 GP garnet, and a silver-bladed Dirk; the skeleton has a 50 GP gold-diamond ring on its right hand.

Under the Shrine

Unless otherwise noted, the walls are covered in black ceramic tile, the ceilings are whitewashed, and the floors are covered by cedar planks. The rooms are 12 FT tall.

1. **Stairs down to the Dark.** The steps descend at a steep 60° angle, they are made of a white material that has an eerie phosphorescent glow. A painting of a young Elven girl in a white dress hangs midway on the north wall. A pressure plate (difficult to avoid if undetected, difficult to find, difficult to disarm) in the floor 10 FT from the bottom activates a delay timer which fires two 1d10 crossbows mounted on the east wall of * just as Adventurers enter the room (avoid 1d20 GTET [25-AGILITY]).

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2. **Way Station.** The ceiling here is 8 FT tall. Two single-shot crossbows are bolted to the wall in the northeast corner, one above the other, with firing cords that go into the wall behind them. A two position knife switch mounted on the south wall is found in the up position, moving the switch to down moves the statue on the platform above to cover the access stair, moving the switch to up again moves the statue to open the access stair.
3. **Fantastic Visions.** Adventurers see an *illusory Manticore*, apparently a large and healthy specimen (moderate to disbelieve). Believers treat the **Manticore** as HD8, hp28, chain mail armor, bite 1d6, 2x front paws 1d8, 1d8 tail missiles each 1d4.
4. **Steps Perilous.** The steps descend at 45°, they are made of a yellow stone. Bronze Holy Symbols of Saorla hang one on the north wall, one on the south. A ceiling hatch at the top of the stair (difficult to find, moderate to disarm) holds a 6 FT diameter iron ball (hp2d8, avoid 1d20 GTET [28-AGILITY]) which is released by a pressure plate in the floor midway down (difficult to avoid if undetected, difficult to find, moderate to disarm).
5. **Fog of War.** The walls are covered by a mauve wallpaper. A painting of dusk over winter mountains hangs on the north wall. Two fading tapestries hanging on the west wall depict Elves sailing on Lake Imgolgoss in summer. The north hallway leading east apparently ends in a bricked-up arch which appears solid to every test; a hidden (difficult to find) level causes the entire arch to slide down into the floor, allowing access to North Shieldwork. The middle and south hallways leading east end in sturdy wood doors with bronze keyholes (moderate difficulty to pick).
6. **North Shieldwork.** The room contains four upright training dummies with short sword blades on a rotating wheel. Six common shields hang on the east wall, six shields hang on the south wall ({1} deflects ordinary arrows, {3} deflects ordinary and enchanted arrows, {4} reduces breath weapon damage to one-third, {5} deflects gaze attacks). The room is occupied by two HD2 **Skeletons** with single-blade War Axes and Shields.
7. **Middle Staff.** The room contains four training dummies, each with two mechanical arms fitted with staves, each arm can make 40 vertical or horizontal strokes with the staff. Four staves lean against the wall in the northeast corner, one gives a defense bonus+2. A small metal chest is locked (easy open lock) and has a *poison gas trap* (moderate to find, difficult to disarm, affected persons lose hp1 every 10 minutes (6/hour) for the next 24 hours, SVR 1d20 GTET [26-STAMINA]). The chest contains 300 CP, 100 SP, four ordi-

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nary wood rods, a Heavy Mace, a *Wand of Lock Opening* (x37), a *Wand of 1d8 Self Damage* (x30) that is identified as a Wand of Lightning Bolts, a bag of ten steel spikes and ten wood stakes, two boomerang, and a quiver of fourteen war arrows (2x +1).

8. **South Axeman.** The room contains a foot-powered grindstone and a padded bench. A selection of files and whetstones are on a shelf on the east wall. Six double-bladed War Axes hang from pegs in the north wall (one is +1, another has damage+2). A locked (moderate to open) wood chest contains 500 CP, 175 SP, 10 GP, 3x plain 100 GP crowns, 10x 5 GP bronze-amber armbands, 2x 60 GP gold brooches, and 10x silver chains with jade pendants (Saorla holy symbol; persons wearing these pendants are not attacked by the Golem at Elven Hero).

9. **Elven Hero.** A painting of the principal ten Gods and Goddesses of the archaic Elven pantheon hangs on the north wall. An 8½ FT bronze statue of an armored male Elven warrior armed with a Flail stands between the two stairs on the east wall – statue acts as a HD6 **Bronze Golem** if any non-Elf enters the room unless that person is wearing one of the pendants found at *. A two-position knife switch found on the south wall is in the down position; when the switch is in the up position so is the portcullis between Star Chamber and the Steps of Doom, when the switch is down, so is the portcullis.

10. **Sun and Moon.** The walls are painted sky blue and each wall depicts a large blazing sun, the ceiling is painted black with a highly detailed and accurate depiction of the moon at the center, and the floors are covered by a green carpet resembling grass. The stairs to the Star Chamber are reached through an open arch in the south wall. Two metal chests are against the west wall, one has a puzzle (very difficult) on top with twelve scrambled tiles that when properly arranged depict a spiral-armed sun, the other has a puzzle (moderate difficulty) on top with twelve scrambled tile that when properly arranged depict the moon with a face on it. Neither chest opens until its puzzle is solved. The sun chest contains 80 bronze pieces, 210 GP, 1100 tin pieces *under the illusion of being gold* {disbelieve SVR [28-INTELLIGENCE]}, 6x 10 GP gold rings, 4x 25 GP gold locket, and 8x 15 GP gold chains. The moon chest contains 1400 SP, 130 platinum pieces, 14x 100 GP pink pearls, a 40 GP silver moon pendant, 5x 5 GP pieces of white ivory scrimshaw, and a 120 GP platinum-ruby pin. When Adventurers return from the Star Chamber, the room is occupied by two HD4 juvenile **Griffons**.

11. **Star Chamber.** The walls are painted light blue with summer constellations depicted with red dots, the ceiling is painted red with a circular painting of Saorla's face in the center, and the floors are covered by a thick grey carpet. A painting depicting the Flying Unicorn constellation (10 stars) hangs on the southwest wall. A large parchment in Elvish tacked to the northeast wall depicts the Elven Lord constellation (8 stars), the Life Tree constellation (8 stars), the Boat of Fate constellation (7 stars), the True Arrow constellation (7 stars), and the Bull Minotaur constellation (11 stars). Lit oil lamps are in wall sconces in the northeast and southeast walls. A steel portcullis (difficult to unlatch, requires 3 Ad-

venturers to lift) in the west wall controls access to the Steps of Doom, its position is controlled by the knife switch at Elven Hero. Twelve metal rods in the floor are 3 FT tall, each topped by a 6 inch bronze sphere with 6 inch radiating lines of gold (depicting stars), the rods are about 40 inches from each other. Adventurers find that each rod can be moved upward from its found position by about 20 inches but not lowered.

When the stars are moved to depict the Flying Unicorn, the person moving the 'stars' gains 10 minutes of flying to be used within the next hour (20 minutes and 3 hours if Elf). When the stars are moved to depict the True Arrow, the persons moving the 'stars' gains +2 TH with Bows/Crossbow for the next hour (3 hours if Elf). When the stars are moved to depict the Boat of Fate, the person moving the 'stars' gains +2 saving roll bonus for the next hour (3 hours if Elf). No other configurations have any effect. An Adventurer can only have one active effect, they must wait GTET 4 hours to receive another ability.

- 12 **Steps of Doom.** The steps are made of a slippery red stone (avoid fall 1d20 GTET [24-AGILITY]). Black cloths hang in niches in the north and south walls midway down (4 FT by 3 FT, 2 FT deep). Each niche holds the several head of a Basilisk (SVR petrifying 1d20 GTET [24-STAMINA] per head, range 6 FT).

13. **The Trap's the Thing.** Two musty and damp divans are in the room, one over the trap door (divan collapses and breaks apart if sat/stood on, 1d20 roll GTET 08), collapsing the divan opens the pit. A 2 FT by 2 FT steel safe centered in the south wall has a 40-digit combination lock (17-33-05-29; very difficult to pick); a concealed trap door is in front of the safe (difficult to avoid if undetected, easy to find, moderate



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- to disarm). The vertical shaft is 25 FT deep with ten 20 inch steel spikes at the bottom. A hidden door (moderate to find, moderate open lock) in the west wall at the bottom of the pit gives access to Getting the Shaft. The safe is 2 FT deep, opening the door also pulls the pin from a 1d12 exploding grenade (15 second delay, a spare pin is found in the safe with moderate difficulty); there is also a leather bag with 156 GP. A sturdy door in the north wall (easy lock) opens on stairs up, another sturdy door (no lock) at the top of the stairs gives access to Summoning Heads.
14. **Summoning Heads.** The walls are a light purple, the heads of a beaver, badger, lynx, wolf, and bear are painted on the northeast wall in black. A hidden door in the southwest corner (moderate to find, moderate to open lock) leads to the Path to Tormariel. An Adventurer *summons* the animal(s) whose head(s) they touch; the creature(s) are HD5 and have armor equivalent to leather armor, beaver-badger bite 1d4, lynx-wolf bite 1d6, bear bite 1d8.
15. **Path to Tormariel.** The walls are covered by a red-gold striped wallpaper. A portrait of an Elven man in Priest's robes hangs on the west wall. A painting of an unnamed galaxy hangs on the north wall. A two-position knife switch in the south wall is found in the down position; an Adventurer who moves it to the up position is *teleported* to the Entry Room (#1) in the Burial Mound; the switch can be manually reset but has a 2 minute reset timer. A small wooden table is in the room, a leather purse on the table holds 30 CP, 11 SP, and 2 GP. If the room is entered from Paths to Knowledge in the Burial Mound, the door in the east wall is hidden (difficult to find) and the portcullis at the bottom of Stairs of Doom is down.
16. **Jade Hall.** The walls are painted jade green with embedded flecks, the ceiling is covered in tiles made from white jade, and the floor is covered by strips of petrified wood. A hidden door (moderate to find, moderate to open) in the center of the east wall leads to the Fossil Room. A sturdy wood door in the southwest corner has a bronze lock (moderate to open). A sturdy wood door in the south wall has a steel lock (moderate to open) and a 1d6 *electric shock trap* (difficult to find, moderate to disarm, 4 charges, SVR 1d20 GTET [24-STAMINA]). A painting depicting a dragon flying in a clear night sky hangs on the north wall. A tapestry depicting a group of Elven women working in a large kitchen hangs on the west wall. Three oil lamps in wall sconces are mounted on the east wall.
17. **Fossil Room.** The walls are covered by burnt orange wallpaper, the ceiling is covered in overlapping thin bronze plates, and the floor is covered in thin slices of limestone with embedded fossils. Four circular tile pictures in the floor center depict a mastodon, a saber-tooth cat, an extinct upright lizard (allosaur), and an extinct giant plated insect (aura of enchantment). A mastodon skeleton is mounted against the east wall. The pelt of a saber-tooth is attached to the northwest wall, the pelt of a white grizzly bear is tacked to the northeast wall. A 20 FT long silver-gilded breakfront with twelve drawers is across the V in the south water. Stepping on one of the seals activates the seal, a second stepping within 15 minutes summons the **beast** depicted (mastodon HD12, cat HD7, allosaur HD 10 {bite 1d10}, insect HD8).
18. **Lab Stores.** A hidden door (difficult to find, moderate to open) in the southwest door leads to the Potion Lab. The room has crates of various powders, dried plants, ground minerals, exotic monster body parts, salts, ground stones, metallic ores, acids, waters and other exotic liquids and chemicals.
19. **Potion Lab.** The walls are covered in brown leather over pine planks, the ceiling is covered 1 inch thick by a fire-retarding resin, and the floor is covered in tan ceramic tile. A trapdoor in the ceiling covers the bottom of a 7 FT diameter vertical shaft leading up to Top of the Shaft, opening the door releases about 30 gallons of cold dirty water. The room is furnished with four rotting tables, six wood stools, two benches, and two upright armoires. Several moldy posters on the east wall depict alchemical ingredients and formula (Elvish, 30% legible). A wide variety of alchemical equipment is found in the room, suitable for almost any potion-related task, the equipment is all ordinary for its type and function. One armoire has a bronze keyhole (moderate difficulty to open), it holds 6x *Holy Water*, 2x *Salve Against Paralysis*, 2x *1d10 Cure Wounds Potions*, a *2d8 Cure Wounds Potion*, 3x *Patur's Tonic* (banish disease), *Kellern's Tonic* (banish blindness), and 4x packets *Rodent Repelling Powder*. The second armoire has a platinum keyhole (very difficult to open), it holds 3x *Elven Death Dust*, 4x *Human Death Flow-er*, a dose of *Dwarven Death Dust*, *Haeldan's Cordial* (weakens will), *Draught of Winding* (lowers stamina), 3x *Stoning Draught* (petrifies), 4x *Antidote Tonics* (versus poison/venom), and 2x *Blindness Draughts*. The vertical shaft has an iron ladder built into the north side, the rungs are slippery (two fall checks, SVR 1d20 GTET [25-AGILITY]).
20. **The Summoning.** The walls are covered in a gold foil, the ceiling is whitewashed with paintings depicting Saorla making stars, and Saorla's palace on the moon. The floor is covered in black tile with flecks of reflective crystal embedded. The floor is 1½ FT below the level of the exterior hallway. A black stone altar to Saorla is centered along the south wall, under a 250 GP 5 FT silver Holy Symbol hanging on the wall. Tapestries depicting Saorla hand on the northwest, southwest, northeast, and southeast walls. The north and south walls each have two silver oil lamps shaped like the moon, set in platinum wall sconces. A silver hexagonal column, 3 FT high, is at each of the west and east points, on the west the column is topped by a red button, on the east topped by a green button. Three HD9 **Griffons** (as plate mail, hp63, bite 1d10, 2xClaws 1d6 (airborne 4d6), Tail stinger 1d4 {paralyzing poison, SVR 1d20 GTET [25-STAMINA]}), eagle's head with lion body and scorpion's tail, leathery wings) appear in the room's center 2 minutes after any non-Elf enters, unless the green button is depressed. Pressing the red button causes a red metal chest to appear, wrapped in a red metal chain with padlock (moderate difficulty to open). The chest contains three adamantite ingots, two silver ingots, three bronze ingots, a gold ingot, and four steel ingots.
21. **Top of the Shaft.** The walls and ceiling are covered in molds, slimes, algae, mosses, and hanging vines. The air is heavy and wet. A crack in the ceiling 6 FT long by half-inch wide, slowly drips water into the room. Whatever furnishing the room once had are now lumps of decaying green mass. The room is occupied by two HD5 **Mold Golems** (as chain-mail armor, hp 25, 1d8 punch per fist, scoring a hit release

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poisonous spores, takes half damage fire magic and smoke is poisonous, takes triple damage from cold).

- 22. Getting the Shaft.** The walls are painted black, the ceiling is covered by overlapping bronze plates, and the floor is covered by dark green tiles. Three wood chests are in the room, covered by a 10 FT by 10 FT wood slab which is connected to the floor by six metal tie rods. On top of the wood is a 500 pound 6 FT bronze statue depicting a female Elf in a dress, carrying a winged staff. Each chest has a bronze keyhole (easy to open). The first chest opened is filled by 1875 CP, 310 SP, 25 GP, and seven 15 inch 15 GP bronze figures. The second chest opened is filled by 2350 CP, 440 SP, 15 GP, and three 250 GP 18 inch silver busts of male Elves. The last (third) chest opened is filled by 3100 CP, 620 SP, 22 GP, and ten 8 GP rams horns.

Bazihdar Site

The old Elven town of Bazidhar was built in the traditional manner, and consisted mostly of treehouses in **Ail'chain trees**, connected by hanging walkways, with spiral walkways around the trees, and gardens between the trees. It never had much in the way of stone buildings or roads or fences. The town was sacked and burned around the same time as the destruction of Lindoran. Many mature trees were destroyed, trees that had stood for more than a thousand years. In the years since, the Ail'chain trees have germinated and again there are tall trees throughout the area where there was once a thriving town. Adventurers who dig in the area find an ancient relics on 1d20 rolls GTET 17, checked for every 15 minutes of digging. Determine the specific item(s) using 1d100, all items found are decorated in antique Elven motifs: (1) ceramic mug, (2) silver goblet, (3) silver knife, (4) silver brandy flask, (5) 1d6 SP, (6) 1d3 GP, (7) pewter stein, (8) 1d4 arrowheads, (9) dutch oven, (10) 2d10 SP gold belt buckle, (11) 1d8 GP gold brooch, (12) Elven Dirk, (13) bronze holy symbol,

Elven pantheon, (14) Elven prayer beads, (15) 1d10 ivory keys, pinafore, (16) metal chain, (17) 1d6 ivory needles, (18) 1d8 ivory buttons, (19) ivory cup, (20) ironwood carving, (21) bronze key, (22) small crystal sphere, 4 inches, (23) polished lake shell, (24) crystal chandelier piece, (25) bronze candle holder, (26) rusted metal hammer, (27) rusted pry bar, (28) battered oil lamp, (29) rusted spade head, (30) rusted pick head, (31) trowel, (32) small ceramic bowl, (33) small glass figure, (34) pewter serving dish, (36) ceramic platter, (37) rusted iron poker, (38) ceramic bowl, (39) metal pen tip, (40) glass inkwell, (41) pewter vase, (42) metal clock face, (43) horn drinking cup, (44) glass vial, (45) colored glass vase, (46) bronze plate with Elvish writing, (47) empty wine bottle, (48) empty metal tin, (49) 10 GP bone scrimshaw, (50) sword hilt, (51) dented metal scabbard, (52) rusted boat-hook, (53) string of glass beads, (54) copper ring, (55) unidentified small mechanical device, (56) rusted piece of a gauntlet, (57) tin mug, (58) iron cauldron, (59) short length of iron chain, (60) blacksmith's hammer, (61) metal smoking pipe, (62) 12 GP piece of carved ivory, (63) 20 GP gold Locket, (64) whetstone, (65) piece of glass lens, (66) 1d6 bronze gears, (67) 1d6 steel tie down rings, (68) iron wedge, (69) 1d6 rusted steel spikes, (70) woodsman's axe, (71) stag's head top ceramic stein, (72) coxswain's whistle, (73) rusted whittling knife, (74) damaged magnetic compass, (75) buried anvil, (76) iron blacksmith's tongs, (77) wheel bearing, (78) 2d20 SP deer antler scrimshaw, (79) 1d12 loose diamond, (80) 3d20 SP piece of amber, (81) wood pipeweed box, (82) broken hookah pipe, (83) metal hand press, (84) small meat grinder, (85) wrapped deck of cards, (86) 1d6 GP gold-sprayed pine cones, (87) 1d8 rusting iron horseshoes, (88) 15 FT rusting quarter-inch steel cable, (89) rusting metal-ceramic pulley, (90) *Sky Hook*, (91) *Butcher's Cleaver +1*, (92) 1d6 *War Arrows +1* TH in a wrapped quiver, (93) *Elven Rapier +1*, (94) empty 500# *Magic Bag*, (95) 1d20 GP plain gold Ring, (96) *Ring of Prayer Storing* (14x 1d6 *Cure Wounds*), (97) *Ring of Protection* (AC+2, +2 all saving rolls), (98) *Poison Antidote Ring*, (99) *Ring of Traceless Movement*, (100) *Ring of Water Walking*.

GM's Information: Mature Ail'chain trees are between 30 FT and 60 FT in diameter, from 150 FT to 225 FT in height, with branches out to a 50 FT radius. They have a willow-like trunk with immense roots which can be seen 20 FT from the base. The leaves are a silver-green with five curves lobes and a star-shaped yellow spot. Clumps of yellow berries grow from limbs in the uppermost 50 FT of the tree. The tree trunks grow no closer together than 150 FT. The bark contains a valuable scented oil, the leaves are used in several medicinal concoctions, the berries restore stamina and health, and the wood is resistant to rot. Traditional Ail'chain trees are used by the Elves to construct tree house dwellings and are large enough to support from ten to twenty houses.

Arriving in The Vale (on Foot)

In Spring

It has been a mild Spring in the mountains, with less rain than usual, and slightly warmer temperatures than normal. The Vale is thoroughly thawed with wet and marshy conditions in the fields and meadows. Muddy game trails are easily found (1d20 roll GTET [24-Intelligence], range 100 FT) among the sprouting green grasses. Small streams and ponds are at normal levels to slightly overflowing, filled by the melting of heavy winter snows, though the Männera, Lake Usussial, and the Thetast River are

IN THE VALE

slightly below their normal levels (noted on a 1d20 roll GTET [25-Intelligence]). As Adventurers approach the ruins of Lindoran, they notice thin streams of smoke (daylight only, if **Brogan Mouric** is at home, 1d20 roll GTET [24-Intelligence], checked every mile); if they come near to the Temple of Finndal they smell fireplace smoke (notice on 1d20 rolls GTET [22-Intelligence], checked every hundred yards). The top 10 inches of soil are wet and easy dug into, with harder soils and rock beneath (ordinary tools break on 1d10 rolls GTET 7, checked every 2 inches of digging after 10 inches). The city ruins are wet and slimy with a few small standing pools of water, and the pavement and plazas have weeds growing up through them. Dry tinder and firewood is found on 1d20 rolls GTET [28-Intelligence]. Success on a 1d20 roll GTET [30-Intelligence] is required to find specific herbs or plants; an Herbalist applies a +3 bonus, checked every quarter-hour.

In Summer

It has been a hot Summer in the mountains, with less rain than usual and temperatures 5° to 10° warmer than usual. The Vale is dry except within a quarter-mile (1500 FT) of the lakes, with a thick cover of long grasses and leafy copses of trees. Scattered game trails can be found after searching in the tall grasses (1d20 roll GTET [28-Intelligence], range 25 FT). Small streams and ponds are below their normal levels, the Männera, Lake Usussiall, and the three Rivers are well below their normal levels (noted on 1d20 rolls GTET [28-Intelligence]). As Adventurers approach the ruins of Lindoran, they notice thin streams of smoke (daylight only when **Brogan Mouric** is at home [very unlikely in this season], 1d20 rolls GTET [27-Intelligence], checked every mile); if they pass the Temple of Finndal they may smell fireplace smoke (1d20 roll GTET [30-Intelligence], checked every hundred yards). The top 20 inches of soil are moist and easy dug into, with harder soils and rock beneath (ordinary tools break on 1d10 rolls GTET 9 checked every 2 inches of digging to 12 inches, GTET 7 checked every 2 inches from 14 to 20 inches, and GTET 5 checked every 2 inches below 20 inches). The city ruins are dry with empty fountains and basins; the walls are overgrown with thorny berry bushes, laden grape vines, and tendrils of poison ivy and oak; the piles of rubble are surrounded by thick brambles with hardy weeds and dandelions growing on their surface. Apply a -4 penalty to searching for objects or features on the ground, covered by tall grasses, berry bushes, or vines. A specific herb or plant is found on 1d20 rolls GTET [30-Intelligence]; a Herbalist applies a +3 bonus checked every quarter hour of searching.

In Autumn

It has been a pleasant early autumn with warm days and cool (but not cold) nights, with somewhat more rain than in usual. The Value is mostly dry with moist to wet low areas, and marshy conditions near ponds, streams and underground springs. The scattered game trails are dry and dusty among the drooping golden grasses (1d20 roll GTET [28-Intelligence] to find, range 30 FT). Small streams and ponds are near their normal levels, and the Männera, Lake Usussiall, and the three Rivers are slightly below their normal levels (noted on 1d20 rolls GTET [28-Intelligence]). As Adventurers approach Lindoran, they notice thin streams of smoke (daylight only when **Brogan Mouric** is at home, 1d20 rolls GTET [30-Intelligence], checked every mile); if they pass the Temple of Finndal they may smell fireplace smoke on 1d20 rolls GTET [30-Intelligence], checked every



hundred yards). The top 8 inches of soil are moist and easily dug into with drier soils for 12 inches underneath, below which are rocky soils (ordinary tools break on 1d10 rolls GTET 6 checked every 2 inches below 8 inches, GTET 4 checked every 2 inches below 20 inches). The city ruins are dry with empty fountains and basins, the troughs and low places and corners around crumbling walls beginning to fill in with blowing leaves. Apply a -3 penalty to find items, objects, or features on the ground, covered in leaves. Specific herbs or plants are found on 1d20 rolls GTET [30-Intelligence]; a Herbalist applies a +3 bonus checked every quarter-hour.

In Winter

It has been an early and fierce Winter in the mountains, with heavier-than-usual snow and colder temperatures. The Vale is shrouded in five to eight inches of powdery snow, with occasional drifts 30 inches deep. Widely scattered game trails through the snow are easily found (1d20 roll GTET [25-Intelligence], range 50 FT). Small streams and ponds are frozen 6 inches thick, and the Männera and Lake Usussiall are frozen 1d3+1 inches thick. The remnants of old stone bridges are slippery with ice (sliding/falling unless 1d20 roll GTET [26-Agility]). As Adventurers approach the ruins of Lindoran, they notice thin streams of smoke (daylight only when **Brogan Mouric** is at home [very likely in this season], 1d20 roll GTET [24-Intelligence], checked every mile); if they pass the Temple of Finndal they smell fireplace smoke on 1d20 rolls GTET [25-Intelligence], checked every hundred yards. The city ruins are covered by three to four inches of fresh snow, with drifts on the east sides of walls to 70 inches deep, and a sheet of ice over sections of paved road or plazas (-3 Agility penalty outdoors). The ground is thoroughly frozen (ordinary tools break on 1d10 rolls GTET 4, checked every 2 inches of digging). Apply a -6 penalty to find items, objects, or features on the ground, covered in snow. Dry tinder and firewood is found on 1d20 rolls GTET [26-Intelligence]. Specific herbs or plants are found on 1d20 rolls GTET [30-Intelligence]; a Herbalist applies a +3 roll modifier checked every quarter-hour.

Approach by Water

During Spring, Summer, or Autumn the City can be approached by boat (in Winter the lower 40 miles of river plus all of the

APPROACHING LINDORAN

Lakes are frozen with ice 3 to 6 inches thick), from the White Horse River, across Lake Männera (also called Imgolgess), up one of two canals to Lake Usussial, and east along the length of Usussial and southeast into the remains of Lindoran Harbor. The White Horse River flows north out of Männera with a strong current through a steep, winding gorge, with rapids 10 miles, 18 miles, 25 miles, and 38 miles above the Lake; a boat flips in the rapids unless there are GTET 4 oarsmen and the steersman succeeds on a 1d20 roll GTET 42-Intelligence-Agility], checked per rapids. The nearest canal is 128 miles from the mouth of the White Horse River, going along the west side of a chain of islands called “Eilenen’s Pearls”; the water depth at any given location on the Lake is given by 4d10+9 FT. In Summer a stiff headwind from the south generally makes a trip south across the Lake difficult. Check for an encounter every 1d20+10 miles. In the Spring 1d3-1 storms occur while boats are on the Männera, in Summer 1d2-1 storms occur, in Autumn 1d5-3 storms occur; a boat capsizes in a storm unless the steersman succeeds on a 1d20 roll GTET [28-Agility] (if the boats travel the longer route close to shore and put in when storms threaten, there is no chance of capsizing). Each canal is about 20 miles long with water depth given by 1d12+4 FT; a boat is holed by debris while traveling the canal unless the steersman succeeds on a 1d20 roll GTET [25-Agility], checked every 3 miles; check for an encounter every 7 miles. It is about 90 miles to travel lengthwise down Lake Usussial then southeast into the bay bordering Lindoran; the water depth is given by 3d8+6 FT. In Spring 1d3-1 storms occur while boats are on Usussial, in Summer 1d4-3 storms, in Autumn 1d4-2 storms; a boat capsizes in a storm unless the steersman succeeds on a 1d20 roll GTET [27-Agility]; check for an encounter every 2d20+10 miles. Lindoran Harbor has silted up and been flooded with mud and ash over the years, a marshy strip 2d20+100 FT wide is along the shore except for two stone causeways which extend out into the lake on the northwest side. The broken base of a lighthouse is on a mud flat about 400 FT from shore. A 16 FT covered white stone cupola sits 2 FT above the water level on a stone column 20 FT across, 280 FT out into the water; a badly damaged bronze bell hangs in the cupola dome.

In Summer, when boats are within 3 miles of Lindoran, **Wistanrangag** (adult red dragon) is seen flying about on 1d20 rolls GTET 18 (in Spring 17, in Autumn 15, in Winter 20), checked every mile. He spots boat(s) on 1d20 rolls GTET 16.

Approach by Air

Adventurers approaching by air must cross many miles of very high mountain ranges whose peaks extend up to 19,528 FT. An airship, flying carpet, or flying machine crashes in the mountains due to the complex winds, air currents, updrafts, and shears, unless the steersman succeeds on a 1d20 roll GTET [28-Agility] checked every 20 miles of flight. A flying person or flying animal who is not mountain-acclimated becomes unconscious from the altitude for 1d100*1d100 rounds (save 1d20 GTET [26-Stamina], checked every half hour). In Spring, a storm is encountered on a 1d20 roll GTET 16 checked every 3d20+20 miles, in Summer on rolls GTET 18, in Autumn on rolls GTET 15, and in Winter on rolls GTET 13; a storm causes any kind of airship or animal to crash unless the steersman/rider succeeds on a 1d20 roll GTET [38-Agility-Strength]. Adventurers detect the imminent storm 1d8*30 minutes before it occurs if they succeed on a 1d20 roll [28-Intelligence]. The temperature while flying is 20°F less than on the ground. Check for an encounter with flying crea-

ture(s) every 1d12+12 miles.

A crash occurs over the Elchanim Vale unless the steersman/rider succeeds on a 1d20 roll GTET [26-Agility], checked every 1d20+5 miles. A storm is encountered in the Vale every 1d100-25 miles in Spring, every 1d100+25 miles in Summer, and every 1d100-35 miles in Autumn; airships and flying animals crash during storms unless the steersman/rider succeeds on a 1d20 roll GTET [26-Agility]. While over the Vale, check for encounters with flying creature(s) every 1d20+15 miles.

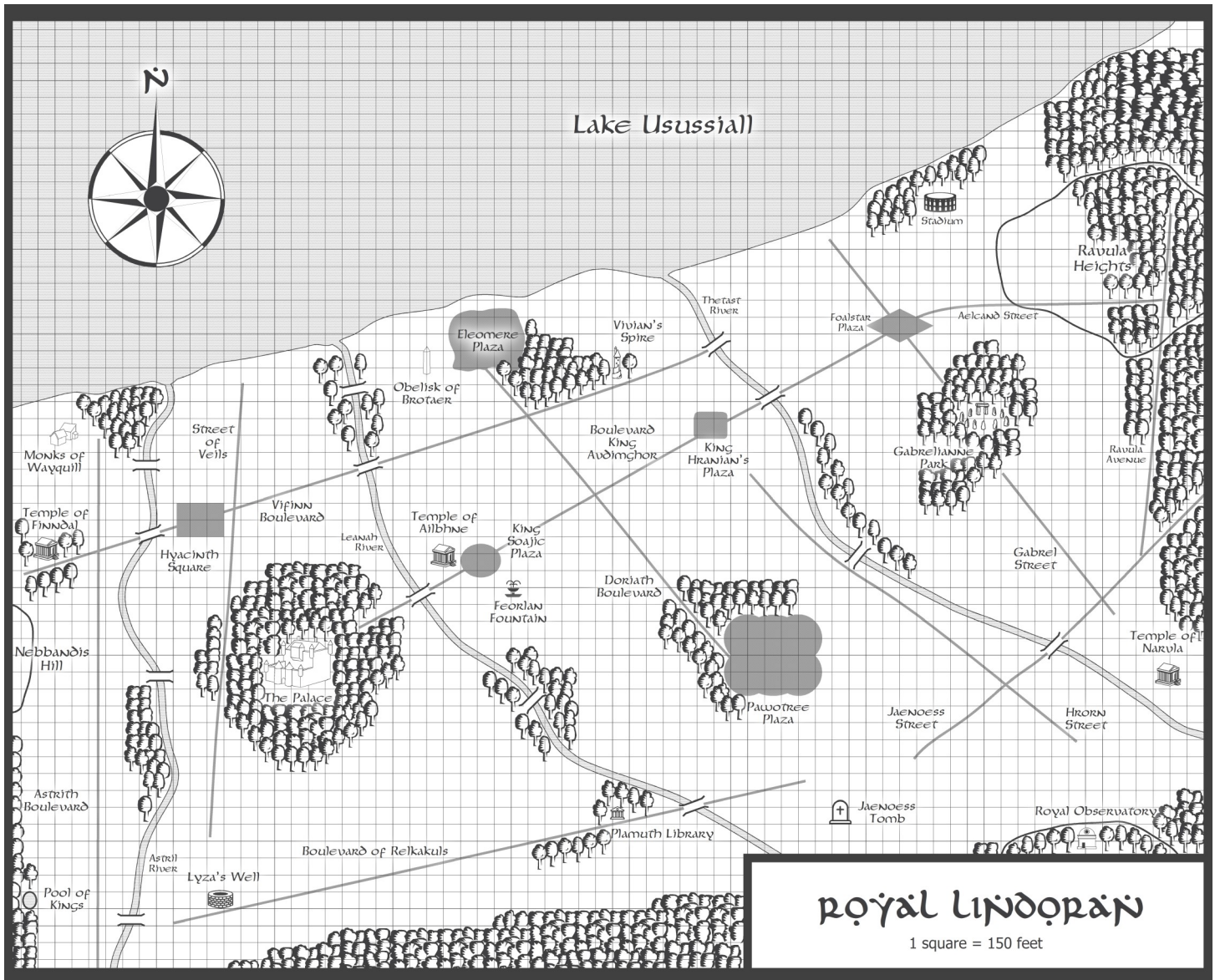
In Summer, when airships or flying beasts are within 5 miles of Lindoran, **Wistanrangag** (adult red dragon) is seen flying about on 1d20 rolls GTET 17 (in Spring 17, in Autumn 19, and in Winter 20). He spots the airship(s) or animals on 1d20 rolls GTET 15, checked every 15 minutes.

The City of Lindoran

The city ruins extend along the southeast shore of Lake Usussial about 2 miles, and are about 1.5 miles deep (a map of Lindoran in the days of the Elven Kings is on page 28, a map showing more current conditions in Lindoran is on page 29). Three rivers flow into the city: the Astril on the west side, Leanah in the center, and Thetast on the east side. The partially-buried remains of three roads come into city, one on west side of the Astril, one between the Astril and Leanah, and one about a half-mile east of the Thetast. A jumble of walls and buildings stick up through wide patches of brambles, thick groves of grape and berry vines, tall grasses, and small trees. The west side of the ruins are covered in a layer of thick mud from flooding along the Astril. The city was not built with stone circling or curtain walls or gates; prior to the final battle ditches and earthworks were thrown up, primarily on the west and south sides, along with some temporary wooden walls; the wood has long since fallen and rotted away although a few of the vertical support posts are still visible; many of the ditches have become draining streams, especially in Spring, and are indistinguishable (1d20 roll GTET [28-Intelligence]) from small natural creeks.

The central part of the city is built in a more regular street pattern, while outer sections have diagonal boulevards, circles, meandering lanes, and a more irregular street pattern; the pattern is made more difficult to discern by the thick coverings of vegetation, mud, ash, the piles of rubble, and the fallen buildings. The highest points in the city are between the Leanah and Thetast Rivers (4300 FT from the Lake), Nebbandis Hill (west side, 1800 FT from the Lake), and Ravulla Heights (northeast side, 900 FT from the Lake). The most significant structures still remaining in Lindoran are the Roya Observatory (on a hill in the southeast), Plamuth Library (a four-story building in the center-south), Lyza’s Well (center-west), the Stadium (used primarily for track events, northeast along the Lake), a double stone Causeway extending out into the Lake (northwest area, each 25 FT across by 800 FT long, 5 FT above the water, separated by 150 FT), the Feorlan Fountain (center), a painted wood bridge over the Leanah about a half-mile from the Lake), the Pool of Kings (southwest area), Vivian’s Spire (an eight-story tower with an additional 50 FT column above the roof, north-center area), the Temple of Ailbhne (Goddess of Lakes, Rivers, and Rains, center area), the Temple of Finndal (God of Earth, west side), the Temple of Narvla (Goddess of Speech, Poetry, and Music, southeast area), Gabrelianne Park with the four Circles of Standing Stones

THE CITY OF LINDORAN



(four concentric circles of stones with crosspieces similar to Stonehenge, east side), the Obelisk of Brotaer (north-center area), and the Boulevard of King Avdimghor (three-quarters of a mile long, oriented southwest to northeast, with columns every 30 FT supporting trellis lattices, covered in leafy grapevines in Spring and Summer, and thick dead vines in Winter). An ornate arched stone bridge once crossed each river at intervals of about 800 FT – a bridge remains intact on 1d20 rolls GTET 18. The Treasure Vaults are located on the west side of King Hranian's Plaza, an open space about 500 FT west of the Thetast River, 1600 FT south of the Lake.

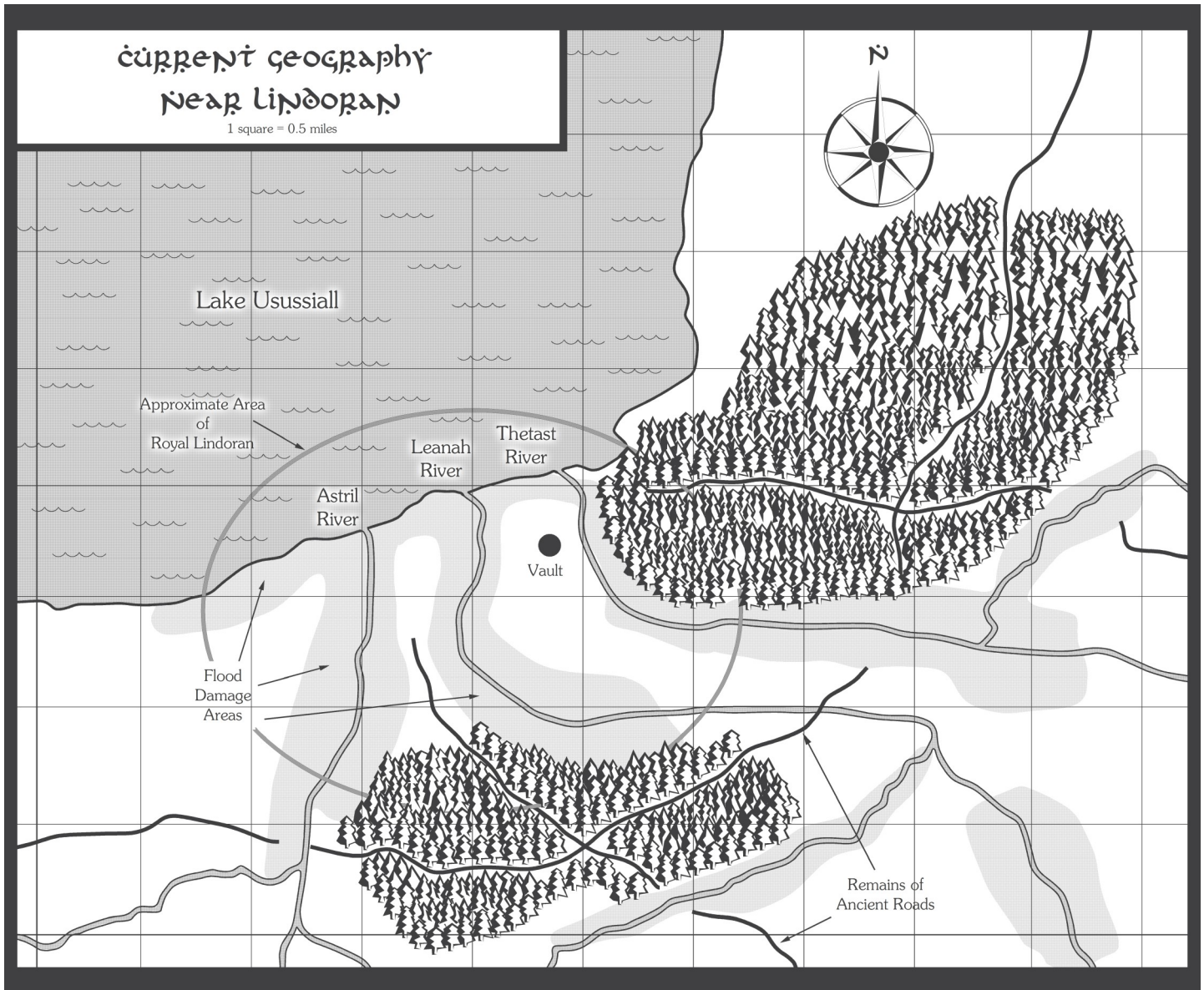
The major powers in the ruins are the dragon, **Wistanrangag**, who lairs in a building on the east side of King Hranian's Plaza and controls the ruins between the Leanah and Thetast River south from the Lake for about a mile, the Ogre, **Brogan Mouric**, a Wizard permanently transformed to an Ogre, who controls the area for a sixth-tenths mile radius around the Temple of Finndal (when present, he is generally found in the mountains from May through September), and the Wraith, **Hincmar**, who controls the

south-central ruins from his lair in Jaenoess Tomb). Three Spring seasons ago a group of six elven Monks (dedicated to Waiquill, Goddess of Winds and Flying Creatures) arrived in the ruins to reestablish an elvish presence; they repaired a two-story building on the extreme northwest side a short distance from the Lake, dug a well, and planted a few fields of grain and vegetables; the Monks try to stay away from the major powers; they know the location of the Treasure Vaults but have no plans to enter it.

Action Modifiers

Apply a +2 bonus to hide among the rubble strewn about the city ruins. Apply a -1 penalty to Jump between ruined walls and buildings (from ruin to ruin; a 1d12 section falls onto the affected character on 1d10 rolls GTET 5 on a failed jump check, for 3d8 crushing damage). Apply a -1 penalty to Move Silently in the ruins due to the rock and rubble underfoot. Apply a -2 penalty to Climb ruined walls and building sections (a 1d12 FT section falls onto the affected character on 1d10 rolls GTET 7 on a failed climb check, for 3d8 crushing damage). Apply a -2 penalty

CITY OF LINDORAN



to Disable Devices when those devices are found among the ruins (lengthy exposure to the elements making the devices less reliable). Apply a -2 penalty to Solve Puzzles, when the puzzles are built into the ruins and the solver is not an Elf. Apply a -3 penalty to Balance when walking upon ruined walls and building sections. Apply a -4 penalty to Open Locks or Manipulate Devices, when the affected lock or device has been exposed to the elements GTET 50 months. Apply a -8 penalty to Decipher [Elven] Script on remaining buildings due to the deteriorated building exteriors.

King Hranian's Plaza Area

An open space about 160 FT wide by 225 FT long, paved in close-fitting tan stones, surrounded on all sides by ruined buildings (see the map on page 30, modern Elves and Sages may refer to the location as King Foriell's plaza). The plaza area has areas where the stones have sunk or buckled, and some large stones have been deposited in the plaza from falling walls and by floods; in Spring there are large puddles of standing water. To the northwest is a large rubble pile encompassing most of several

buildings. Across the north side a one story white stone wall extends out of the rubble pile with two empty door frames, the space behind it filled with tumbled white stones. Along the plaza's east side is a two-story dark stone building on the north end (the *Cistern*) with a single door on the ground floor and four empty window casings each on the ground and upper floors (on the plaza side), the building still covered by a flat slate roof. On the Cistern's south end is a functioning semi-circular fountain (frozen over in Winter). South of the Cistern is a rectangular white stone two story building with a 10 FT gap in the wall at ground level on the plaza side (the *Dragon's Hoard*); the building has a partial roof. On the southeast side is a one-story rectangular stone building painted dark red with a red tile roof, with a stone door on the plaza side. The plaza's south side is fronted by a three-story wall of pale blue stone, having three door frames, two still filled by carved black wood doors; each of the upper floors has five empty window casings on the plaza side; behind the wall is a large rubble pile. Southwest of the plaza is a single-story building constructed of alternating layers of white and green stone, with a set of double wood doors centered in the north side, and a roof of dark wood. Along the west side is a two

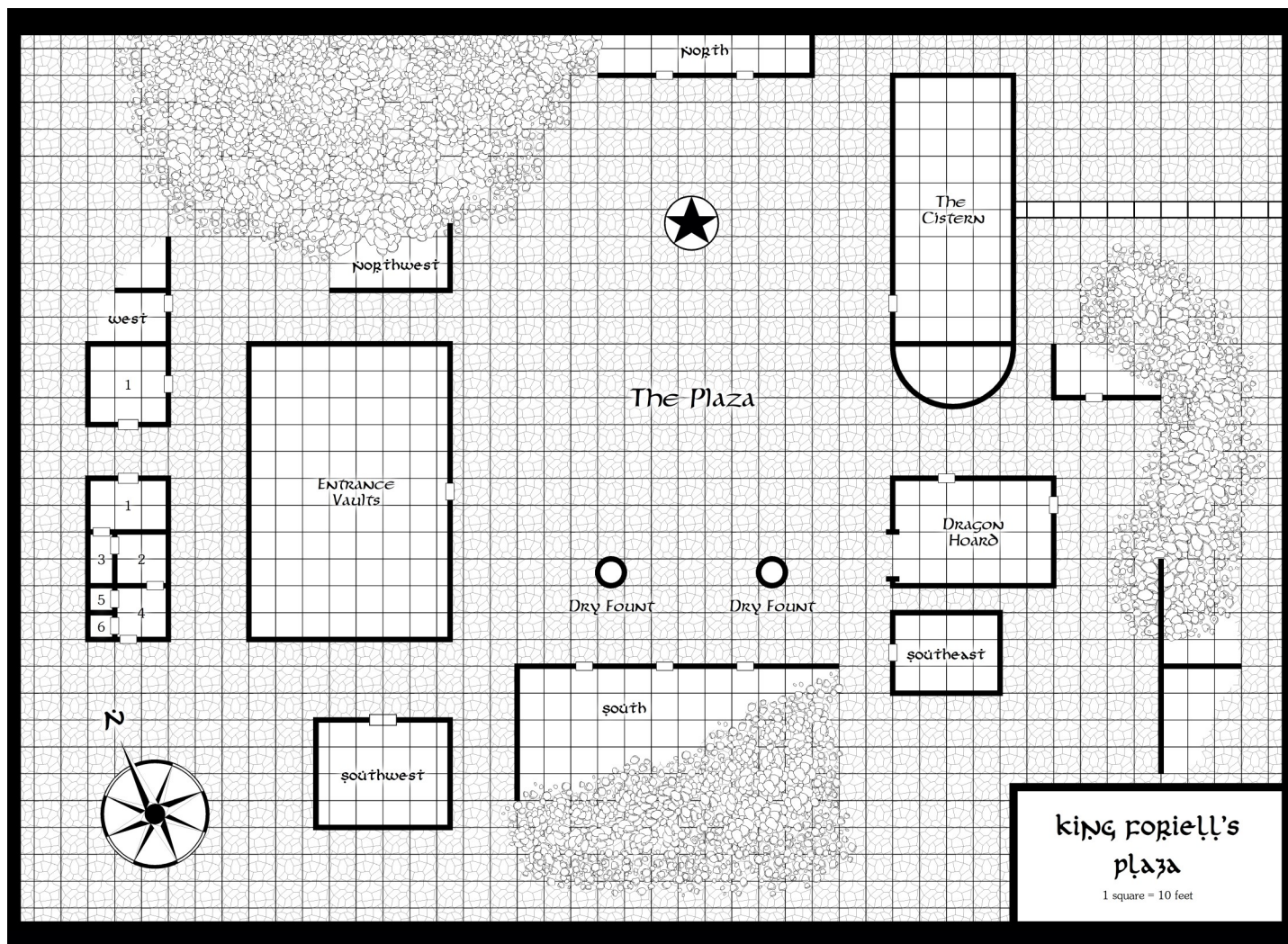
THE VAULT PLAZA, WISTANRANGAG

story white stone building with streaks of light green in the stone, without a roof, the ground floor having a set of wood double doors and a single door with no ground floor windows, and five empty window casings on the upper floor (the Vault Building).

Standing in the north-central part of the plaza is a dark stone statue of an elf in armor sitting on a horse, the statue having a 10 FT wide by 4 FT pedestal surrounded by stone benches, 18 FT tall. In the southern part of the plaza are two scalloped pedestal fountains, each 5 FT wide by 10 FT tall (dry in all seasons).

For decades the plaza has been home to an adult HD12 Red Dragon, **Wistanrangag** (hp253, AC34), who has collected coins and other valuable items from around the ruins and from adventurers in the Vale. Wistanrangag is at the plaza when Adventurers on 1d100 rolls GTET 15 (Winter), 35 (Spring and Summer), and 25 (Autumn); when he is away from the plaza he returns after 1d20*10 minutes. When he is at the plaza Wistanrangag is found asleep in the Dragon's Hoard Building on 1d100 rolls GTET 30 (Winter), 65 (Spring), 50 (Summer), and 40 (Autumn); when he is asleep Wistanrangag awakens on 1d20 rolls GTET 14 (when Adventurers are not stealthy), checked every 10 minutes when the plaza is occupied (apply a +10 bonus if any wall or building in the plaza area falls or collapses; apply a +8 bonus if

the rusted hinges on the Vault building are forced; apply a +2 bonus for every hooved animal in the plaza). Although it is difficult for a dragon of his type to not immediately eat (attacks on 1d100 rolls GTET 94) any intruders, Wistanrangag offers any Adventurers entering the plaza a proposition: in exchange for the Dragon allowing Adventurers into the dungeon, they agree to carry out ten backpacks/person filled with coins, four backpacks/person gems and jewelry, plus six enchanted items/person (if any are found). The Adventurers may keep four backpacks of coins/person, one backpack of gems and jewelry/person, plus two enchanted items for each person (an accounting must be made of any enchanted items possessed by Adventurers before entering to enable the Dragon to identify newly-acquired enchanted items). Wistanrangag holds to his bargain until twelve hours after the adventurers depart the plaza, then searches for them up to 3 days to kill and eat them, and take their treasures (he considers this as sport); Wistanrangag can be permanently frightened off on 1d20 rolls GTET [45-Level-Will], once roll per person, only the two highest level persons. If Adventurers manage to slip into the dungeon while Wistanrangag is away or asleep and they leave a camp or animals nearby, he immediately kills and eats two animals, then kills one additional animal every 1d8+1d20 hours thereafter until they are all gone. When Adventurers have animals and fail to specifically negotiate the animal's safety with Wistanrangag, the Dragon kills and eats one after 1d12+4 hours



THE VAULT PLAZA, WISTANRANGAG

and then every 1d8+20 hours thereafter. When Wistanrangag catches Adventurers who did not bargain with him leaving the dungeon, he demands a toll of twelve backpacks/person of coins, five backpacks/person of gems and jewelry, plus a total of at least twelve enchanted items, then waits only 6 hours before beginning to hunt them down.

Wistanrangag can tell adventurers the following information about the dungeon: there are three levels underground, there is a key ring hidden in the above-ground section of the vault building – the keys are used to disarm traps connected to important doors and to open them, the first level is built in three sections and one section does not lead to the lower levels, a hidden elevator connects the first and third levels (false), the treasure on the second level is at the end of a long trapped passage that must be traveled on hands and knees (partially true), be careful of mirrors in the dungeon because they are enchanted (partially true), the third level is split into two sub-levels, secret doors built into pits connect the levels, many of the traps involve acid (false), some seeming dead-ends are false, most guards are skeletons and zombies, the first level has poisonous flying reptiles (false), all fires are illusions (false; apply a +1 bonus to Will saves if this is “known”), trap doors often are concealed by thing placed on top of them (apply a +1 bonus to find for trap doors if this is “known”), the bulk of the treasure is on the second level, some enchanted objects are cursed, the artifacts are on the third level – one on each sub-level, if the artifacts are removed by a non-Elf there is a self-destruct mechanism (false), and an Elven ring hidden near the city detects and disarms the traps (he does not know about the Temple of Saorla). He knows nothing about the tunnel between the Cistern and the Vaults, or the water-traps on Dungeon Level Two. If Adventurers make a bargain with Wistanrangag he answers three questions about the dungeon for them; he always answers and is correct on 1d20 rolls GTET 14 – when he is incorrect the Games Master should provide a plausible [but wrong] alternative instead of providing no answer; additional answers each cost 200 GP or one additional backpack of coins.

Dragon’s Hoard Building

A rectangular building 35 FT by 25 FT, the east half is roofed, with sturdy wood doors (non-functional bronze locks) on the north and east sides; large stones have been placed inside against these doors to prevent them from opening. A 15 FT wide gap has been knocked in the south end of the west wall (facing the Plaza), allowing the Dragon, **Wistanrangag**, to enter. The original stone floor has been cracked and broken, exposing the dirt underneath. The remaining stone walls are very sturdy (-4 to climb). The south exterior wall is thickly covered by years of vines which are green in Spring, laden with green berries in late Summer and early Autumn (poisonous to humans, fatal 1d100 minutes after consumption, save on 1d20 rolls GTET [25-Stamina]), and dry and brown in late Autumn and Winter (-4 penalty to Climb, breaking vines).

When Wistanrangag is present, he is curled around and over a heap of treasure he has collected in this building. The treasure consists of: 78,728 CP, 41,209 SP, 16,463 GP, 4620 electrum coins, 48 mithril coins, 140 copper bowls (each 1d10/10 GP), 86 silver bowls (each 1d6 GP), 42 gold bowls (each 3d12*3 GP), 116 bronze braziers (each 1d8/10 GP), 203 silver plates (each 1d6 GP), 184 gold plates (each 1d20*3 GP), 92 bronze tankards (each 1d6/10 GP), 32 gold tankards (each 1d10 GP), 60 pewter pitchers (each 1d3/10 GP), 412 pieces of silver tableware (each

1d3 GP), 23 gold vases (each 1d20 GP), 44 silver candlesticks (each 1d8 GP), 21 gold candlesticks (each 1d20 GP), 17 silver chains (jewelry, each 3d20 GP), 11 gold chains (each 1d100*5 GP), 37 silver rings (each 1d100*2 GP), 25 gold rings (each 1d100*12 GP), 87 bronze armbands (each 1d12/10 GP), 56 silver armbands (each 2d20*2 GP), 23 gold armbands (each 2d100*5 GP), 62 silver bracelets (each 3d20*4 GP), 22 gold bracelets (each 2d100*6 GP), 43 gold locket (each 3d100*10 GP), 103 silver pins (each 1d100*15 GP), 72 gold pins (each 3d100*25 GP), 10 gold crowns inlaid with jewels (each [1d100*1d100]+7500 GP), 29 silver Holy Symbols (to Elven deities, each [1d100*1d20]+2500 GP), 17 gold Holy Symbols (Elven deities, each [1d100*2d12]+1500 GP), 57 curved Dirks (34 with scabbards), an adamantine Dagger (Priest’s Bane), 10 Long Swords (6 with scabbards, 1 silver-bladed), Cavalry Saber+2 (Armor Cutting), 18 Rapiers (11 with scabbards), 19 Short Swords (8 with scabbards, 3x silver-bladed), 3 Crossbows, 327 Arrows (27x +1, 11x +2), 86 Bolts (12x silver heads), 7 Scimitars (4 with scabbards), 62 Spears (6x silver heads), 38 Spear heads (2x silver), 20 Throwing Stars (2x silver), 31 open-faced Helms, 9 closed Helms, 18 Chain Mail Shirts, 19 left Gauntlets and 26 right Gauntlets, 14 Breastplates, 22 Backplates, 18 small round bronze Shields, 13 medium steel Shields, 10 large steel Shields, and 5 tower Shields. The hoard also holds: *Alchemical Dust* (Disappearance, x2), silver Amulet (AC+4), gold Amulet (AC+2, hp+3), Chainmail Shirt AC+1, Chain Mail Armor AC+2 (immune to Basic Air spells), Studded Leather Armor (Water Breathing), an *Arrow of Slaying* (Giant), ivory Prayer Beads, Adamantine Bolts (7x, of Fear), a set of Bracers AC+2, 4x Elven Cloaks, an Adamantine Dirk (poisoned), a bronze Chime (*Lock Breaking*, 39x), a pair of small silver Ravens (*Fighting Figurines*), 2x platinum tokens (bird feather, swan boat), 10x flasks (*1d8 Cure Wounds*, *Invisibility*, *Heroism +1*, *Enhanced Climbing +3*, *Dwarven Death Dust*, *Water Breathing*, *Flying*, *1d12 Cure Wounds*, *Night Vision*, *Shapechanging {Giant Eagle}*), Rings (*Wall of Ice*, 29x; *Walk through Walls* 42x), *Dwarven Rod of Smashing*, *Mirror Locket*, *Armoire Charm*, *Aymeer’s Bridle*, *Cauldron of Plenty*, *Far Seeing Spectacles*, *Horseshoes of the Wind*, *Magic Bag 500 pounds*, *Magic Bag 1000 pounds*, *Be Gone Staff* (50x), *Wand of Spiderwebs* (32x), *Light Rod*.

All armor is sized for Elves and is of Elven manufacture (may be Dwarven on 1d12 rolls of 12). The whole of the dragon’s hoard weighs 6.47 tons. When **Wistanrangag** is not present and he finds any part of the hoard disturbed (1d20 roll GTET 8) or taken, he becomes enraged for 1d100 days.

Northwest Rubble Pile

An oval pile of rubble roughly 150 FT long by 120 FT wide by 23 FT high, oriented along a diagonal, southwest to northeast, covering the northwest corner of the Plaza. The pile is covered in fine dust (mud in Spring) and small round pieces of rock and mortar (treat as a moderate Climb; apply a -3 Agility penalty while on the pile). In Spring and early Summer **Poison ivy** and **Poison Sumac** grow on the rubble pile. A 10 FT tall “L” shaped section of wall (corner) sticks out of the pile on the south side, creating an approximately-rectangular space 45 FT long by 15 FT wide; beasts are found here in Summer on 1d10 rolls GTET 4 as determined using 1d6: (1) 1d4 HD4 **Giant Badgers**, (2) 1d6 HD4 **Giant Boar**, (3) 1d12 HD1 **Rabid Rats**, (4) 1d4 HD3 **Giant Weasel**, (5) 1d3 HD2 **Giant Wolverines**, (6) 1d3 HD3 **Bombardier Beetles**. A metal strongbox buried in the pile is found on 1d20 rolls GTET 18 checked every 10 minutes of digging. The

THE VAULT PLAZA

strongbox has a rusted padlock (locked, -4 Open Lock) and holds 208 SP and 118 GP in coin, a silver-bladed Dirk, a 560 GP Elvish silver medallion, a 225 GP plain gold ring, an ornate bronze key [not to any lock in the Vaults], a 540 GP loose diamond, a 720 GP loose sapphire, a white soapstone carving of a toad with 14 GP and 11 GP turquoise eyes, a carved wood female figure on a leather thong (aura of good), and a 3 GP gold slide-whistle.

North Building

A “U-shaped” shell of a three-story building along the north side of the plaza, the west end having collapsed into the rubble pile. 80 FT of blue stone south wall, the east wall, and 65 FT of the north wall are still standing. The roof and upper floors have collapsed to the ground and interior walls show evidence of ancient fires. Two wood doors hang at precarious angles in their frames in the south wall and there are two empty door frames in the north wall. A layer of mud fills the building in Spring, a carpet of thick green-and-yellow weeds grow in the building in Summer, and a layer of [ordinary] white fungi is present in Autumn. There are nine empty window casings on the second floor of the south wall, five on the third floor, four each on each floor of the east wall, and six each on each floor of the north wall. Grapevines grown on the south exterior wall and east interior wall in Spring and Summer. **Black Mold** grows on the north wall in Autumn, releasing a *paralyzing* gas (effects Elves, Half-Elves, and Humans; range 30 FT, effects 1d20*30 seconds after exposure, persists 5d10*10 minutes, save 1d20 GTET [25-Stamina], persons allergic to mold apply a -6 save penalty and die 1d10 minutes after exposure {save on 1d20 rolls GTET [24-Stamina] checked every 3 minutes}).

Building West-1

A single-story building northwest of the Vaults, consisting of a 9 FT tall shell of a square room shell without a roof, the east wall extended north and a piece of a west-east wall partially outline another room. The walls are a dark brown stone with deteriorating mortar; treat as moderate difficulty to Climb; a 1d10+5 FT section of wall collapses if an Adventurer falls (hp1d12 crushing damage unless jumping clear on 1d20 roll GTET [26-Agility]). A sturdy wood door (broken lock, requires total Strength GTET 22 to push open) is set into an arch in the south wall, a rotting wood door hangs in an arch on the east wall (south end) and an arched door frame is empty in the east wall (north end). The room has a bare stone floor carpeted an inch-thick in dry brown crackly leaves, along with the broken remains of a thick table, four hacked wooded benches, a dented copper cauldron, rusted iron fireplace pokers, unidentifiable pieces of wood, and disjointed bones. A crumbling fireplace is against the west end. The room is unoccupied. A loose paving stone (-5 to find) covers a hole which holds a moldy leather bag (64 SP and 15 GP in coin, a 400 GP loose sapphire, a glass vial marked ‘poison’ in Common (harmless), and a 2200 GP platinum ring set with opals and sunstones. When the ground is frozen the paving stone is not loose.

Building West-2

A rectangular single-story roofed building directly west of the Vaults, 12 FT high, with a roof peak 20 FT high, the slate roof is in good repair. The stone walls are tan with whorls of light green. A sturdy wood door (rusted/ broken lock, stuck, requires total Strength GTET 22 to push open) is set in an arched frame centered in the north and south walls. Five 3 FT by 1 FT windows

are set into the west and east walls, 2 FT from the top. The floor is made of faded grey weathered hardwood planks. The interior walls are whitewashed with flakey patches of disintegrating paint and dry molds.

1. **North Entrance.** A sturdy wood door (rusted and broken lock, stuck, requires Strength GTET 22 to push open) in an arched frame centered in the north wall, and a redwood door with a steel keyhole (open, -2 Open Lock) is in the south wall. The floor and exterior walls are bare stone, and the interior wall is weathered and brittle wood. The room contains broken pieces of rafters and roofing tiles, ten stone bricks, a rusted and broken pot-bellied stove (missing its vent pipe), a smashed wood table, the iron bands for three barrels, a wagon wheel, a small stone anvil, a pile of moldering cloth of impossible origins, and five torn burlap sacks of (spoiled) flour. Six HD4 **Giant Bats** (hp30, AC20) rest here during daylight hours in Spring.
2. **Central East.** A blue wood door (no lock) is centered in the west wall, and an empty door frame is in the south wall (the door lies on the floor). The floor and exterior wall are bare stone and the interior walls are weathered and brittle wood (very dry and flammable in late Summer and Autumn). The room is empty and unoccupied.
3. **Central West.** A redwood door with a steel keyhole (open, -2 Open Lock) is in the north wall, and a blue wood door (no lock) is centered in the east wall. The floor and exterior wall are bare stone, with interior walls of weathered and brittle wood. The room is filled 3 FT deep with rotting leaves; three HD6 **Giant Slugs** (hp30, AC16) hide under the leaves.
4. **Southeast Corner.** An empty door frame is on the north wall (door on the floor nearby), sturdy doors with bronze keyhole (locked, -3 Open Lock, requires Strength GTET 17 to push open) are on the west side, and a sturdy wood door (rusted/broken lock, stuck, requires total Strength GTET 22 to push open) is in an arch in the south wall. The room contains an ancient foot-powered organ, covered in green mold, with crumbling pieces, a scratched and scarred wood table, three crumbling wood benches tossed on their sides (one has scorch marks), an empty wood churn, the broken blade of a Short Sword, an algae-covered whetstone, three empty rotting wood barrels, and a sturdy fireplace is on the east side. A rusted cauldron filled with an unidentifiable black mass hangs from a brittle black hook inside the fireplace, with a rusted iron poker and hatchet underneath. A HD3 **Poisonous Adder** (viper, hp13, AC15) is found curled up in the fireplace in Summer; a HD5 **Giant Wolverine** (hp45, AC16) is found here from dawn to dusk in Autumn.
5. **Dead Camp.** A sturdy door with a bronze keyhole (locked, -2 Open Lock, requires Strength GTET 17 to push open) is centered in the east wall. The floor and exterior wall are bare stone and the interior walls are made of weathered-grey planks; two bare rafters cross over this room and the room to the south. The room contains a bench growing a variety of fungi, an upside-down half-barrel, a broken lantern, three crushed clay flasks, a tarnished bronze buckle, a guitar with maggot holes, and two moldering bedrolls (one has an ordinary Human skeleton face down with a rusted curved dagger through its back; the skeleton has been here 38 years).

THE VAULT PLAZA, CISTERN BUILDING DETAILS

6. **Camp from Yesterday.** A sturdy door with bronze keyhole (locked, -2 Open Lock, requires Strength GTET 17 to push open) is centered in the east wall. The door is trapped (-3 to find, -2 disarm trap) with a glass vial that shatters, releasing a chemical that catches the wood floor and wall on fire in 1d6*5 seconds; the room burns rapidly and catches the remainder of the building on fire unless it is raining heavily rounds (Spring, Summer, and Autumn; in Winter snowdrifts douse the chemical before the fire fully ignites). The floor and exterior wall are bare stone and the interior walls are made of weathered-grey planks; two bare rafters cross over this room and the room to the north. The room contains a rug sprouting weeds, the frame of a hand drum, eight Hunting Arrows with their shafts snapped, three sealed clay flasks (spoiled beer), undecipherable fragments of three Elvish scrolls, a weather-ruined and chewed spell book (Basic Wizard spells; the book has no remaining enchanted properties and the spells are illegible and useless), a lodestone compass, 8 GP in coin, 50 FT of rotted and frayed rope, and two moldering bedrolls.

Cistern Building

A rectangular two-story stone building, 100 FT long by 45 FT wide, on the northeast side of the plaza, with a 15 FT radius semicircular fountain on the south end (see diagram on page 34). The walls are sturdy (magically enhanced) and the roof is intact. The building has a sturdy wood door (no lock; 1d20 roll GTET [28-Strength] to open) in the south end of the west side leading to an interior stair down into the building. There are four ground floor windows and four second floor windows on both the west and east sides. A 7 FT wide by 4 FT deep stone-covered sluice runs from the river to the building (about 400 FT) with a 5-inch-thick cover slab at ground level (appears like a sidewalk). The roof has six translucent panel skylights each 8 FT long by 3 FT wide. In winter the fountain is frozen over with thick icicles around the spray nozzles otherwise there is still a constant flow of water.

1. **Cistern Deck.** The stone floor is 8 FT below the plaza level. Three sturdy wood doors (closed, no lock, warped frames, Strength GTET 16 to push open) on the north side lead to offices and the pump gallery. A sluice enters on the east side, allowing a steady stream of dark water to flow into a rectangular water tank, 65 FT long by 25 FT wide (the water level is 5 FT below deck level). A decaying wooden bridge 3 FT wide crosses over the sluice. Two metal ladders are found, one attached to the west wall 15 FT from northwest corner, one on the east wall 20 FT from the southeast corner. The ladders lead up to a 10 FT wide metal grating catwalk circling the room at a height of 15 FT. The metal ladders are rusted and break when climbed unless succeeding on a 1d20 roll GTET [17+(weight-200)/25]; persons on a ladder when it breaks fall 1d12 FT (save 1d20 roll GTET [28-Agility]). Rusty ceiling tracks for an overhead hoist run east-west 5 FT from the north wall and 12 FT from the south wall, with a perpendicular connecting track centered above the tank; the hoist is in the northwest corner. Three half-inch diameter ropes hang from the hoist assembly (Adventurers with mechanical skills can use the hoist on 1d20 rolls GTET [26-Intelligence]). The hoist lifting chain breaks on 1d20 rolls GTET 19-[(applied weight in pounds-180)/10], checked every minute; the hoist track breaks on 1d100 rolls of 01. Three 2-inch diameter bronze pipes come out of the tank on the south end and run to three 5 FT long by 2 FT wide by 3 FT high pumps; 1 inch diameter bronze pipes on the south end

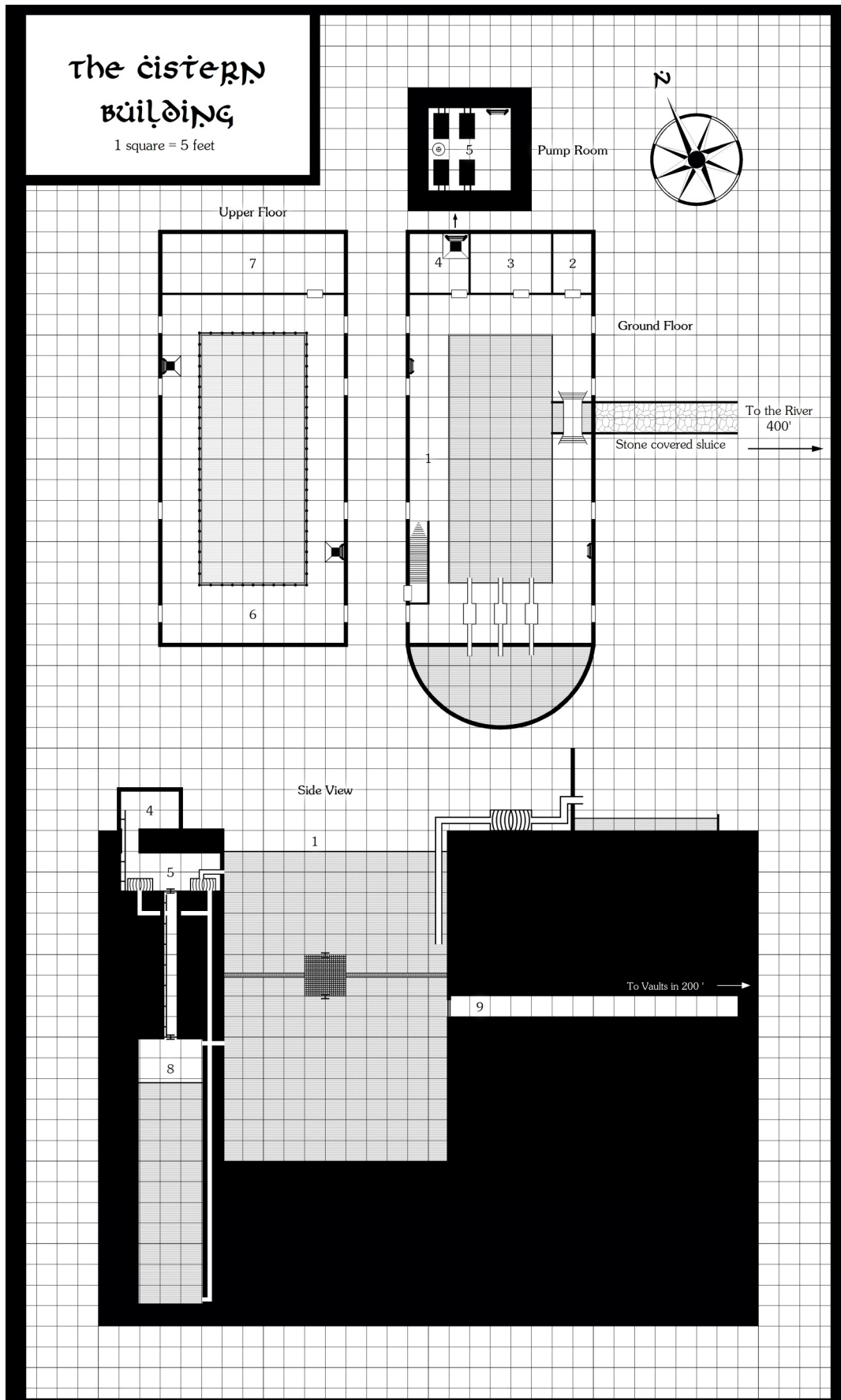
of the pumps run up and through the south wall to feed the outside fountain. In Winter a half-inch layer of ice has formed over the tank, in other seasons the air is dank, humid, and uncomfortable, with beads of water on the wall. In Summer there are vine tendrils on the west and east walls with tiny blue-green flowers. Adventurers drinking water from the tank contract the disease **dysentery** after 1d100 hours (persists 3d20+18 hours, save 1d20 roll GTET [26-Stamina], checked per cup imbibed). The deck and catwalk are unoccupied (Autumn: 5x HD3 **Monstrous Spiders** occupy the catwalk area).

The water tank is 75 FT deep from the stone deck. A perforated metal plate (hp125) is across the entire tank at a depth 35 FT below the deck, having 2-inch holes separated by 8 inches; the plate is dark green and is hard to see from the deck (-6 to find, checked every 3 minutes, -10 to find penalty when cloudy and at night). A 20 FT across by 12 FT long heavy wire cage (hp30) is centered in the plate (-10 to find), consisting of an upper structure extending 5 FT above the plate and a lower structure extending 5 FT below the plate. The top and bottom of the cage each have a 7 FT square hatch, kept closed by a large padlock (-4 to open, -10 to open if affected by hypothermia). The cage is located directly underneath the crane track; on 1d20 rolls GTET [28-Intelligence] an Adventurer may notice the hatches are aligned so the hoist could move through them. The water temperature is 71°F in summer, 60°F in Autumn, 50°F in Spring, and 38°F in Winter; persons in the water develop **hypothermia** (see *Codicil of Maladies*) after (Stamina* quarter minutes), save on 1d20 rolls GTET [22-Stamina-{(71-water temperature)/4}], checked every minute.

A 7 FT long by 5 FT wide oval metal door in the southwest tank wall of the tank leads to Hidden Tunnel (Cistern #9) and gives access to Transit Tunnel (#116, Vaults Second Level) through the tunnel that crosses underneath the Plaza. The top of the door is 45 FT below deck level, and 4 FT below the metal plate. A 35 FT long by 3 FT wide black stone shelf extends from the bottom of the door into the tank, aligned with the wire cage and hatches; the shelf supports 2200 pounds. A spot of red paint is found on the cistern tank's rim directly above the oval door (-10 to find).

2. **Loose Ice.** The floor and walls are bare stone, with a ceiling of hardwood planks. The room is unoccupied and has a layer of leaves and a heavy layer of dust, cobwebs are in the corners. A loose floor stone (-8 to find) in the northeast corner covers a niche filled by a leather bag (72 SP, 18 GP, 285 GP and 561 GP loose diamonds).
3. **More Ropes.** The floor and walls are bare stone, with a ceiling of hardwood planks. The room is furnished with an old redwood desk, two broken desk chairs, a short couch with tattered upholstery, and two three-drawer wood file cabinets. An unlit corroded bronze lantern is attached to the north wall. The desk has four drawers (each stuck, -4 open lock) which contain nothing of value. A 45 FT rope ladder is found rolled up in a leather sack (mold on the exterior); the rope breaks on 1d20 rolls GTET 19-[(applied weight in pounds-425)/15], checked every half-minute; persons on the rope fall 3d10 FT (saved 1d20 GTET [24-Agility]). In Summer and Autumn the room is occupied by a mated pair of HD2 **Giant Weasels**; in Winter the room is occupied by

CISTERN BUILDING DETAILS



three HD3 Elven
Wights.

4. **Upper Pipechase.** The floor and walls are bare stone with a ceiling of hardwood planks. The top of a metal ladder (slippery -5 to climb, breaks 1d20 roll GTET 19-[(weight-300)/25, fall 1d12 FT, save 1d20 GTET [24-Agility]) leading down to the Pump Room is in an 8 FT by 8 FT floor cutout in the northeast corner. The south wall is covered in a maze of 1 to 4 inch diameter vertical pipes along with 26 hand wheel valves. A broken pipe (hp7) releases a steady stream of water that sprays the entire room (not frozen in Winter).

5. **Pump Room.** The walls, floor, and ceiling are bare stone; in late Spring, Summer, and early Autumn the walls are damp from condensation, with green streaks of algae, the tendrils of vines, and clumps of aromatic green moss; in Winter the walls are mottled with the brown remains of mosses and vines. The 4 FT across by 2 FT high hemisphere of a badly-corroded steel floor hatch is in the southeast corner, a rusted orange-red metal hand wheel is on top.

The room holds four 5 FT by 2 FT by 3 FT tall bronze/steel mechanical pumps, each with 4-inch supply and discharge lines. Each pump has a red-painted starting lever (the numbers 1 through 4 are stamped into each lever). The pumps are not running when found;

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they are quite noisy when running. Eight 5-inch vertical pipes are fastened to the east wall, each pipe has a small hand wheel valve (metal tags read A, B, C, D, and E); the wheels are found in the fully clockwise position {closed}. Five vertically-mounted three-position steel levers are mounted on the west wall, all colored yellow and set into bronze plates that are stamped “one” through “five”; all levers are found in the down position.

The casing on Pump 1 fails 2d20*quarter minutes after it starts, throwing water and shrapnel around the room (1d12 damage, avoid 1d20 roll GTET [28-Agility]; the water fills the floor to about half-inch deep. When valve B is open and Pump 2 is started the cistern water level raises by half-inch/minute when Lever 2 is down, 2 inches/minute Lever 2 in intermediate and 4 inches/minute Lever 2 in up (limit 56 inches, then drains prevent additional increase). When valve C is open and Pump 3 is started the cistern water level drains 1 inch/minute when Lever 3 is down, 3 inches/minute Lever 3 in intermediate and 6 inches/minute Lever 3 in up (no limit to drain). Only one of Pump 2 or Pump 3 can run, not both at the same time. The supply line on Pump 4 cracks 30 seconds after it is started and the pump seizes; the crack releases cold water into the room for 10 minutes as a rate about twice that of a garden hose (about 5 inches deep on the floor).

Access Shaft. The floor hatch is latched (-4 to find to locate latch, -3 Open Lock) and requires a total Strength GTET 20 to pull open; another wheel is inside the dome (requires Strength GTET 16 to lift from underneath). A 6 FT diameter 35 FT deep shaft underneath the hatch leads to the Receiving Tank (#8), an identical hatch is at the bottom (unlatched, Strength GTET 16 to open); a sturdy (slimy) leather-wrapped ladder is attached to the shaft wall (holds 400 pounds). The shaft is occupied by a HD6 **Yellow Mold** (hp36); in Summer a swarm of **Poison Gnats** is also present on 1d10 rolls GTET 6. When water is flowing into the receiving tank it can be heard by persons in the shaft.

6. **Catwalk.** A 4 FT metal railing is around the interior side of the catwalk, leaving an open space 65 FT by 25 FT over the water tank (the water level is 20 FT below the level of the catwalk). A 5 FT by 4 FT hidden door (-4 to find, -2 open lock) near the northeast corner leads to Wasp Nest. The walls are spotted with crusty fungus with strands of thick old webbing; in Summer clumps of HD4 **Assassin Vines** (hp30) grow along the south wall; in Autumn 5 HD3 **Monstrous Spiders** (hp22) are found here. On the catwalk are found various pieces of rotting rope, a few rusted chain links, an old metal bucket, a bronze hoist hook, several broken staves, a cracked and empty oil can, a few rotting rags, three moldy leather straps, and a 10 FT pole with a shepherd's crook.
7. **Wasp Nest.** The room has a hardwood plank floor, bare stone walls, and a wood roof, with eight 10-inch beams crossing north/south, 8 FT from the floor; a 50 inch crack is in the roof. In Winter walls are splotched in brown with a large, dead, paper nest of Giant Wasps attached to the west wall, with the bodies of dead wasps on the floor (a queen wasp hibernates inside the nest); from late Spring through early Autumn the nest is alive and active, with 2d12 HD5 **Giant Wasps** (hp32) always present and 1d3 **Wasps** arrive every 1d6*quarter minute for up to 30 additional wasps. On the floor are found four tall (Elven) ordinary bleached skele-

tons (face down), some moldy leather, two broken swords, five war arrows, a flask of oil, three cracked clay flasks, a small round bronze shield, a badly-dented open-faced helm, a chainmail shirt with a 10-inch stinger in it, four moldy torches, a 14 GP gold buckle, 102 SP (coins, scattered about under the refuse; find 1d12/minute, -4 to find), 34 GP (coin, scattered, find 1d8/minute, -5 to find), a 50 FT coil of elven rope in good condition, a rusty (but serviceable) spiked mace, two Dirks in leather scabbards, and a magnetic compass.

8. **Receiving Tank.** A horizontal cylindrical tank 18 FT diameter by 65 FT long, entered at the top on one end through a hatch from the Pump Room through the Access Tunnel. The air in the tank is foul – after opening the hatch all persons in the shaft or entering the tank become unconscious for 1d10 minutes (save 1d20 roll GTET [28-Stamina], checked every 15 seconds for 5 minutes. The tank is filled with brackish water to about 12 FT (Adventurers drinking the water contract *dysentery*, save 1d20 roll GTET [26-Stamina] checked per cup). A four-inch diameter line located 5 FT from the top connects to the cistern tank through a normally-closed valve (allowing the cistern level to be lowered); a four-inch line from the tank bottom leads to the cistern through a pump in the Pump Room (allowing the tank to be pumped back into the cistern).
9. **Hidden Tunnel.** A 12 FT tall arched stone tunnel 10 FT wide at the base, 6 FT tall at the crown, 280 FT long, connecting to the Vaults at location #116 on the Second Dungeon Level. The tunnel is entered from the Cistern through a 7 FT by 5 FT oval watertight metal door (opens outward) in the cistern wall below the separation plate and access panel. The door is latched and requires a Strength GTET 18 to open it (without water outside; GTET Strength 23 with the water level above the door). Water drips from the ceiling in the tunnel every 1d12+5 FT and collects in small puddles on the floor. The walls are covered with thick green mosses and strands of seaweed with empty torch brackets every 50 FT along the length; apply -2 to Agility rolls due to the wet/slippery floor. Two parallel grooves or ruts are found in the floor, 42 inches apart, and three-quarters inch wide by one inch deep. Each 15 FT section of tunnel caves in for 4d8 crushing damage on 1d20 rolls GTET 18 (avoid 1d20 roll GTET [30-Agility], half-damage on GTET [25-Agility]). The tunnel section near the cistern tank is occupied by eight HD1 **Huge Rats** (hp5).

East Rubble Pile and Walls

A roughly rectangular pile of stone rubble 140 FT long by 35 FT wide by 26 FT high, stretching from behind the Cistern building to behind the Southeast Building; two sturdy wall sections jut out from the general rubble, each 12 FT high – an “L” shaped corner section on the northwest side that includes a sturdy wood door (broken latch, no lock), and a “T” shaped section coming off the south end in the center, with a branch to the east. The rubble is crumbly and shifts easily (-6 to climb). It is covered with a thin (one to two inch) veneer of blown soil, and in Summer is covered in small purple lilacs.

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Southeast Building

A rectangular building entered from the Plaza through a sturdy wood door (no lock, warped frame, total Strength GTET 22 to open) with steel hardware set into a stone arch centered in the west wall. The west and east walls are 14 FT high, the north and south walls 10 FT, and a rickety roof survives; there is a 3 FT diameter hole in the east wall, 8 FT up the wall. The entire interior is heavily blackened and fired, and there are four black, charred skeletons in the building (crumble and blow away if disturbed).

South Building and Rubble Pile

An “L” shaped two-story stone façade, 200 FT long by 50 FT, made of sturdy stone; the empty door frames are on the first floor facing the Plaza, ten ornate windows are on the upper floor facing the Plaza, and four windows face west; two empty door frames on the upper floor open onto narrow balconies with white stone railings. Behind the façade is a rectangular area formed by the wall and a rubble pile about 105 FT long by 30 FT wide by 16 FT high. The rubble is hard to climb (-6 penalty); a round tunnel is in the southeast side of the rubble pile, 5 FT across by 15 FT deep, with a turn to the left at the end. During the Summer both sides of the façade are covered in thick grapevines and the space behind the façade grows HD2 **Violet Fungus** (hp15). During Winter, a HD9 **Grizzly Bear** (hp52) hibernates in the round tunnel, otherwise it is filled with ordinary debris and mushrooms.

Southwest Building

A rectangular one-story building with strong walls and a sturdy roof, entered on the north side through double wooden doors (non-functional locks, doors stuck in frame, Strength GTET 16 to open). The west and east walls are 16 FT high at their peaks, the north and south walls are 11 FT high, and the roof is peaked, made of brown tiles. The exterior walls are grey, pitted and gouged, with the white spots of droppings on the roof. The interior walls are dark brown, and the floor is hardwood planks that have turned grey. The building smells like weak vinegar. In Spring, the building is occupied by two HD5 **Gargoyles** (hp37), and in Autumn it is occupied by a HD6 male **Minotaur** (hp39) hunter who is passing through [before he discovers the dragon].

The Vault Building

A white two-story stone building (see map on page 37; aura of enchantment, aura of prayer) with streaks of light green in the stone, the ground floor has no windows on any side, most of the roof has fallen in along with the central section of the second floor, upper floor has five empty window casings on the plaza side, four equally-spaced window casings on both the west and east sides, and four window casings on the back side. Interior and exterior walls are covered by many thick vine tendrils. A pair of double wooden doors and a single wood door are visible on the plaza side. The central exterior double doors have (non-functional) platinum locks and the frames are warped (requires a combined Strength GTET 23 to open). The exterior single door has a non-functional silver lock and its steel hinges are very rusted (1d20 roll GTET [27-Strength] to open, +5 if oil is applied). (When present) Check to see if **Wistanrangag** awakens when the rusted hinges are forced. The wall is sturdy and does not collapse (moderate climbing difficulty); check whether **Wistanrangag** is

wakened if a climber falls). A ring of four ornate iron keys is padlocked (difficult, -6 open lock) to an iron ring in the exterior wall to the left of the double doors (they are decoys and useless in the Vaults).

Although spells of *invisibility* and *circle of force* have weakened and no longer protect the vaults, the building still has an *aura of aversion* which forces Adventurers to turn away from and ignore the building (Elves save 1d20 GTET [25-Will], checked every 15 minutes, Dwarves-Humans-Gnomes GTET [23-Will]). The building may be difficult to see clearly (1d20 GTET [22-Will]), particularly near dawn and dusk. Talking to **Wistanrangag** may negate the aversion affect.

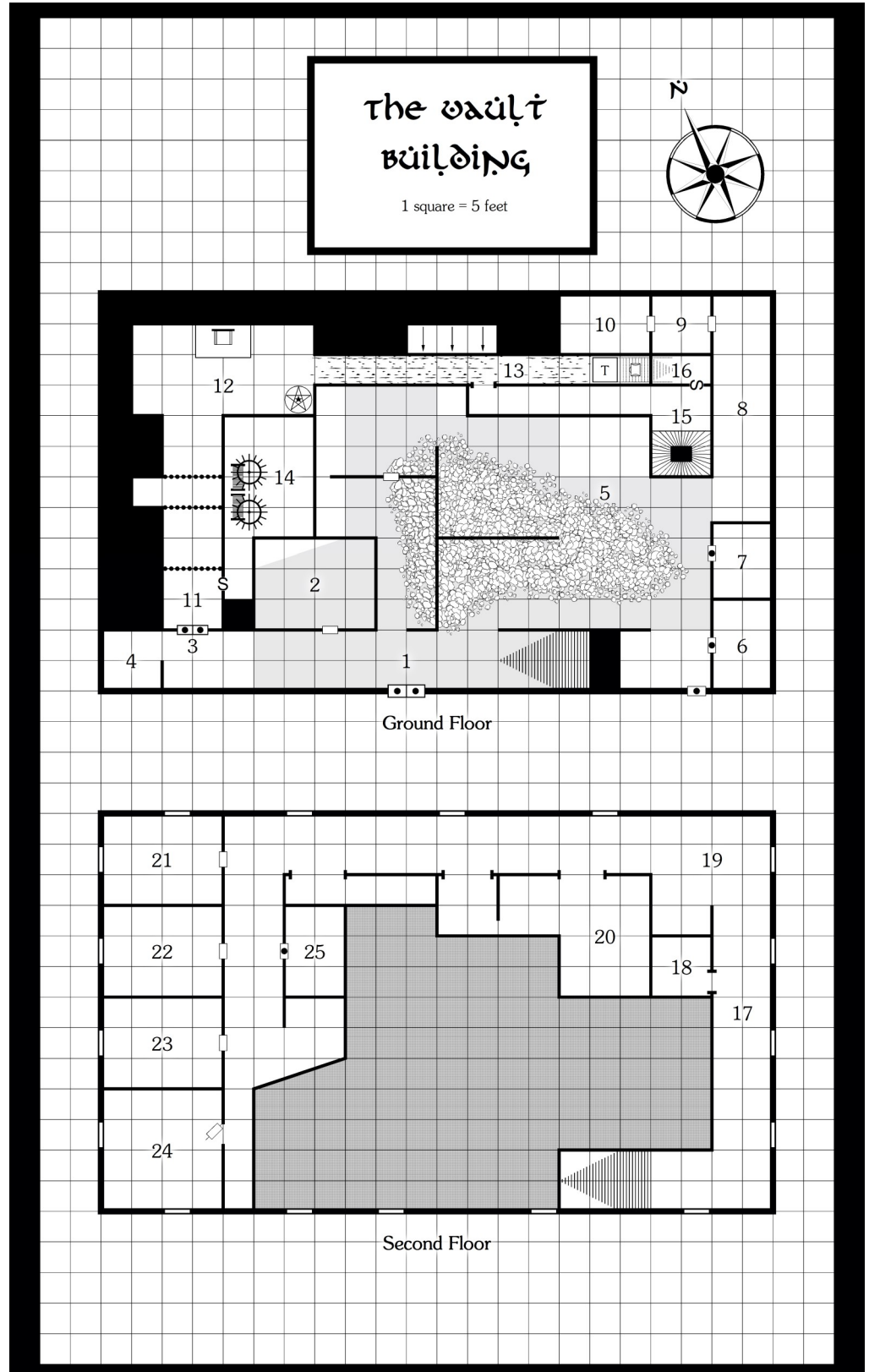
Ground Floor

- 1. Entry Hall.** The walls are brown and stained, with some vines (green in Spring or Summer, brown in Autumn), and there is a layer of brown withered leaves over the green marble flooring. All visible walls are made of black stone with streaks and whorls of violet. On 1d10 rolls GTET 8 the stair (to the right) collapses upon use (avoid 1d20 GTET [25-Agility]; if **Wistanrangag** is asleep he awakens on 1d20 rolls GTET 11). The tattered remains of two tapestries depicting Kings of the Elves hang on the east (exterior) wall. Two gold wall sconces are on the west wall to the sides of the crooked door. Spider webs are visible to the south around **Covering Illusion** and **Wrapped Gnome**. A crooked door hangs in the frame to **Open Mold** (total Strength GTET to force open). A large open area (**Open Rubble**) immediately to the west is filled with stones, rubble, and pieces of the roof; some parts and pieces of stone walls stick up through the collapsed building.
- 2. Open Mold.** A rectangular room that is open to the sky, with pieces of smashed wooden furniture on the floor. During Winter, **White Mold** grows on the west wall, in other seasons a **Rust Mold** grows. Under a dented round bronze shield is found a 57 GP gold Holy Symbol of Yathell (Elven God of Wisdom, Art, and Beauty), a 1d8 *Cure Wounds* Potion, and two vials of *Holy Water*.
- 3. Covering Illusion.** A pair of two golden doors which open outward, each door having a gold keyhole (very difficult, -14 to Open Lock). An *illusion* (disbelieve 1d20 GTET [30-Will], Elves +5) makes the doors seem to be a nondescript part of the hallway, an *aversion spell* on the doors (save 1d20 GTET [26-Will], Elves +5) turns back the curious. These doors lead to the Treasure Vaults, the key that opens the locks is found at #25. Each door requires total Strength GTET 25 to move.
- 4. Wrapped Gnome.** The room is filled with thick web strands and the web-wrapped naked corpse of a male Gnome (several months dead). In Summer and Autumn the room is occupied by three HD4 **Huge Spiders** and one HD6 **Phase Spider**.
- 5. Open Rubble.** A large area open to the sky, mostly filled by an amorphous rubble pile 6 FT high at its center, with the remains of walls sticking out of the pile on the west end, an opening to the outside on the north through the single door in the plaza-side wall. The doors to Desktop and Old Camp are in good repair, with bronze locks (found locked, -4 open

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lock). In Spring, a large bird's nest (**Arrowhawks**, #18) is seen on the north ledge (-4 to find). In Summer on 1d10 rolls GTET 4 this area is occupied by three Hd3 **Huge Centipedes**. An Adventurer standing on top of the rubble pile may attempt to jump to areas #17 (corridor), #20, or #25.

6. **Desktop.** A rectangular room occupied by a fire-scarred thick wood desk, with the drawers removed and broken on the floor. The ancient remains of a campfire are in the southeast corner.
7. **Old Camp.** A rectangular room bare of furniture. On the floor are three molding bedrolls and a decomposing leather backpack. An easy/simple search reveals 32 CP, 22 SP, 8 GP, a 110 GP loose diamond, two steel dirks in leather scabbards, a filled leather canteen, and a whetstone. The canteen water is contaminated (disease after 1d12 hours, save 1d20 roll GTET [26-Stamina], persists 1d100+30 hours).
8. **Corner Hallway.** A white-washed rectangular hallway with brown mold spots (allergic persons save 1d20 roll GTET [26-Stamina], paralysis after 1d8 rounds lasting 1d100 minutes) has a stone door in the southwest corner (left side at the end), and a leather sheet hanging across the end. A *Symbol of Sleep* (save 1d20 GTET [28-Will], persists 3*1d100 minutes) is on the wall under the sheet. The door to Chest Bones has a bronze lock (found unlocked, -3 Open Lock; requires total Strength GTET 20 to move).
9. **Chest Bones.** Two wood chests with bronze straps are in the room (both with broken locks), the first chest is filled with assorted disarticulated brown bleached humanoid bones, the second chest is empty except for a thick layer of dust – a Priest's scroll (Elvish) is attached to the chest's underside which causes



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the bones in the first chest to arrange themselves into four headless HD2 **Skeletons** which respond to the caster's simple commands for 3 hours, then turn on the caster and attack them. If the first chest is moved, a secret panel in the floor (-6 to find, -6 Open Lock) reveals a blank scroll (a map to the scroll & potion wing of the dungeon First Level, written in *invisible ink*).

- 10. Ten Angry Zombies.** The room is occupied by ten HD4 Elven **Zombies** armed with curved bronze dirks and wood cudgels. A sound like running water is heard in the room (as a whisper). Behind a 12 inch by 12 inch hidden panel in the west wall (-5 to find, -3 Open Lock) is 42 GP, a 134 GP gold-turquoise ring, a potion marked "*Strong Cure Wounds*" (in Elvish, spoiled, acts as *1d12 Inflict Wounds*), and a large copper key (the handle is stamped on one side with a crown, on the other with the arms of the Elven Kingdom; when this key is inserted into any lock in the dungeon, the user receives 1d4 electrical damage).

The Treasure Vaults

Unless described otherwise treat all walls as made of smooth whitewashed 10 inch thick stone, magically enhanced; a half-inch layer of lead is in the core of every wall. The following spells and prayers do not function inside the dungeon (direct spells, scrolls, embedded in enchanted or blessed items): *Astral Gate, Bar Good or Evil, Beacon, Blind Undead, Burn through Walls, Command Minor Undead, Detection, Dominate Creature, Hold Undead, Ice Bridge, Land Shape, Magic Gate, Maze Trail, Minor Time Walk, Planar Transport, Reveal Hidden, Summon Creatures* (e.g. Djinn, Efreet, Air-Earth-Fire-Water Elemental, Giant, Undine), *Teleportation, Temporary Window, Tunnel, Walk through Solids/Walls, Vision*. The dungeon hallways are lit by 4 inch stone globes mounted to the ceiling every 12 FT, each globe enchanted with a permanent *light* spell activated while a mortal is within 25 FT. Level One is at 60°F throughout, Level Two is at 55°F throughout, and Level Three is at 48°F throughout. When the **Orb of Arddur** is present in a dungeon area, summoning spells and magical traps malfunction on 1d20 rolls GTET 4 (range 30 FT). Unless otherwise specified, any spoken, written, or telepathic information obtained by Adventurers in the Vaults is always in Elvish.

- 11. Portcullis Row.** The passage is completely barred by heavy iron portcullis at 10 FT, 20 FT, and 25 FT inside, a 5 FT by 5 FT niche is built into the left side 20 FT inside. A hidden door (difficult/-6 to find, difficult/-6 open lock) is on the right side 5 FT inside (5 FT wide by 4 FT tall, 4 FT from the floor). The first portcullis is not locked or latched and requires a combined Strength GTET 32 to lift (break 1d20 GTET [30-Strength]). The second and third portcullis are latched (-5 to find, -8 Open Lock) closed and after being unlatched they require a combined Strength GTET 34 to lift (GTET 38 if either triangular bars have been removed from the machinery at #14). The opened portcullis fall closed after 2 hours unless they are supported; Adventurers on the First Level when the portcullis fall hear/feel the reverberation (as a normal conversation). The **Special Skeleton** guard regenerates after 12 hours.
- 12. Special Throne.** The walls are covered in a thin layer of beaten gold, the floor is green and yellow marble, the ceiling is whitewashed with a mural of the coronation of an ancient

Elvish King. A 6 FT by 8 FT white marble dais is centered on the north wall, holding a magnificent carved mahogany throne (aura of enchantment) inlaid with gold (1000 GP), pearls (x10, each 3d20 GP), and emeralds (x20, each 3d100 GP). An empty 50 inch wide by 20 inch tall 4200 GP gold picture frame hangs on the west wall. A five-pointed star inscribed inside a pentagram inscribed inside a glowing green circle, is inlaid in red ceramic tiles on the floor in the southeast corner.

Any person sitting on the Throne is immediately engulfed in flames (1d8/round, no damage to a noble or royal Elf). A flaming Adventurer must succeed on a 1d20 roll GTET [24-Agility] to get off the Throne, checked/round). When a royal Elf (noble Elf on 1d20 rolls GTET [24-Will]) sits on the throne, the empty picture frame becomes filled with a picture of a raised temple in the mountains, with two rows of columns supporting cross pieces on which sits a burnished gold dome, with an altar in front of a black backdrop of stars [Temple of Saorla, Elven Goddess of Stars and the Night]. The Elf experiences a telepathic command, "*A true King must first pay respects to the Goddess, or fail in his quest.*" The royal-noble Elf is left with the impression the temple is real, it is outside of Lindoran, and it is not too far away.

When any person steps onto the circle/pentagram the *illusory face* of a male Elf wearing a crown appears on the east wall, saying, "*You who dare plunder the wealth of the Elves, Run now or Beware !! I have devices of which you know not, the prizes are not yet won, nor is the race over. How fast can you run? How long can you hold your breath?*"

- 13. Foggy Bottoms.** A narrow hallway (requires single file), completely filled by a thick fog starting at 5 FT (3 FT maximum visibility, apply a -4 melee penalty and -7 ranged weapon/ranged spell penalty) and ending at 85 FT. The **Special Skeleton** guard is armed with a Scimitar and Buckler and wears *Ultraviolet Spectacles*; the Skeleton regenerates after 12 hours. A 5 FT by 3 FT high hidden door to Hoist Shaft is on the east wall halfway down in the fog (-10 to find, -5 open lock). Beyond the fog is a 10 FT clear section with a red line on the floor halfway (at 5 FT), a gold and platinum chest is on the floor on the east side of the line.

The chest is found locked (-6 Open Lock), inside is a platinum cover plate with a platinum key hole and two platinum levers (one tipped with a 100 GP yellow citrine gem, one tipped with a 200 GP sapphire). The citrine lever causes the 5 FT by 5 FT section of floor between the fog and red line to drop away, revealing a stairway down into the darkness (a person on the lip falls for 1d10 damage unless succeeding on a 1d20 roll GTET [24-Agility]). The stairs remain open for 30 minutes. The sapphire lever causes a 15 FT long section of west wall midway in the fog area to move east to close off the passage, moving silently at 1 FT/round; any person caught by the moving wall section suffers 3d8 crushing damage (avoid on a 1d20 roll GTET [25-Agility]); the passage remains closed off for 6½ hours then resets.

Any of the keys obtained at Portcullis Central fit the platinum keyhole and it turns counterclockwise. If the key is turned before moving the citrine lever, the *illusory face* of a male Elf wearing a crown appears on the back wall and says, "*Thank you for alerting my many stalwart guards, devices,*

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and traps, which are now ready for you. Now fools, pull the citrine lever and go to your deaths, if you dare to brave my secrets.” If the key is turned after the opening the trapdoor, the traps and devices in the potion/scroll and Temple of Ptah sections of the First Level are disarmed for 15 minutes.

After the stone trapdoor covering the stairs resets, Adventurers cannot leave the Vaults through the trapdoor without possessing either the **Ring of Healing** or the **Elven King’s Signet Ring**. A 50 GP silver metal mask (*tragedy, aura of enchantment*) is firmly attached to the underside of the stone slab (-4 to find): when one of the elven Rings is touched to the mask the slab opens to its dropped position for 30 minutes, doing 3d8 crushing damage to persons directly underneath unless succeeding on a 1d20 roll GTET [25-Agility].

14. **Portcullis Central.** The western half of the room is taken up by a double-drum winch mechanism with four chains which run up through the ceiling, each drum having three wooden clutch levers and a large turning gear and wheel. The turning gear and wheel free-wheel (rotate freely in either direction) and do not turn the drums. Sticking out from the mechanism beneath each drum is a ceramic left hand – if clasped and pulled a 20-inch-long by 3 inch thick triangular cross-section bronze metal bar is attached to each hand. Removing the bar makes the portcullis at Portcullis Row harder to lift (east drum and the portcullis 20 FT, west drum and the portcullis 25 FT inside). The room is occupied by three HD3 Elven **Ghouls** wearing rusted conical helms and carrying rusted maces. The lifting mechanism requires GTET 2 hours of repair by a person with a mechanics skill to become functional (Dwarf succeeds on 1d20 rolls GTET [28-Intelligence] checked every 15 minutes) and capable of lifting the three portcullis. The following items are found between the drum mechanism and wall (-4 to find): a 4 inch six-power lens, a 6-inch-long by 2-inch-wide cracked glass prism, a half-filled copper oil can, six 2 GP ivory buttons, a 30 inch wood rod, three bent pieces of copper, a dulled steel lockpick (no bonus), and 15 CP. The room has three unlit torches stuck into iron brackets on the north wall. An iron key ring holding one each of a bronze, silver, gold, platinum, electrum and adamantine keys having a crown marked on the haft is found in a thin wooden box hidden in the machine (-8 to find); these keys can be used at various panels through the Vaults, including the chest at the end of Foggy Bottoms.
15. **Hoist Shaft.** A rectangular space entered from Foggy Bottoms through the hidden door in the fog; the floor is wet and damp-smelling. An open shaft 60 FT deep is in the northeast dogleg; a rusting hoist is attached to the ceiling above the shaft (if GTET 50 pounds weight is attached to the hoist it disintegrates on 1d10 rolls GTET 4 checked every 30 seconds. Thirty sharp 10-inch spikes are at the shaft’s bottom, concealed in 20 inches of cold water. A hidden door (3 FT wide by 5 FT tall, -5 to find, -3 Open Lock) to Trickisy Cabinet is in the northwest corner. A rusted lantern, pick, and three shovels are on the floor in this area (all tools shatter when used). A steady dripping of water collects on the ceiling above the shaft and drops down at about 2 gallons/minute. Adventurers within 3 FT of the edge slip and fall over (save 1d20 GTET [25-Agility], checked every minute). A continual whistling sound is heard in this area (per a whisper). The room is occupied by five HD2 **Explosive Fungus**

(2d8 damage, 7 FT radius, hp11, AC8).

16. **Trickisy Cabinet.** A 3 FT by 2 FT metal cabinet is mounted 3 ft off the floor on the south wall. The cabinet has a steel key lock and is found locked (-4 Open Lock), is hinged on the bottom (-6 to fin, -4 Open Lock) and opens/folds down into the room. Inside the cabinet are eight twisted pieces of iron, and ten small torn pieces of parchment (of no use in the dungeon). When the cabinet is pulled forward/down it reveals a compartment in the wall behind it which holds a tied leather bag. Inside the bag is a small iron key marked with the profile of a bird, a circular piece of red metal on which is embossed the outline of a bird with a long curved beak, and a parchment with three lines: the top line has the outline of a dog along with the numbers 33, 42, 10, and 28, the middle line shows the outline of a cat with the numbers 9, 44, 18, and 26, and the third line shows the outline of a parrot along with the numbers 43, 24, 14, and 06 (all used at #34).

Vault Building, Second Floor

The entire floor is open to the sky. The center part of the floor has collapsed and is open to the Ground Floor below. The remaining floors are polished dark yellow hardwood planks, the exterior walls are whitewashed stone, and the interior walls are 5 inch-thick hardwood. The floor is sturdy and does not collapse (especially over the Vaults). An Adventurer standing on the rubble pile at Open Rubble (#5) jumps to Hangman (#20) on a 1d20 roll GTET [28-Agility], to the fallen corridor section of Official’s Corner on a roll GTET [30-Agility], and to #25 on a roll of GTET [30-Agility]. Any failed jump causes 1d8 falling damage.

17. **Open Hallway.** The south edge lacks walls and looks over the rubble pile at Open Rubble (#5). The walls were originally white but are now covered in vine stalks and stained with dung. Three oval glass mirrors hang between the window openings in silver frames, each mirror with a spider’s web of cracks and breaks. An open arch leads to Ooze Home.
18. **Ooze Home.** The room is carpeted in dead leaves and dung, covering three four-legged skeletons (canines). The room is occupied by a well-hidden (-8 to see) HD3 **Grey Ooze** (hp31, AC5).
19. **Official’s Corner.** An open area in the northwest corner, the area contains three fire-scarred wooden desks covered by white dung, the empty drawers either destroyed or warped, along with the splintered remains of several other pieces of wooden furniture. The haft of a dagger sticks out of one desktop. Unintelligible symbols are marked on the north wall in old faded blood (*read language* spells reveal no meaning). In Spring and Autumn a variety of colorful toadstools and globular fungi grow on the desks (all harmless). In Summer, the half-eaten carcass of a giant snake is found here (putrefying odor at 40 FT, gag unless 1d20 roll GTET [25-Stamina]). Small chattering mammals scamper away as Adventurers approach.

The hallway stretching to the south follows the west side of the building, with an arched opening on the south to Hangman, an arched opening 10 FT wide on the east leading to a corridor that has fallen in, an arched opening 10 FT wide leading to a 5-FT wide section whose south edge is open to

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the rubble below, and a sturdy door on the south end leading to Bees Knees (bronze keyhole, locked, damaged mechanism, -6 Open Lock). In Spring an HD7 adult **Giant Eagle** (hp37, AC20) nest overlooks the rubble pile at Open Rubble [one bird sitting on four eggs, the mate arrives 1d12 minutes after Adventurers enter the Upper Floor]. In Summer an HD4 **Assassin Vine** (hp30, AC15) grows here.

20. **Hangman.** A rectangular area whose south end has dropped off, overlooking the rubble pile at Open Rubble. The walls are covered in faded blue wallpaper, now marked with multi-colored stains and white bird dung. The floor is covered in straw, sticks, many black bricks, and thick soot. A hangman's noose at the end of 15 FT of old rope is found here (-3 to find). In Autumn the area is occupied by a HD6 **Stone Gargoyle** (hp43, AC19); his lair holds two gnawed humanoid legs, a torn leather jerkin, a notched Long Sword, a leather pouch holding 45 CP and 33 SP, two clay flasks of medium-quality red wine, a flint & steel, a long-stemmed clay pipe, and five packets of good quality pipeweed (each 1d6+3 GP).
21. **Bees Knees.** The door is scarred by fire. In Spring and Summer a buzzing sound is heard at the door (normal loudness). The walls are water-stained and have small (harmless) shelf fungi growing on them. A 9 FT wide by 7 FT tall by 7 FT thick beehive is attached to the back wall (Spring/Summer: 1d20 HD3 **Giant Bees** {hp13, AC14} immediately attack any intruders, Autumn: 1d12-4 HD2 **Giant Bees** are present, and in Winter no Giant Bees are evident. If the hive is disturbed, 2d20 HD3 **Giant Bees**/round exit the hive every round for 1d12 rounds and attack intruders until they are driven from the Upper Floor. In Winter, the bees reduce their movement speed by 10%/round and apply a -3 melee penalty. 3d12 Bees/round are stunned by exposure to smoke (save 1d20 GTET 17). The hive has 130 pounds of good quality honey.
22. **Finders Keepers.** The sturdy wood door has a steel keyhole (found unlocked) and rusted (but functional) hinges. The walls have faded brown wallpaper and under the refuse is dark green tile flooring. The room is filled with a variety of crumbling wood furniture. The following can be found in the room (-3 to find): a curved steel Scimitar (leather grip is decayed), the broken heads of two spears, two four-legged skeletons (canine), a small round wood-and-leather Shield, an open-faced Helm with a large dent, and a 19 GP gold belt buckle.
23. **Coffin Shelter.** The door has a non-functional lock and is warped in its frame (requires total Strength GTET 24 to open). The walls are water-stained and general garbage litters the floor. A ragged wall-style tent is set up in the room, inside is an empty pine coffin in good condition with a bit of dirt in it. The room is occupied by five HD3 Elven **Skeleton Warriors** (hp16, AC12) armed with 1d8 Scythes. A leather bag on the floor (-2 to find) contains 28 GP, 3x garnets (40 GP, 55 GP, 80 GP), and a pot of salve labeled "*Restore Life Balm*" [actually a pot of *Mummy Balm*].
24. **Flew the Coop.** The wood door has a non-functional steel lock and is stuck halfway open. The interior walls and floor are badly stained with bird droppings. A large wooden

(pigeon) coop is along the south wall; there are 5 by 4 bird cages in the coop, each cage lined with dry mosses, all empty. Also in the room are a rickety wooden table and four sealed barrels containing rotted grain (1d12 rounds gagging). After 2 minutes of exposure each person is infected with tuberculosis (save 1d20 GTET [24-Stamina], checked every 30 seconds; symptoms appear after 1d20+4 days). There are 30 pounds of moss, valued at 22 GP/pound (used in healing potions).

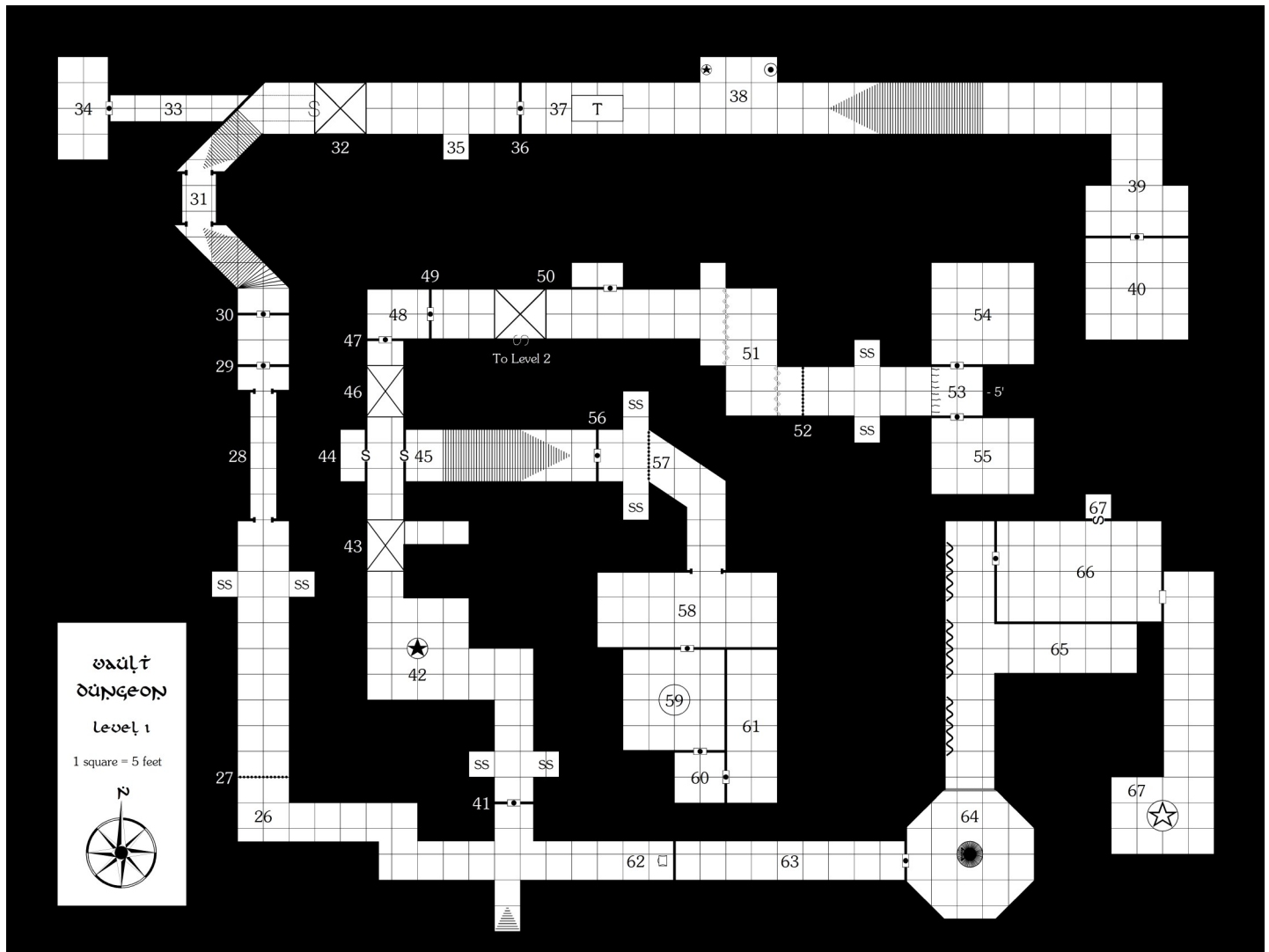
25. **Elven Idol.** The battered metal door has a bronze keyhole (found locked, -4 Open Lock); the east end of the room has fallen in and the area overlooks the rubble pile at Open Rubble. The floor is covered in a thick layer of decaying slippery leaves (avoid falling on 1d20 roll GTET [24-Agility]; 1d10 falling damage. A 4½ foot tall blue soapstone statue depicting a corpulent cross-legged Elf sitting on a lily pad is in the northwest corner. The statue has the aura of enchantment but no obvious magical properties. A large (empty) copper bird-cage hangs from a steel hook in the southwest corner, the gate open; the cage bottom is covered by 3 inches of thick crumbling brown moss, dotted with white droppings; under the moss is hidden (-3 to find) a small gold key marked with a crown on the haft; this key opens the doors to the Vault (#3). An ordinary staff is on the floor.

Treasure Vaults, Dungeon Level One

The vault area is reached from the Ground Floor by a 5-FT wide stair 65 FT long which enters a four-way intersection from the south; the west, north, and east branches from the intersection are all 10 FT wide. Unless otherwise specified the floor is flat and even, covered in a light red tile, 40 FT below the plaza level. All passages and rooms are 11½ FT high unless otherwise specified. All references to keys opening specific keyholes are to the keys obtained at location Portcullis Central. See map on page 41.

26. **Symbol Corner.** A *Symbol of Persuasion* (save 1d20 GTET [27-Will]) marked on the passage west wall as it turns a corner to the north; it is visible in torchlight at 20 FT; the symbol is triggered by a Dwarf, Gnome, Human, or other non-Elf humanoid approaching within 25 FT. Fifteen seconds after the symbol is triggered a *Magic Mouth* (Common) appears and orders the party to leave Lindoran and then to permanently forget everything they ever knew about the Vaults (save versus persuasion 1d20 GTET [28-Will], save versus forget 1d20 GTET [24-Will]); Adventurers affected by the symbol immediately comply with the order.
27. **First Obstacle.** An iron portcullis found in the lowered position, blocking the passage (-5 to find the latch, -7 disable latch, total Strength GTET 34 to lift). If the latch is not disabled a total Strength GTET 50 is required to break the latch. Once raised, the portcullis falls and latches again (if the latch is operable) on 1d10 rolls GTET 8, checked every 10 minutes; a falling portcullis is heard throughout this arm of the dungeon.
28. **Narrow Throat.** An arched passage 3½ FT tall by 5 FT wide at the north end of the 10 FT wide corridor, a brightly-painted mural of fantastic demonic creatures is on the wall surrounding the passage (aura of evil), making the entrance hard to discern (-4 to find). An *aversion spell* (save 1d20

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GTET [24-Will], checked every 5 minutes) is cast on the wall, causing persons within 10 FT to not look directly at the mural, and to not want to enter the passage. Dwarves or persons with a knowledge of stone work notice the passage ceiling may be unstable. A thin black string stretches across the passage 3 inches off the floor (-8 to find, -3 to avoid if found/-10 to avoid not found, -4 disarm device) 5 FT south of the passage's north end. If the string is broken or pulled it causes a gong to sound for 1d8*10 seconds and 1d3*30 seconds later the ceiling falls in the southernmost 15 FT of the passage (3d8+3 crushing damage, pinning affected persons {1d20 roll GTET [25-Strength] to break free). Each 3 FT segment of affected tunnel requires Strength GTET 17 to clear (taking 1 minute).

29. **First Door.** A solid metal door with a steel keyhole (-5 Open Lock). A faint scuffling (moving) sound is heard through the door (per whisper). The two **Special Skeleton** guards beyond the door hear the Adventurers on 1d20 rolls GTET 8 and gains a +3 surprise bonus when the door is opened.

30. **Medusa Door.** A metal door with an 8 by 3 inch grille and silver hinges/handles; the door has a two keyholes, gold above platinum keyhole. When the platinum key (from Portcullis Central) is inserted into the platinum lock (-10 Open Lock; the gold lock cannot be picked) the door opens (total Strength GTET 26 required to move); the key wielder suffers 1d12 electrical damage from any other key/lock combination; sufficient power is available to supply 10 shocks (recharges after 60 minutes). Once opened, the door drifts closed (and locks again) 3d20*15 seconds unless blocked open.

An *illusion* of a **medusa head** dripping blood hanging on a hook on the door, below the grille (disbelieve on 1d20 rolls GTET [27-Will], if believed, save versus stoning on 1d20 rolls GTET [27-Stamina]).

31. **Noxious Shower.** Stairs descend diagonally to the northwest (to the left), dropping 20 vertical FT over a length of 25 FT. Adventurers hear a hissing, whistling, or spraying sound standing at the top of the stair (as a normal conversation). At the bottom is a passage to the north (right) 8

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FT wide by 20 FT long by 12 FT high, with a metal grate floor with 3-inch square holes. At the north end of the passage a stair rises diagonally to the northeast (to the right), rising 20 vertical FT over a length of 25 FT (ending at the top of the stair facing east along a 10 FT-wide corridor). Fifty small shower nozzles protrude from the ceiling in the lower passage, spraying a fine mist of clear liquid which drains through the grating into a 12-inch-deep catch basin below (fresh aroma of mint); it is not possible to cross the grating and remain dry.

When Adventurers pass in a northbound direction the clear liquid is clean, cool, harmless water. If the door at Wight Defenders (into the Potion Repository) is opened without disarming the spring mechanism, a valve opens on a tank of strong acid (1d10 acid damage/round of exposure, permanently reduces exposed armor by AC-20 {-2 protection}) that sprays (4d100+150)*10 seconds before resetting; when acid is spraying in the area the sour aroma of vinegar is noticed at the top of the stairs.

32. **Trap or Consequences.** A 10 FT wide cover over a pit, 10 FT wide by 35 FT deep, with a HD6 **Black Pudding** (hp75, AC13) at the bottom (-4 to find, avoid 1d20 GTET [30-Agility] if not found, GTET [24-Agility] if found, -6 disarm trap). Ladders are cut into the west and east faces of the pit but only reach a depth of 25 FT. A hidden door (-6 to find, -4 Open Lock) at the pit bottom on the north side leads to Silver and Gold, and to the Receiving Room.
33. **Silver and Gold.** A corridor 5 FT wide by 6 FT high, the north end of the corridor ends in a metal door with a bronze keyhole over a silver keyhole, and adamantite hinges/handle. When the gold key is inserted into the silver keyhole (-8 Open Lock; picking the bronze lock has no effect) the door opens; the wielder suffers 1d8 electrical damage from any other key/lock combination; sufficient battery power is available to deliver eight shocks.
34. **Receiving Room.** The room has blue ceramic tile floor and walls and a whitewashed ceiling. A bright yellow wood shelf attached to the north wall holds a 14 inch tall wood statue of a **Toucan Bird** (AC40, hp15, 7-inch long beak), brightly painted in red, blue, yellow, pink, orange, and green, with glowing yellow eyes; a small keyhole is located on the shelf underside directly underneath the toucan (-8 to find). The room is also furnished with a 6 FT carved rosewood bench with faded blue cushion, a black leather stuffed chair (aura of evil), two faded green hassocks, an upright mirror in an oak frame covered by a colorful quilt (aura of magic, no enchanted properties), a big stuffed couch in a flowery print fabric (aura of magic, no enchanted properties), and four stone coffer (no lock, each cover requires a total Strength GTET 31 to remove). These coffers receive the metal goods initially carried by the persons transported to End of the Line (#68) from the *teleportation* corridors at Treasure Corridor to Nowhere (#91), Turn the Corner (#128), and Dragons in the Mist (#139). The metal goods are separated during transport. The first coffer contains a 922 GP antique Long Sword, a 662 GP spiked Mace), 8x curved Dirks each 1d20+35 GP (2 sized for small creatures), and a broken Spear head. The second coffer contains an 1160 GP silver bladed Cutlass, a

fine 400 GP Rapier), 4x steel Throwing Stars, and 18x war arrows. The third coffer holds a dwarven made Chain Mail Shirt, 3x open-faced steel Helms (one sized for a large creature), a pair of bronze Gauntlets, and a small circular steel Shield. The fourth coffer holds an adamantite full Helm with visor (AC+1), a pair of chain mail Gloves (sized for a small creature), a dwarven made Chain Mail Shirt sized for a dwarf, a dented steel Breastplate, and a pair of metal Foot Covers. If the teleportation corridor(s) have been encountered then divide the companion's transported metal goods equally among the coffers.

Beginning two minutes after the room is entered, the **toucan** generates a 3d6 *lightning bolt* (avoid 1d20 GTET [25-Agility], half damage 1d20 GTET [25-Stamina]) every 30 seconds until the key obtained at Trickys Cabinet is inserted into the keyhole under the bird and turned in the clockwise direction (when performing this action under attack, the key is dropped or jammed unless succeeding on 1d20 roll GTET [26-Agility], failure means the key is dropped); the toucan resets itself after 45 minutes.

35. **Leprechaun Niche.** A niche on the south side of the hallway, holding a 3 FT brown stone statue of a Leprechaun dressed in an elaborate jerkin with a tall pointed hat, knee-length pants and pointed shoes. When the statue is touched a *Magic Mouth (Elvish)* appears on its face, saying, "*Brave are those who travel through Fire and Water, but I fear the wrong path they seek. Through Earth and Air must they pass. A fall may not be evil if the bottom is not reached. The choking gems may together find a higher purpose.*" This mouth repeats every 5 minutes.
36. **Double Trouble Door.** A locked metal door with Bronze and Platinum keyholes (-10 Open Lock). When the bronze and platinum keys are inserted into their respective keyholes and turned together the door opens; when bronze is inserted into platinum or platinum into bronze the user suffers 1d12+2 electrical damage while any other combination causes the user 1d8 electrical damage. The hallway slopes downward from the door to the stairway to the east, losing 8 vertical FT.
37. **Dart Wall.** A pressure plate in the floor (-6 to find, -4 disarm trap) with 6 quarter-inch holes in the north wall, 5 inches apart, 36 inches from the floor (-4 to find, -3 disable device each hole). Stepping on the plate (requires GTET 20 pound weight) causes one 1d4 Dart to discharge per home for 6 rounds (there is a 10 second delay); fires into the area behind the person activating the trap. The pressure plate is avoided on 1d20 rolls GTET [28-Agility] if not found, GTET [22-Agility] if found.
38. **Refreshment Stop.** Thick spider webs (hp5, AC8) block the passage at the niche's west end; on 1d10 rolls GTET 8 three HD6 **Invisible Spiders** (hp25, AC25) are here. A 10 FT long black marble bench is in niche; in the niche's west end is a small green marble statue of a sylph and at the east end is a white marble bowl mounted under a carved white marble fish's head. Written in Elvish on the passage's south wall (opposite the niche) is: "*Rest now my friends while you may, for you do not broach my winery so easily. As a good host I invite you to first drink and be*

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refreshed.” After an Adventurer sits in the niche GTET 30 seconds rounds a pale amber liquid flows from the fish mouth to the bowl; there is sufficient liquid for 30 sips (each sip cures hp1 damage; unused liquid loses its enchanted properties after 15 minutes). The ten-FT space at the bottom of the stairs just east of the niche is covered in a gritty grey powder which makes a *crackling* noise when stepped on.

39. **Wight Defenders.** The area between the top of the stair and the door (to #40) is patrolled by five HD5 **Wights** (hp26, AC15) each armed with a *Javelin +1* (poisoned against humans x2, poisoned against dwarves x2, paralyzing poison, 4d100*30 seconds, save 1d20 GTET [24-Stamina]), a hooked *Short Sword +1* (aura of neutrality), studded leather Armor, and an open-faced steel Helm inlaid with silver and turquoise (of antique elven design, each valued 1730 GP); the group also has 3x flash grenades and 2x *Oil of Slipperiness* (for the stair). Two boulders each 5 FT diameter and 300 pounds (4d6 crushing damage, save 1d20 GTET [25-Agility]) are stored in the area above the stair to be pushed down on intruders.

The door to the Potion Repository is magically enhanced with a platinum lock (found locked, -4 Open Lock; none of the keys on the key ring fit). A spring-loaded stud (-5 to find, -3 disarm trap) along the top of the door frame is connected to the spray tanks at Noxious Shower; if the door is opened without disarming the spring, the spray at Noxious Shower becomes a strong acid for 4d100+150 rounds before resetting.

40. **Potion Repository.** A rectangular room containing a 5 FT gold statue of an Elven warrior (aura of magic, no enchanted properties, 1500 pounds), an upright wooden cabinet carved with grape vines (gold lock, found locked, -5 Open Lock), a mahogany table with two brown clay jugs (corked, each 3 CP) and a 160 GP silver whiskey flask (screw top), four tall 100 GP silver urns, and a carved wood scroll rack mounted on the west wall. An elaborate tapestry (9 FT wide by 7 FT high) on the south wall depicts an old elvish temple with columns and a golden dome (see the description at Special Throne). Inside the cabinet are the following potions: *age-reducing* (reduces physical age by 20 years), *dominate monster* (**Mountain Giant**, save 1d20 GTET 18), *levitation*, 2x *poison* (fatal after 2d20 rounds, save 1d20 GTET [24-Stamina]) – one is labeled a *2d8 Cure Wounds* potion, the other as a *potion of invisibility*, *treasure finding* (detect precious metals and gemstones, range 200 FT), *physic of ghouldom*, *blindness draught*, *poison antidote*, *1d8 Cure Wounds*, *rat repelling powder*, *balm versus sleep*, *balm versus blindness*, *potion of fire resistance*, *far-hearing*, *lock opening oil*, *lethe water*, and a *magus power draught*. When the tapestry is removed from the dungeon and hung, it acts as a permanently open, one-way, *gate* [range 1000 miles] to the ruins of the pictured temple; when used as a gate the tapestry remains at its hanging location and does not accompany the gated person(s).

The clay jugs hold a sweet-tasting liquid poison (half movement after 12 hours, paralysis after 3 days, coma after 4 days, death 3d12 hours after coma; save 1d20 GTET

[28-Stamina], check at 12, 24, 36, and 48 hours). The whiskey flask contains a high-quality wine drugged with poison (causes extreme thirst – must drink GTET one gallon within 10 minutes, effect in 1d12 rounds, save 1d20 GTET [30-Stamina], drinks the closest available liquid(s) without pause or caution). Two silver urns contain fresh water, one urn contains salt water, and one urn contains spoiled apple cider.

The scroll rack holds ninety-four scrolls in Elvish, eighty-five concern the history of Lindoran and the history of the Royal Family (each 2d12+15 GP). The remaining nine are: **Wizard** scroll (Air, 1d6+3 *Electric Charge*, *Sense Prying Ears*, *Fog Bank*, *Fog Bank*, *Remote Push*, *Remote Push*, *See Invisible*, *Target Missiles*); **Wizard** scroll (Air, 2d6+3 *Electric Shock*, *Waken*, *Levitation*, *Telekinesis*, *Speak Languages*, *Speak Languages*, *Breath Poisonous Fumes*, *Disperse Magic*, *Choke*, *Freedom*); **Wizard** scroll (Earth, 1d6+3 *Acid*, 2d6+3 *Acid*, *Beacon*, *Hole*, *Remove Paralysis*, 1d6 *Rotting Hand*/3 rounds, 1d4+4 *Steam Vent*, 25x25 *Create Quicksand*, 4d6+4 *Lava Eruption*); **Wizard** scroll (Fire, 1d6+3 *Burn*, *Command Fires*, *Detect Prying Eyes*, 1d8+3 *Fire Arrow*, 1d12 *Magic Grenade*, *See True Location*); **Wizard** scroll (Fire, 2d6+2 *Burn*, *See Invisible*, 20x20 *Smokescreen*, *Blindness*, *Blindness*, 25x25 *Daylight*, 10x10 *Hide Object*, *Invisibility*); **Wizard** scroll (Shaman, 1d6+3 *Mage Bolt*, -3 *Confuse Weapons*, *Dominate Animal*, *Jaco's Mesmerize*, HD5 *Minor Sleep*, *Remove Panic*, +3 *Aura of Heroism*, *Disperse Magic*, *Fear the Reaper*); **Priest's** scroll (*Animate Bones*, *Animate Bones*, -2 *Blur Sight*, *Command Beasts*, *Compel Truth*, *Compel Truth*, 1d8 *Cure Wounds*); **Priest's** scroll (*Detect Good-Evil*, *Bar Creature*, 1d8 *Cure Wounds*, *Create Minor Food*, *Create Minor Food*, *Detect Poisons*, *Detect Poisons*); **Priest's** scroll (1d8 *God's Bolt*, 1d4+2 *God's Fist* 4 rounds, 1d8 *God's Sword* 3 rounds, *Minor Escape* 40 FT, *See Undead*, *See Undead*, +4 *Sword Blessing*).



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- 41. Middle Arm Door.** A metal door engraved with the royal emblem of the Elchanim Elves; it has silver and bronze keyholes (-10 Open Lock). When the bronze key is inserted into the silver keyhole the door opens; any other combination results in the user suffering 1d12 electrical damage (half damage 1d20 roll GTET [24-Stamina]). Two **Special Skeletons** stand in niches just to the north past the door.
- 42. Gargoyle in the Fog.** A 6 FT black stone statue of a four-armed Gargoyle (aura of enchantment) is in the northeast corner, all four hands support a 1700 GP shallow silver-turquoise bowl. The room is occupied by a **Sentient Mist**. The bowl holds a silver-and-turquoise *Ring of Water Breathing* and a platinum-ruby *Ring of +2 Protection*. The mist simultaneously solidifies around up to six persons (neutral/evil persons "attacked" on 1d10 rolls GTET 3, checked every 20 seconds). On the second round the Mist begins inflicting 1d8 strangulation damage; an affected Adventurer breaks free on a 1d20 roll GTET [24+{number of rounds affected}-Strength]. If the bowl is taken one of the hands reaches out and grabs the thief and doesn't let go until the bowl is returned (avoid 1d20 GTET [27-Agility]).



- 43. Spiders and Mold.** Thick spider webs (do not burn) are across the corridor just to the north of a 20 FT deep pit concealed under a trapdoor (opens on GTET 25 pounds, -5 to find, -2 disarm trap, reset after 15 minutes, avoid 1d20 GTET [30-Agility] not found or GTET [22-Agility] if found). A HD3 **Brown Mold** (hp12, AC12) is at the bottom of the pit. On the east side 4 FT above the pit is a 15 FT deep niche in the wall occupied by three HD4 **Giant Spiders** (hp22, AC14) and a HD4 **Recluse Spider** (hp20, AC20, bite 1d6 plus lethal poison, save 1d20 GTET [28-Stamina]).
- 44. West Hidden Closet.** The 5 FT by 5 FT hidden door is -10 to find, -6 Open Lock.
- 45. East Hidden Door.** The 5 FT by 5 FT hidden door is -10 to find, -6 Open Lock.
- 46. Second Pit.** A 15 FT deep pit is concealed under a trapdoor (-6 to find, -4 disarm trap, resets after 15 minutes, avoid

1d20 GTET [28-Agility] if not found and GTET [22-Agility] if found) with ordinary mold and fungus at the bottom (allergic persons are paralyzed 4d100*15 seconds, saved 1d20 GTET [26-Stamina] checked every round). The pit requires 25 pounds to open. A poisonous grey dust is on the floor across the 5 FT area immediately south and north of the pit (-6 to find); Adventurers having direct skin contact with the poison suffer 1d4 damage/round for [21-Stamina] rounds (hp1/round on 1d20 roll GTET [25-Stamina]). The poisonous dust becomes airborne after three persons walk across it, each nearby person affected for 1d8 lung damage (save 1d20 GTET [26-Stamina] checked per round for 1d12 rounds).

- 47. Haunted Door.** A metal door engraved with the emblem of the Elchanim Elves, having both gold and silver keyholes (-10 Open Lock); the door opens when the gold key is inserted into the gold keyhole, otherwise the user suffers 1d12 electrical damage (no save). Low moaning sounds accompanied by the clanking of chains (per whisper) may be heard through the door. One minute after Adventurers begin to examine the locks the *illusion* of an incorporeal Ghost appears to come through the door (disbelieve 1d20 GTET [27-Will]; affected persons age 1d100 months and panic for 1d20 minutes). A wall of *blackness* is seen when the door is opened.
- 48. Blackout Ghost.** An area of bare stone walls, the room has a permanent *darkness spell* which immediately extinguishes any ordinary torch, lamp, lantern or open flame (enchanted light sources are unaffected). Adventurers hear low moaning sounds accompanied by the clanking of chains (per whisper). Each Adventurer passing through the room is pick-pocketed of one item on 1d20 rolls GTET 8 (save 1d20 roll GTET [28-Agility]).
- 49. Door out of Darkness.** A metal door having a single steel keyhole (no key fits the keyhole, -8 Open Lock while the area remains in darkness).

- 50. Pit to the Next Level.** A 35 FT deep pit covered by a trapdoor (35 pounds to open, -6 to find, -3 disable device, avoid 1d20 GTET [28-Agility] if not found or GTET [22-Agility] if found); green algae grows on the north wall of the pit and three ordinary bleached skeletons are at the bottom (one wears a 15 GP silver Ring. A 5 FT by 5 FT hidden door (-6 to find, -3 Open Lock) leading to the *Second Dungeon Level* is at the shaft bottom on the south side, 3 FT off the bottom. The trapdoor resets after 15 minutes.

Just east of the pit is a sturdy wooden door with a 10 inch wide by 6 inch metal grille at eye level and a steel keyhole lock (-4 Open Lock); persons looking through the grille see a (HD8) **Spectacular Zombie** (hp48, AC31) inside the room, a glowing metal brazier holding three hot brands and one glowing brand being waved about in the air. A steel key that opens the lock hangs from a peg on the corridor south side. The **zombie** is manacled to the wall and is being struck by the floating glowing red metal brand; after each strike the zombie cringes, moans, and shakes its chains; the poker drops to the floor and does not move if the room is entered (3d6 fire damage from handling the hot poker). There is no invisible creature in the room. If Adventurers

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bypass this room the **Zombie's** chains fall off and it opens the door (moving *silently*) and attacks Adventurers from behind when they engage the **Special Skeletons** to the east.

51. **Gassy Room.** A rectangular area bounded by translucent force shields on the west and east sides, the shields confine a cloud of *sleeping gas* (affects after 1d6*15 seconds, persists 2d8*30 minutes, save 1d10 GTET [27-Stamina]). The area becomes filled by *poisonous gas* (lethal in 1d10*10 seconds, save 1d20 GTET [24-Stamina] checked every round for Humans {+3 Elf, +2 Dwarf, +1 Gnome}) after the door into the Copper and Silver Room is opened). Pushing through each force shield requires a 1d20 roll GTET [26-Strength]; an Adventurer must be conscious to move through a force shield.
52. **Steel in the Way.** An iron portcullis found in the lowered position with a latch mechanism (-4 to find, -2 disarm device). Once the latch is opened the portcullis requires a total Strength GTET 36 to lift. After being open 15 minutes the portcullis falls closed on 1d10 rolls GTET 8 checked every 2 minutes; when it falls it can be heard through the dungeon arm (as normal conversation). Two **Special Skeleton** guards are to the east behind the portcullis.
53. **Blades and Darts.** The 10 FT by 10 FT area between the doors to the Copper and Silver Room and the Acid Pool is 12 inches lower than the corridor floor, filled level to the floor by a HD3 **Grey Ooze** (hp31, AC5; appears like the floor, -8 to find). The (north) door to the Copper and Silver Room is a sturdy wooden door, magically enhanced, with a single steel keyhole (-3 Open Lock); when the door is opened a *guillotine blade* (-4 to find, -8 disable trap, avoid 1d20 GTET [30-Agility] if not found and GTET [25-Agility] if found, 1d12+4 damage, 1d20 GTET 16 cleaves limb, resets when the door is closed) drops after 30 seconds. The (south) door to Acid Pool is a sturdy wooden door, magically enhanced, with a single adamantine keyhole (-3 Open Lock); a floor pressure plate immediately inside the room (-8 to find, -3 disarm trap) triggers a 1d6 dart thrower trap (avoid 1d20 GTET [28-Agility]). A chemical odor may be detected on the outside of the door on 1d20 rolls GTET [26-Intelligence].
54. **Copper and Silver Room.** The room has a blue tile floor, the ceiling is painted royal blue with the Elchanim crest in the center, the west, south, and east walls are paneled in cherry wood, and the north wall is white with a mural depicting Dwarves casting coins in a foundry. The room contains 18 steel chests (Strength GTET 22 to break) each with a steel keyhole (found locked, -4 Open Lock; the lock on chest 8 is already broken and is unlocked). Each chest contains 12,500 CP and 3500 SP. Chests 3, 4, 5, 10, 12, 14 and 15 have *poison needle* traps (-3 disarm trap, avoid 1d20 GTET [23-Agility], paralysis after 1d10*10 seconds persisting 3d100 minutes, save 1d20 GTET [24-Stamina]). Chest 8 contains three HD7 **Specters** (hp45, AC15) in addition to coins. Two minutes after opening the fifth chest, three **Special Skeleton** and two **Special Zombie** guards enter the room and attack the companions (listening per whisper may give 30 seconds warning).
55. **Acid Pool.** The entire room length (west to east) is taken up by 23 steps down, each step 8 inches wide by 6 inches deep, for a total vertical drop at the south wall of 11½ FT. A small stone coffer is in the northeast corner on the top step (no lock). A green metal 1 FT by 1 FT door on the opposite wall is closed by a green metal padlock. The top step immediately inside the door has a 14 inch by 6 inch floor pressure plate wide (-8 to find, -3 disarm trap) that activates a bolt thrower trap located at waist height in the opposite wall (3x half inch diameter holes, -6 to find); the trap fires four volleys of three 1d6 adamantine Darts (avoid 1d20 GTET [28-Agility]/dart), the volleys are separated by 20 seconds (mechanical timer). The room is filled with an acid to mid-way between the fourth and third steps, with an *illusion* (disbelieve 1d20 GTET [30-Will]) that hides the acid. Acid does 1d3 damage/round immersion; persons wearing plate mail are not affected until reaching the knee-joint in their armor (fills the foot/leg cavity – the leg takes damage until the armor is removed; exposed armor is permanently reduced AC1 every 15 seconds of exposure. The stone coffer contains a *Bottle of Life-Trapping* that holds a HD10 **Wraith** (hp84, AC22). The padlock is -4 to open the lock, the door opens to reveal a leather bag holding twenty-two 30 GP garnets, thirteen 50 GP pearls, ten 100 GP bloodstones, seven 500 GP sapphires, four 1500 GP rubies, and two diamonds (2450 GP, 6100 GP).
56. **Double Jeopardy Doors.** A metal door engraved with the emblem of the Elchanim Elves, with both platinum and gold keyholes (-10 Open Lock); no hinges or door hardware are visible; written across the door in Elvish is “*Danger! To open this door is immediate Death!*” When either the silver key is inserted into the platinum keyhole or bronze key into the gold keyhole, the door unlocks; any other combination results in 1d12 electrical damage to the user (half damage on 1d20 rolls GTET [22-Stamina]). The metal door is pushed upward into the ceiling and latches (fails after {3d10+50}*15 seconds; the falling door is heard between the Middle Arm Door and Gassy Room and Summoning Evil, per normal conversation). Immediately inside the metal door is a sturdy wood door with an iron ring knocker (opens inward), magically enhanced, with a single steel keyhole that does not fit any key on the key ring (-4 Open Lock, hp50). A *Symbol of Life Draining* is written on the door (range 25 FT, avoid viewing 1d20 GTET [28-Will], permanently removes 2d12*500 XP, quarter-XP reduction on 1d20 rolls GTET [28-Will]). The faint sounds of the two **Special Skeleton** guards on the far side may be heard (per whispers).
57. **More Bards.** A steel portcullis (hp100) found in the down/closed position, held by a latch mechanism (-4 to find, -2 disarm device); the portcullis requires a total Strength GTET 44 to lift. After being raised the portcullis falls closed on 1d10 rolls GTET 9, checked every 10 minutes; when the portcullis falls the sound is heard from the Middle Arm Door to Gassy Room to Summoning Evil (per normal conversation). Murals painted on the northeast and southeast (diagonal) walls just beyond the portcullis depict famous male/female Elven Bards and Minstrels from history. An Elf who touches the northeast mural *extracts* a 1450 GP 880 year-old Guitar owned by Cuirol De'Horing

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- 58. Dinner is Set.** The room is entered on the north through an arched opening, with a sturdy wooden door centered in the south wall; the door has a single silver keyhole (found locked, -5 Open Lock). The room has a white marble tile floor, walls with alternating horizontal rows of red and white brick, a painted blue ceiling, and a blue crystal candelabra hangs in the room center (twenty unlit blue candles). The room is furnished with a 15 FT dining table long covered by a threadbare light blue tablecloth, fifteen carved chairs with faded blue satin cushions, an 8 FT tall by 6 FT upright china cabinet filled with light blue dishes (total Strength GTET 40 to move), a 7 FT long by 3 FT high ten drawer breakfront with (empty), and a 5 FT by 2 FT side table with thin 38 inch legs. Twenty inch circular stands in each corner each support blue-white ceramic vases with bunches of dried blue flowers (each vase holds a volume of *holy water* equal to three vials). Three 40 inch flower-shaped mirrors hang on the east wall (a person breaking a mirror is cursed for one year with a -2 saving throw penalty and -1 melee penalty, no save, cumulative to each mirror). A wood rack holding fifteen gold-headed is fastened to the west wall. The 7 FT high by 5 FT door (locked, -5 Open Lock) to Summoning Evil is completely hidden behind the china cabinet. The room is occupied by five HD8 **Special Skeleton** guards (hp48, AC24), each equipped with a short bow (arrow notched), a quiver of 12 arrows, a throwing cudgel, and a mace.
- 59. Summoning Evil.** The room is bare grey stone with a glowing 12 FT diameter red circle centered on the floor, the word “*Lythsep*” is written in flaming letters inside the circle. A sturdy wood door in the south wall leads to Drowning Elevator; the door has a silver keyhole (locked -3 Open Lock). An aged musty aroma is detected around the south door (1d20 roll GTET 14). Thirty seconds after the north door is opened a *magic mouth* (Elvish) appears on the east wall, “*Enter my atrium and rest from your recent tests. Speak the name thrice and aid may soon be yours.*” If the name, *Lythsep*, is spoken aloud three times within any 5 minute period (does not have to be the same speaker), a HD12 **Class D Demon** (‘*Klathou*’, hp68, AC53) appears in the circle, demanding the sacrifice of a living creature to appease it after being disturbed; the **Class D Demon** crosses the magic circle only on a 1d20 roll GTET 19, but can use all of its magical abilities from within the circle.
- 60. Drowning Elevator.** A stone door with a gold keyhole (-4 Open Lock, -12 Open Lock when the floor is moving) in the east wall leads to the Queen’s Parlor. The room is bare grey stone. An *illusion* of a **Medusa’s head** dripping blood with glowing blue eyes and animated hissing snake heads is at eye level on the south wall (disbelieve 1d20 roll GTET [26-Will], if believed then save versus stone 1d20 GTET [26-Stamina]). The room has the musky aroma of old mold and a thin line of green algae along the floor (-4 to find). Forty-five seconds after the door from Summoning Evil is opened, the entire floor begins to sink at 1 FT every 15 seconds with a maximum depth of 24 FT. Three water ducts are uncovered after dropping 8 FT, filling the floor with water at 4 inches/15 seconds. Once the floor reaches its maximum depth it remains there 60 minutes, before rising at 1 FT/15 seconds (the water drains at 2 inches/15 seconds).
- 61. Queen’s Parlor.** The room is 15 FT high, the floor is covered in gold, red, and green ceramic tile, the west and east walls are covered in light-colored wood paneling, the north and south walls are whitewashed, and the ceiling has a royal blue border around a mural showing Elves dancing around a pond in a pine forest. A 10 FT by 9 FT wide faded and torn tapestry hanging from a wood rod on the south wall depicts a choir of female Elves at night in an outdoor amphitheater. The room is furnished with two faded gold fabric divans, three carved wood chairs with rotted seats, a low oval coffee table marked with several scars, two wooden stools on their sides, a faded blue fabric stuffed chair, and an empty upright wood-and-glass curio cabinet. A tailor’s dummy stands in the northeast corner surrounded by a glowing 6 FT radius yellow force field. A female Elf having Intelligence GTET 18 moves through the force field without penalty otherwise passage requires a 1d20 roll GTET [28-Will] for a male Elf, GTET [32-Will] for a non-Elf female, and GTET [35-Will] for non-Elf male. An Adventurer repelled by the force shield suffers 1d12+2 electrical damage (half damage on 1d20 roll GTET [25-Stamina]). The dummy holds the **Queen’s Cape** (17,252 GP antique woman’s cut knee-length sable cape with a linden leaf gold-and-ruby clasp, lined in red satin), and the **Queen’s Coronet** (44,920 GP, a platinum-pearls-diamond-turquoise-aquamarine-topaz-cat’s eye tiara, *aura of good*). The **Queen’s Scepter** (53,028 GP platinum-ruby-emerald scepter, *aura of good*) is hidden inside the dummy (front opens, -4 to find, -5 Open Lock). The room is occupied by three HD8 female Elven **Ghosts** (hp58, AC14); the Ghosts do not attack Elves.
- 62. Chest from Hell.** The corridor is 10 FT wide by 12 FT tall and ends at an elaborate two-inch thick carved wood panel that depicts Elves at a royal feast. The panel completely and tightly fills the corridor (hp220, 1275 pounds, resists ordinary fire, suffers half damage from fire spells). A steel-platinum chest is 3 FT in front of the panel, with a platinum keyhole (locked, any key, -3 Open Lock); an angry “buzzing” sound is heard within 5 FT of the chest (as normal conversation). Opening the chest releases swarms of ten HD8 **Hell Wasps** each round for 1d8 rounds (the chest has a link to the First Circle of Hell, see *Inferno: Journey through Malebolge*). Adventurers carefully tapping on the wood panel hear a hollow sound on 1d20 rolls GTET [26-Intelligence], which could indicate space behind the panel.
- Adventurers should specify how they are going to safely remove the panel and its final position. Moving such a large and heavy object should involve some careful planning. The panel is wedged tightly into the corridor and pushes against four steel plates at the corners (unseen on the back side), so it cannot be pushed to the east and fall flat onto the floor. It has to be pulled forward, to the west, or cut through. If the panel falls or becomes lodged across the corridor it could continue to be a significant impediment to movement. If the panel falls on and crushes the chest, it immediately releases 40 angry **Hell Wasps**.
- The corridor east of the wood panel ends in stone door which has a bronze and a silver keyhole (closed, the door opens when the silver key is inserted in the silver keyhole – any other combination causes 2d6+2 electrical damage {half damage on 1d20 GTET [25-Stamina]}, -12 Open Lock).

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63. Bubble Corridor. Fifty highly reflective 30 inch diameter silver bubbles (hp3, AC8) float between the wood panel and the east end of the corridor, along with six HD7 **Gas Spores** (hp18, AC24). The bubbles are drawn west by air currents caused by dropping the wood panel and are “programmed” to spread out to block the corridor. When a bubble is burst the effect is determined using 1d100: (01-20) 1d6 explosive damage at 5 FT range, (21-50) 1d10 explosive damage at 5 FT range, (51-70) 2d10 explosive damage at 10 FT range, (71-85) deafen for 1 hour at 10 FT range {save 1d20 GTET [26-Stamina]}, (86-96) causes 3d12 minutes unconsciousness at 10 FT range {save 1d20 GTET [26-Stamina]}, (97-100) 8d6 explosive damage at 10 FT range. Bubbles can safely be moved aside without bursting them using a wood pole, spear butt, or other blunt device on 1d20 rolls GTET [24-Agility]. Exploding bubbles do not cause other bubbles to explode (no cascade effect to the clear the corridor).

64. Magic Mirror on the Wall. The room has a light-colored wood floor, the northwest, northeast, southwest, and southeast diagonal wall sections are floor-to-ceiling mirrors, and the south and north wall sections are dark wood panels. An 8 FT wide floor-ceiling royal blue curtain hangs from a silver rod on the east wall. A 10 FT diameter 9-inch-wide by 6-inch-tall solid silver ring is centered in the floor, surrounding an apparent (*disbelieve* 1d20 rolls GTET [30-Will]) 30-inch-deep pit filled with dancing red, yellow, and blue flames (no visible means to generate flames); the ‘pit’ is actually the top of a circular vertical shaft leading down to More Perilous Mirror (#98 on the Second Dungeon Level). The fire generates considerable heat (contact with the fire causes 1d12 fire damage/round) and the room feels very warm (100°F). Written on the south wall in glowing white elvish script is, “*Pause if you will, in your search for my crown, and pay your respects to Lelos, the creating mind, and the Elder Roslova spirits, represented in this holy fire. The prizes are not yet on your hand, and still the High Offices are mine to give, yet should you pass beyond the colors moving, the Kingdom may yet become thine.*” A 16-inch gnarled wood cudgel (aura of magic) sits on a 20-inch wood shelf above the script on the south wall.

The north paneled wall section is an *illusory wall* (*disbelieve* 1d20 roll GTET [28-Will]) allowing access to Harvesting Mirror to End of the Line; the **Special Skeleton** guards do not enter this room even though there is no true physical barrier there. The pit and fire surrounded by the silver ring are also *illusory* (*disbelieve* 1d20 GTET [30-Will]); the silver ring actually surrounds a 35 FT vertical shaft with a sturdy steel ladder (*Oil of Slipperiness* is on the ladder, difficult climb, save versus falling on 1d20 rolls GTET [30-Agility]) built into the south side (emerges through the ceiling of More Perilous Mirrors, #98 on the Second Dungeon Level).

Behind the royal blue curtain is a 7 FT by 5 FT polished *Mirror of Life Trapping* divided into grid of twenty sections (5 rows by 4 columns) by thin black lines [numbered top left to right]; creatures become trapped by the mirrors at Harvesting Mirror (#65) and More Perilous Mirrors

(#98). Seventeen of the cells are occupied by: (1) **Ghiatko** [**Skurn Warrior**, LE, hp68, trapped 712 years], (2) **Faltain** [trapped 476 years], (3) **Russlenko** [trapped 810 years], (4) **Casmos** [HD10 **Cyclops**], (5) **Maricee** [**Doppleganger** {Gnome}], trapped 349 years], (8) **Ricimer** [trapped 511 years], (9) **Lynorlea** [trapped 97 years], (10) **Chelsor** [trapped 339 years], (12) **Maegwyn** [trapped 602 years], (13) HD7 **Troll** [hp33], (14) **Jory** [HD5 **Ogre**, hp55], (15) **Catterick** [HD5 **Leprachaun**, trapped 114 years], (16) **Nossarsa** [trapped 63 years], (17) **Vodallius** [trapped 278 years], (18) **Aldadaerris** [trapped 42 years], (19) **Szaloek** [**Lycanthrope** (Boar), trapped 536 years], and (20) **Zaemarelch** [HD6 **Type 3B Devil**]. Cells 6, 7, and 11 are empty. Creatures trapped in the mirror do not age or require food/drink while trapped, and are generally aware of what occurs in the room outside; they are unaware of the other creatures and are unable to communicate with them. Creatures trapped in this mirror are unaffected if the mirror at Harvesting Mirror is damaged or broken. Adventurers directly viewing the mirror discern that there is a vague shape in an occupied cell on 1d20 rolls GTET [28-Intelligence].

When the gnarled cudgel is touched to a cell the wielder can speak to/hear the trapped creature (2 minutes/cell, 5/ day; a shared language is required to communicate). The cudgel can be used to break a mirror cell on 1d20 rolls GTET 14 (5/day; Priests, Crusaders, Warlocks, Wizards, Shamans apply their SPM as a roll modifier), releasing the trapped creature. The released creature appears in front of the mirror dressed in only their skin/hide. An open cell remains broken until another creature is taken into it.

65. Harvesting Mirror. The corridor is 12 FT tall with a branch to the east side; a sturdy metal door (enhanced, locked, -7 Open Lock) to the Armory is set into an arch at the northeast end. The floor is covered in dark red tile, the walls are paneled with light-colored wood, and the ceiling is painted red; the corridor echoes all sounds. Three faded 8 FT by 6 FT tapestries hang on the west wall from 220 GP hollow silver rods, they depict Elves hunting in a forest with bows. The middle tapestry conceals a *Glyph of Petrification* (10 FT, avoid viewing 1d20 GTET [26-Will], save versus petrification 1d20 GTET [28-Stamina], persists 2d100 days). The room is occupied by five **Special Skeleton** guards armed with *poisoned* Scimitars (unconscious 2d100 minutes, save 1d20 roll GTET [25-Stamina]).

A 9 FT by 7 FT carved cherry-wood table with a thick top and dragon’s feet, is at the end of the east branch corridor. The east end wall is covered in gold tiles, an 8 FT by 5½ FT silver oval mirror in a platinum frame (aura of magic, requires an enchanted weapon plus Strength GTET 20 to break, hp380, if the mirror is broken flying glass shards inflict 2d8 damage to all persons in the corridor {half damage on 1d20 roll GTET [26-Agility]}) hangs centered at the east end. A 48-pound 10,800 GP silver rack sits on the table covered by a black velvet cloth. The rack holds fifteen 18-inch black metal rods, each having a different pear-cut gem at its tip (all have auras of magic). Each rod nullifies one specific spell or prayer ten times (as listed below,

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the rod must be exposed to the spell not merely carried), and has 3x charges of the associated spell to cast. Once a rod has nullified its associated spell the tenth time it immediately and permanently loses all enchanted abilities, including any remaining spell charges, except that it cannot lose its ability with regards to the *prismatic wall* at The Final Goal (#154): (1) Diamond/*Sound Blast* (1d8+3), (2) Agate/*God's Fire* (10x10, 2d8), (3) Emerald/*Ice Encasement*, (4) Amber/*Remove Air*, (5) Ruby/*Fireworks*, (6) Amethyst/*Blindness*, (7) Sapphire/*Dominate Person*, (8) Turquoise/*Magic Grenade* (1d12), (9) Yellow Spinel/*Lightning Bolt* (2d8), (10) White Pearl/*Cloud the Mind*, (11) Black Pearl/*Toxic Fume Cloud*, (12) Moonstone/*Fear the Reaper*, (13) Citrine/*Hail Blast* (2d8), (14) Garnet/*Fireball* (2d8), (15) Opal/*Compel Truth*. The table and rack are within range of the mirror (see below).

A mortal approaching within 20 FT of the oval mirror has their soul *trapped and transferred* into the mirror at Magic Mirror on the Wall (save 1d20 GTET [28-Will], checked every 3 minutes or when a person moves beyond the effective range and returns. The 'captured' person's physical body appears to "disintegrate" and all their physical equipment falls to the floor (their body appears again unchanged including any previous physical damage when they are released from the storage mirror; no physical object is taken into the mirror with them). The affected mortal is "stored" into a randomly-determined open mirror cell; if no mirror cell is unoccupied when they are captured a randomly-determined occupant is freed (determine using 1d20; the freed creature materializes at Magic Mirror on the Wall and the captured person occupies their former storage cell.



66. **Armory.** The walls are sky blue, the ceiling is covered in royal blue ceramic tile with the painted heraldic arms of the Elchanim Elves in the center, and the floor is covered by mahogany planks. A hidden door to #67 (-6 to find, -4 Open Lock) is in the north wall, and an unlocked wood door on the east wall leads to #68. The room is furnished with five plain 8 FT by 5 FT wood tables; on the tables are found: five Long Swords, eight Cutlasses, two Short Swords, a Two-Handed Sword, a Bastard Sword, three Rapiers, a silver-bladed Saber, six curved Dirks, two wood Staves, four metal-shod Staves, two Nun Chucks, three Light Maces, four Heavy Maces, three Spiked Heavy Maces, two Hatchets, four single bladed War Axes, a double-bladed War Axe, six bronze-headed Spears, a steel Maul, three Bill-Hooks, two Light War Hammers, two Heavy War Hammers (dwarven made), three Darts, 22 steel tipped War Arrows, four Throwing Knives, two Throwing Stars, three Glaives, and a Halberd. Any selected weapon is defective (-1 melee penalty, -2 damage penalty, breaks on 1d10 rolls GTET 8 checked every round) unless a 1d20 roll is GTET 7. An Adventurer picks an *enchanted weapon* on 1d20 rolls of 20 checked per weapon selection [limit one enchanted weapon/person] – determine the degree of enchantment using 1d10 according to: (01-40) melee +1, (41-70) melee +2, (71-90) melee +2 plus +1 damage versus undead, (91-96) melee +3, (97-99) melee +3 plus +2 damage versus undead, (100) melee +4 plus +2 damage plus +2 on Critical rolls; note that an enchanted weapon may also be defective. The room is always unoccupied.
67. **Special Silver Weapons.** The compartment holds two silver-bladed Long Swords engraved in Elvish script with platinum basket hilts, a silver-bladed Saber engraved in Elvish script with a wolf-hide grip and cross hilt, and a silver-headed Heavy Mace engraved in Elvish script with boar's hide grip. Each weapon has auras of magic and good and is worth (1d12*1000)+(1d10*250)+10,000 GP. The weapons have a -4 melee penalty against corporeal creatures, +4 melee bonus against incorporeal creatures (including astral creatures or those in gaseous form); a Crusader or Priest holding any of these weapons applies a +3 bonus versus Undead, and the bearer is immune to the special attack/supernatural abilities/spell-like abilities of Undead while wielding them. An ordinary worshiper of any Elven Deity can perform three *Minor Prayers* while wielding the weapons.
68. **End of the Line.** A rectangular room with a blue tile floor, whitewashed walls, and a dark blue ceiling, a 10 FT corridor leads north through an arch to an unlocked wood door (to Special Silver Weapons) on the west side. A 12 FT diameter gold circle is marked on the floor inscribing a five-pointed star (aura of enchantment). A 517 GP faded 10 FT by 7 FT tapestry hangs on the south wall from a wood rod, it depicts ordered rows of Elven warriors in armor and carrying spears, marching along a large lake. The circle-and-star on the floor functions as a *teleportation receiver* – Adventurers transported from teleportation corridors Treasure Corridor to Nowhere (#91), Turn the Corner (#128), and Dragons in the Mist (#139) appear here, while their metal goods appear at the Receiving Room (#34). The room is always found unoccupied. The sound of a woman wailing in incoherent Elvish is heard here (as a whisper).

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See map on page 49. The four corridors have 4-inch by 6-inch bronze metal grates centered in the ceiling every 20 FT, the grates are initially closed. Six 6-inch smoky glass motion sensor spheres are attached to the ceiling in More Perilous Mirrors (#98), at the intersection between Portcullus to Nowhere and Saorla's View (#93, #94), outside of the door to Flying Rocks and Teleport Jail (#105/106), over the pit at Violet on Down (#86), above the pit at Moldy Pit (#83), and inside the Treasure Antechamber (#73). Thirty minutes after a living mortal is detect-

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ed by any one of the sensors (range 25 FT radius) the grates all reposition. The vents release steam for 30 minutes, Adventurers suffer hp1 damage after every 3 minutes of steam exposure. The steam condenses and runs down towards Another Fire Pit (#84) and Teleport Jail (#106). The water begins to collect at the lower end and builds at a rate of 1 inch every 5 minutes for the first 30 minutes. Then the vents begin to spray water so that the water continues to rise at 4 inches every 5 subsequent minutes (1 FT every 15 minutes), until the corridors are completely flooded. The Treasure Antechamber also floods and drains. The corridors remain flooded for 100 hours, then drain at a rate of 1 inch every 5 minutes until the corridors and pits are empty.

The water supply valves can be closed at Water Control (#101) or from the panel at Water Panel (#103). If steam/water has not begun flowing closing the valves prevents flooding the level; if steam-water has begun flowing the water level remains where it is when flow is stopped.

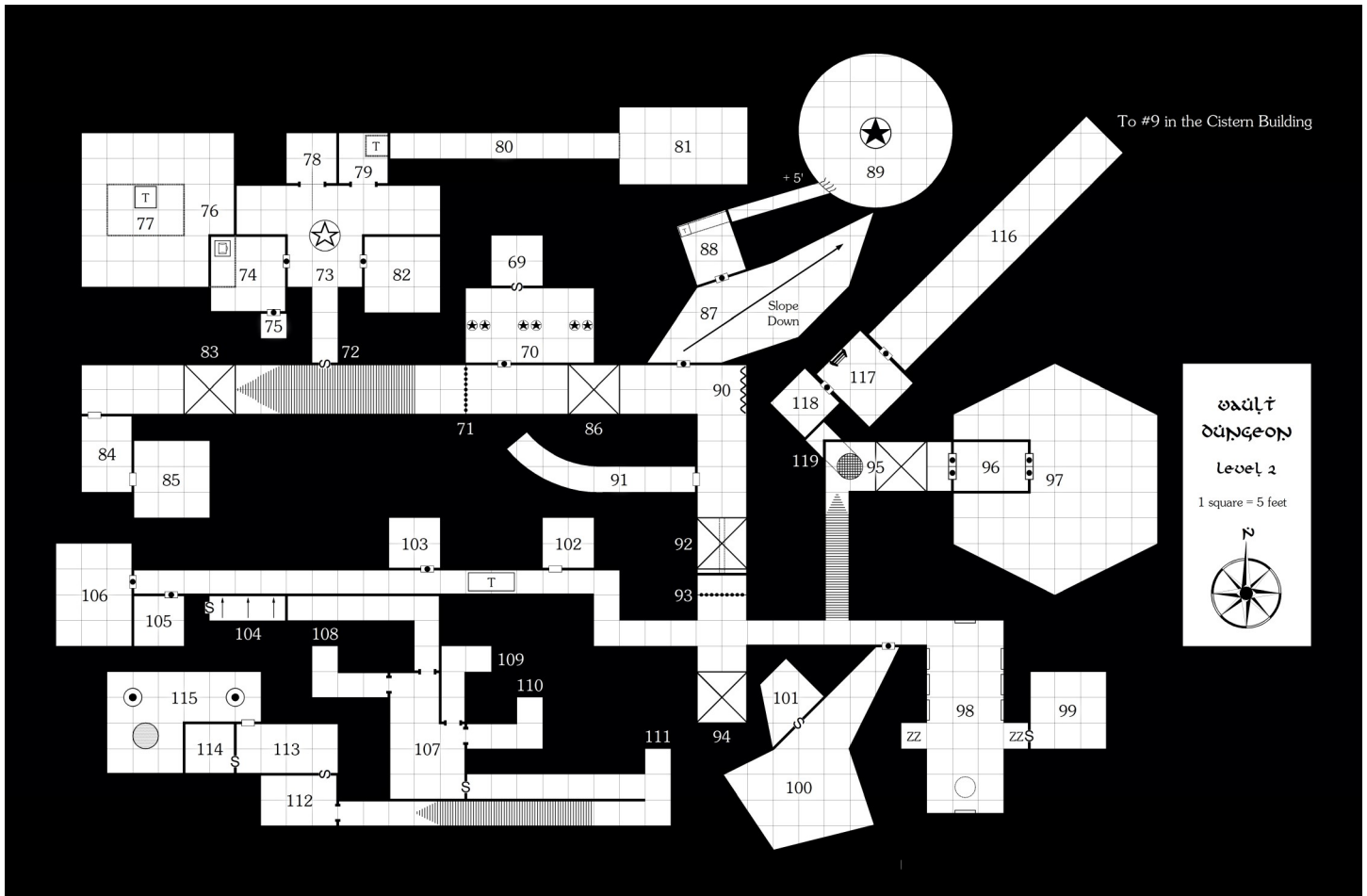
Doors along the corridors and surrounding the Treasure Antechamber open outward; they close into the door frame in a way that prevents movement into the rooms. A flexible rubber-like seal is on the door frame side so when the doors close the seal prevents flood waters from entering the dungeon rooms.

69. Pit Bottom. This area is at the bottom of the spiked pit (Pit to the Next Level, Dungeon Level One). A 5 FT by 5 FT hidden door (-5 to find, -3 Open Lock) is 3 FT off the floor

on the south side; the door closes after 30 minutes.

70. Warrior Gauntlet. The bronze door (bronze keyhole, any key on the key ring, -4 Open Lock) in the south wall is a rounded rectangle with a rubber/waterproof seal around the frame (-4 to find); the frame overlaps the door so that it moves outward but cannot move inward. The room has three pairs of blue stone statues depicting armored Elven warriors armed with War Spears; the statues are 7 FT tall and stand on an 9-inch blue stone pedestals (aura of enchantment). A light blue string/tripwire connects each pair, 6 inches off the ground, -3 to find, avoid tripping 1d20 GTET [29-Agility] if not seen/GTET [22-Agility] if seen); tripping on the string has no effect. The statues do nothing when Adventurers transit from north to south, but each attacks any mortals transiting from south to north (Warrior Fighter L8, hp50, AC30, immune to fire magic).

Five rusting vertical iron pipes run from floor to ceiling along the east wall, pipes are 5 inches in diameter, the outsides are cold and damp; yellow arrows pointed toward the floor are painted on each pipe; the middle pipe is grey metal; none of the pipes have valves. If the grey pipe is damaged (hp20, AC10) it releases a cloud of steam into the room (2d6 heat damage/round, half damage on 1d20 rolls GTET [24-Stamina] checked/round). The other pipes water into the room at a rate of [number of broken pipes]*1 inch/minute.



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71. **West Portcullis.** An adamantite portcullis (magically enhanced, hp150) found in the closed position and held by a latch (-6 to find, -4 disarm device, total Strength GTET 47 to break); the portcullis has sharp points which fit into 6-inch holes in the floor. Once raised, it latches then spontaneously unlatches after 3d100+25 minutes. Two **Special Zombie** guards are immediately to the west on the other side of the portcullis.
72. **Unexpected Access.** A 5 FT by 5 FT hidden door (magically enhanced, *aversion* {save 1d20 GTET [28-Will]}, -8 to find, -3 Open Lock) is halfway down the steep stairs on the north wall. The hollow rattling-bone sounds of skeletons are heard at the door (1d20 rolls GTET 14).

73. **Treasure Antechamber.** The floor is a seamless polished black stone, the walls are grey stone faced with a half-inch layer of fine glass, and the ceiling is painted mauve, the room is 10 FT tall. A 6-inch diameter smoky glass sphere is attached to the ceiling in the room's center (motion sensor activates level flooding; detects living mortals with a 25 FT radius, fails on 1d20 rolls of 01, no avoiding, -10 disarm trap to deactivate {after flooding is initiated}). A five-pointed star inscribed in a circle is inlaid in the floor's center in yellow crystals (aura of enchantment), a 4½ inch 9230 GP egg-shaped blue topaz is balanced on its end in the center of the star. A thin wavy horizontal black line is across all the walls about 3 inches from the top of each wall (recognize a high-water mark on 1d20 rolls GTET [28-Intelligence]). The sturdy stone door to Chest and Cactus has a platinum keyhole (locked, -14 Open Lock, requires the gold key, other keys cause a 1d10 shock, requires Strength GTET 25 to break). The sturdy stone door to Gas Tanks has a gold keyhole (locked, requires the platinum key, other keys cause 1d10 shock, half damage 1d20 GTET [25-Stamina], -14 Open Lock, Strength GTET 25 to break). Nasty Rat and Jack Me Up are entered through arched openings in the north wall.

The room is occupied by a HD10 **Gold-Armed Skeleton** (hp75, AC28) and three HD8 **Special Skeleton** guards (hp48, AC24) armed with Light Maces, Cavalry Bows and 10x War Arrows. Four land mines are embedded in the floor and four smoke bombs are hidden in the ceiling (*illusions*, disbelieve 1d20 roll GTET [28-Will], checked per mine/bomb). The bombs explode when Adventurers are underneath or within 5 FT radius on 1d10 rolls GTET 3 (as *fireworks* followed by 45 seconds of smoke, apply a -4 melee penalty for 2d8*15 seconds). The land mines explode when stepped on or within a 2 FT radius on 1d10 rolls GTET 5 (as *fireworks* plus 1d6 fire plus deafen {save 1d20 roll GTET [24-Stamina]}), avoid 1d20 roll GTET [30-Agility] if undetected/GTET [24-Agility] if detected).

If the topaz is lifted, taken, or rolls off balance, two HD12 **Undine** (hp72, AC18) are summoned, one arriving in the circle after 1d6*15 seconds, the other 2d8*15 seconds later.

74. **Chest and Cactus.** The door opens outward, it sits into the door frame with a seal; the door/seal prevents flood waters in the Treasure Antechamber from entering the room. The floor is covered in 1 FT square dark blue tiles, the walls are covered in light blue wallpaper, and the ceiling is white with a

gold border. A 25-inch-tall 3 FT wide clay pot at the south end of the room holds a five-armed 6 FT high **Needle Cactus**. A 6 FT sturdy wood door (steel keyhole, locked, -4 Open Lock) to X Marks the Trap is on the south wall, and a hidden trapdoor in the northwest corner of the floor leads to the Coin Hoard. A wooden chest with a bronze padlock (four tumblers numbered 1 through 8, combination 8888, -8 Open Lock) sits on the trapdoor; it contains a spring-loaded clown puppet (hp6, AC10) that pops up after the lid is opened; the puppet speaks a *magic mouth* that *summons* a HD8 **Basilisk** (hp 33, AC30, save versus stone 1d20 roll GTET [26-Stamina]). A false bottom in the chest (-6 to find, -3 Open Lock) reveals a metal T-shaped handle that screws counter-clockwise through a steel plate into a steel receiver set in the bottom. The trapdoor cannot be found (-10 to find, -6 Open Lock) unless the handle is unscrewed, allowing the chest to be moved (requires a total Strength GTET 27); a nutty aroma is detected within 3 FT of the trapdoor (-6 to find).

75. **X Marks the Trap.** The floor is covered by hardwood strips, the walls are each single sheets of dark wood paneling, and the ceiling is covered in four triangular wood panels (points inward, forming an X pattern; each panel is hinged along the wall, -8 to find). Three lines of meaningless symbols are written in bright yellow ink on the north wall, above the door frame – standing inside the niche (to read them) depresses the floor 2 inches (requires weight GTET 75 pounds, noticed -5 to find). Fifteen seconds after weight is placed on the floor, the hinged panels in the ceiling open and a copper bell rings in the ceiling. A person looking up sees a **Medusa** head mounted in an overhead compartment (look away on 1d20 roll GTET [26-Will], save versus *stoning* 1d20 roll GTET [28-Stamina]).

76. **Coin Hoard.** The 16 FT tall room has a floor covered in alternating diagonal strips of orange and light brown, the walls are paneled in mahogany, and the ceiling is covered in beaten copper. A glowing yellow crystal chandelier hangs from the ceiling's center. The room is filled with a pile of 200,000 gold coins over a pile of 125,000 silver coins. The pile is 20 FT across at the base, 8 FT high at the center and weighs at least 12,000 pounds. A 5 FT by 5 FT trapdoor (-6 to find, -5 Open Lock) to Gem Hoard cannot be found or opened until GTET 8000 pounds of coins are moved/removed. The room is completely filled with a colorless heavier-than-air *sleeping* gas (nutty aroma, effect after 1d20*15 seconds, save 1d20 roll GTET [26-Stamina] checked every 5 minutes, wakes on 1d 20 rolls GTET [25-Stamina] checked every 30 minutes for up to 4 hours) unless the gas system has been shut off GTET 10 minutes (at Gas Tanks).

77. **Gem Hoard.** The room is 25 FT by 25 FT by 13 FT tall, the floor is covered in white quartz tiles, the walls are painted light green with the emblem of the Elchanim Elves painted on each wall, and the ceiling is covered in dark wood strips. The room contains eight stone coffers (no lock, each lid requires total Strength GTET 26 to remove). The first coffer holds 2800 3d100 GP amber pieces, the second holds 4840 150 GP loose aquamarine gems, the third holds 6200 50 GP loose cinnabar gems, the fourth holds 4220 750 GP pieces of pink jade, the fifth holds 3105 125 GP loose pieces of lapis lazuli, the sixth holds 2936 1000 GP opals, the seventh holds

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4070 300 GP loose yellow sunstones, and the eighth holds 3110 250 GP loose pieces of topaz.

- 78. Nastyyy Rat.** The floor is covered in water-stained old planks, the walls are covered in green tiles, and the ceiling is four fibrous 5 FT white panels glued to stone, with black metal strips one-half inch wide over the seams crosshatch pattern). The room holds three pieces of equipment (jacks) having triangular bases 16 inches across, supporting telescoping vertical steel cylinders 52 inches high by 3 inches in diameter with two foot-pedals on each base, [raise cylinders with the left pedal, lower using the right pedal, extends to 14 FT, 28 pounds]. An ordinary hp2 **Rat** (diseased bite, save 1d20 GTET [24-Stamina]) is behind the jacks – when startled it runs into the Treasure Antechamber, knocking over the blue topaz egg.
- 79. Jack Me Up.** The floor is covered in water-stained old planks, the walls are covered in green tiles, and four 5 FT fibrous white panels are on the ceiling (glued to 200-pound stone panels, half-inch black metal strips form a crosshatch pattern). Circular dimples may be noticed in the center of the northeast and southwest ceiling panels (-8 to find, these are balance points for the jacks found at Nastyyy Rat). Fifteen seconds after the southwest ceiling panel is lifted by a jack, a foghorn sounds (mechanical timer started by lifting weight off a spring-loaded switch) – *stuns* listeners 2d20*15 seconds (range 8 FT: 2d8 sonic damage {half damage on 1d20 GTET [24-Stamina]}; range 30 FT: 1d8 sonic damage plus *deafen* 4d100 minutes {save 1d20 GTET [22-Stamina]}). When the northeast panel is lifted using a jack it reveals a horizontal passage (High Access) at the top of the wall leading east, 5 FT by 42 inches tall.
- 80. High Access.** A tunnel 10 FT above the floor connecting locations Jack Me Up to and #81 (8 FT off the floor), the east end is covered by a metal grate (Strength GTET 19 to break/kick). The tunnel is lined in a thin layer of bronze over stone.
- 81. Chests and Coffers.** The east end of the tunnel which starts above Jack Me Up comes in 8 FT above the floor, the end of the tunnel is covered by a metal grating. The floor is cov-

ered in light green ceramic tile, the walls covered in dark green fabric wallpaper, and the ceiling is whitewashed with a fresco depicting a crew of elves cutting trees in a forest of thick trees. The room contains a black stone pedestal 52 inches tall by 14 inches on a side, supporting a 87 GP tall inch by 5 inch copper bowl; the bowl holds 120x 14 GP blue beryl gems; a heavy *War Hammer* +2 (Returning, Dwarven made, wrapped in a thin sheet of lead to prevent detection) is revealed if the bowl is lifted out (-5 to find). The room also holds a 8 FT by 3 FT wood table, three metal chests, two stone coffers (no lock, each cover requires Strength GTET 23 to lift), and three ordinary skeletons that crumble when touched (two large-sized, one small-sized). On the table are: *War Arrows* +1 (x12), a *Short Bow* +1 (Elven made), *Spear* +3 (Back Stabbing), a silver-bladed Rapier +2 (Elven made, limb cleaving rolls GTET 17, +8 damage against Spiders), gold-plated *Chainmail* (Elven sized, AC+20), a round metal Shield (Ordinary Arrow Deflecting), a Buckler (AC+8, absorbs Basic attack spells), a set of Leather Armor (Elf sized, *incorporeal* 10 minutes/day), a set of Leather Armor (Elf sized, Water Breathing), steel Gauntlets (AC-8, cursed, reduces Agility statistic by 1d6 points when donned), *Seven League Boots* (x2), and *Boots of Waterwalking*.

The first chest has bronze keyhole (locked, -6 Open Lock), it holds 20 yards of faded blue velvet cloth at 30 GP/yard; a wooden piece on top of the cloth is inscribed with a *Glyph of Blindness* (look away 1d20 roll GTET [26-Will], save 1d20 GTET [25-Stamina], persists 2d6*50 minutes). Under the cloth is a circular steel Shield [AC+6, deflects Basic and Less Earth Magic], a round leather Shield (AC+6, a Wizard gains SPM+2 while holding), and a bronze Tower Shield AC+8 [1/day Wall of Stone for 15 minutes].

The second chest has a silver keyhole (locked, -4 Open Lock), it holds 16,200 CP. Under a false bottom (-8 to find after the copper pieces are removed) is found a silver-bladed curved *Dirk* +2 (1411 GP silver scabbard, +3 TH versus goblinoid opponents, +3 damage against goblinoids), a silver-turquoise *Charm of Protection* +1, and a silver *Circlet of Persuasion*.

The third chest has a gold keyhole (found locked, -6 Open Lock; a chemical bladder trap sprays on an unsuccessful open lock attempt {incendiary in air, 2d6+2 fire damage, range 6 FT, enough chemical for four attempts, -4 to find, -5 disarm trap), it holds an empty leather backpack (resists ordinary and enchanted fire), a leather case holding ten 3 ounce glass vials [three empty, Dragon's acid, purified alcohol, aqua tofani/arsenious oxide, eight Death Angel Berries, Catoblepas blood, cinnabar/mercuric sulfide, alchemical itching powder {save 1d20 GTET [23-Stamina]}], a pair of 45 GP 10 power silver binoculars, a heavy wool blanket, four empty scroll spindles, an 112 GP adamantite grapple (dwarven made), bronze lockpicks (+3 Open Lock), a pair of fingerless black leather gloves (+2 Climb while worn), a pair of silver spectacles with dark lenses (+2 reaction bonus while worn), and a grey hooded cloak with a silver clasp shaped like a hart (+1 bonus to disguises while worn). The backpack is a Magic Bag (800 pound capacity) that contains: low-light goggles (dwarven made, 100 FT), a first aid kit, a bullseye lantern, four flasks of oil, a 535 GP long-stemmed ivory pipe (Elven made), six packs of pipeweed, a 600 GP bronze sextant, an empty one-gallon waterskin, a *Manual of*

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Wills (+1), and a cloth bag holding 131 GP.

The first stone coffer contains forty rare leather books in elvish (each 5d100+1d12*25+1000 years old, valued at (age in years)*8 GP), plus an *Annal of Identification* (enchanted jewelry), a *Babel Tome*, a *Clay Golem Manual*, three *Codicals of the Elvish Language*, a *Manual of Stamina* (+3), a *Tome of Trust* (+1), and a *Mind-Numbing Tome*.

The second stone coffer holds an Elf-sized Chainmail shirt (dwarven made, AC+13, +2 saving versus spells), a set of Elf-sized studded leather Armor (Elven made, AC+12, chameleon power), a Girdle (Stamina +2 while worn), a pair of *Gloves of Swimming*, and *Boots of Great Jumping*. On top of the goods are five HD2 Poisonous Adders (in stasis until the cover is lifted; hp9, AC14, bite 1d3 plus fatal poison {save 1d20 GTET [24+(number of bites)-Stamina]}; -6 find magical trap, -5 disarm trap).

- 82. Gas Tanks.** The door opens outward, it sits into the door frame with a seal; the door/seal prevents flood waters in the Treasure Antechamber from entering the room. The floor is covered in hexagonal red ceramic tile, the walls covered in vertical strips of ceramic tile, alternating white, green, and purple, and the ceiling is painted grey. The room contains a 6 FT upright cylindrical bronze tank 40 inches in diameter, a bronze pump housing 64 inches long by 29 inches tall, and six 5-inch bronze handwheels attached to the south wall through square bronze plates. An open 1-inch diameter by 8 inch horizontal pipe protrudes from the tank, with a handle valve midway, the valve is connected by a copper wire to a rectangular box on top of the tank. A horizontal red lever is on top of the box, as is a clear pipe 18 inches high filled 16 inches high with a clear fluid. Four horizontal 4 inch diameter copper pipes connect the tank and the north wall. Two pipes connect the tank and pump, and four pipes connect the pump housing to the south wall. All of the pipes are hp14; if there is flow through the pipes and a pipe or tank is breached, the room is filled with a colorless sleeping gas after 45 seconds (nutty aroma, effect after 1d20*15 seconds, save 1d20 GTET [25-Stamina] checked every 5 minutes, wake 1d20 roll GTET [30-Stamina] checked every 30 minutes for 4 hours). The sleeping gas in location Coin Hoard dissipates (to less than an active concentration) 5 minutes after the three leftmost bronze handwheels are shut off (completely turned clockwise until they are snug). The room is unoccupied.

A motion sensor (-4 to find, -6 disable device) is attached to the interior door frame, 4 inches off the floor, with a wire connection to the box on top of the tank; a person entering the door avoids activating the sensor on 1d20 rolls GTET [25-Agility] if the sensor is not spotted and GTET [22-Agility] if it is spotted. When the sensor is activated, the column of water in the clear tube atop the tank descends at 2 inches/round, if it reaches the bottom of the column a signal opens the valve on the pipe protruding from the tank for 10 rounds, flooding the room with sleeping gas; if the red lever is pressed before the column empties the water level is reset to the top and the valve remains closed (the water level continues to drop and requires periodic resetting to keep the valve closed). If the sensor is destroyed (hp3) or either wire is cut, the valve immediately opens and remains open (a signal is required to hold the valve closed). Although the

sleeping gas is colorless, a chemical in the tank creates a lighter-than-air fog in the room (dissipates after 3d10 minutes, apply a -3 melee penalty due to reduced vision).

- 83. Moldy Pit.** A 15 FT deep pit at the bottom (west) of stairs, concealed by a trapdoor (opens on weight GTET 40 pounds, hinged on the west side, -8 to find, -10 disarm trap, affected persons fall {avoid 1d20 roll GTET [29-Agility]} if not spotted, GTET [24-Agility] if spotted) with a HD3 **Rust Mold** (hp29, AC4) at the bottom. The trap door resets after 10 minutes. The stairs are covered in Oil of Slipperiness (-4 to find before stepping on it, save 1d20 roll GTET [30-Agility] if not spotted, GTET [25-Agility] if spotted). Affected Adventurers suffer 1d6 falling damage [they slide and fall down the stairs onto the trapdoor]. A few bleached bones stick out from the Mold; beneath the Mold is found 59 GP coins, 11 SP coins, the broken blade of a dirk, a badly-dented bronze shield, three gold buckles (23-18-32 GP), and clay flask labeled in Elvish "*Cure Wounds*" (the potion is spoiled [unpleasant sour aroma] and has no effect). A 6-inch diameter smoky glass sphere is attached to the ceiling above the pit (motion sensor activates level flooding; detects living mortals with a 25 FT radius, fails on 1d20 rolls of 01, no avoiding, -10 disarm trap to deactivate {after flooding is initiated}).
- 84. Another Fire Pit.** The room is entered from the corridor through a sturdy wood door (no lock); the door opens outward, it sits into the door frame with a seal; the door/seal prevents flood waters in the corridor from entering the room. The floor is white marble tile, the walls are wallpapered in purple velvet, and the ceiling is painted dull black with a mural of interlocking wheels of fire in the center. A sturdy wood door with gold hardware (magically enhanced, no lock, stuck – to open requires total Strength GTET 22) leading to Armoire and Gas Lines is set into an arch centered in the west wall. A 3-inch rat hole is in the northeast corner (-3 to find). A 6 inch by 6 inches tall by 6 FT inner diameter red stone ring is centered in the room, enclosing an 8 FT vertical shaft. Ten quarter-inch copper pipes protrude around the rim spew methane to feed a roaring fire over the pit (3d8 damage/round) – the fire goes out 2 minutes after the gas valve located under the armoire in location #85 is shut. A gold hook fastened to the ceiling above the fire pit supports 1400 pounds. A 3 FT green stone pedestal is in each corner, each supporting a 12 GP green ceramic vase (each 12 GP). The room is hot, at 100°F. The room is occupied by 1d12 ordinary HD1 **Rats** (hp5, AC14, Bite 1d3 plus disease, save 1d20 GTET [24-Stamina]) which run away into the rat hole.

The pit is lined by red ceramic hexagonal tiles each 7 inches across. A loose tile on the pit floor (-6 to find) conceals a 10 inch by 12-inch-deep hexagonal hole; a 634 GP 7-inch gold triangular rod with an ivory handle shaped like a coiled snake is *invisible* in the hole (fits the triangular keyhole at the Ring of Healing Chamber (#143)).

- 85. Armoire and Gas Lines.** The floor is oak parquet flooring, the walls are cherry-wood panels, and the ceiling is tan-colored stucco. Three 6 inch by 3 inch tall metal vents are in the east wall, 4 inches from the ceiling (-3 to find); when water is flowing (location #103) these vents flood the area with water at one inch/minute (one-tenth

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inch/round). An upright cherry-wood armoire has a steel keyhole (locked, -3 Open Lock) against the north wall has six 8 inch carved legs; the room also contains three cherry-wood chairs, a small circular cherry table with a single spindle, an oval mirror in a cherry frame hanging on the south wall, and a 16,208 GP 12 FT by 7 FT faded tapestry hanging from an oaken rod depicts Elves fishing from boats on a wide lake.

Inside the armoire hang three rain slickers, a blue hooded cloak sized for a Gnome (a buttoned inside pocket holds a Wizard's scroll [Earth, *Open Lock*, *Open Lock*, *Remove Paralysis*, *1d4+4 Steam Vent*, *Telekinesis*, *Telekinesis*], -5 to find), a black cape (aura of evil, no enchanted properties), two 80 GP ebony-wood canes with silver handles shaped like medusa (the cap screws off [-7 to find] to reveal a 14,220 GP hidden emerald and a 110 GP carved ivory dragon's head), two black leather belts with bronze buckles, a green knit hat (contact poison powder on the inside lining, -5 to find before wearing, paralysis persisting 1d100+50 minutes, save 1d20 GTET [25-Stamina]), and an empty backpack (aura of enchantment, 800 pound capacity, feels like 5 pounds weight fully loaded). Adventurers checking the armoire's underside find a metal handwheel set into the bottom (-6 to find); turning the wheel fully counterclockwise shuts off the methane flow to Another Fire Pit, causing the fire to go out.

If the right end-piece of the tapestry rod is spun counterclockwise four turns (-8 to find) it comes off to reveal a hollow in the rod containing a piece of vellum on which is written in Elvish, "*Ice Encasement*, *Remove Air*, *Fireworks*, *Blindness*, *Dominate Person*, *Magic Grenade*, *Lightning Bolt*."

86. Violet on Down. A 15 FT deep pit covered by a trapdoor (opens on weight GTET 50 pounds, hinged on the east side, -6 to find, -6 disarm trap, avoid fall 1d20 GTET [29-Agility] if not spotted, GTET [24-Agility] if spotted). A **Violet Fungus** grows at the bottom. The trapdoor resets after 10 minutes. The sturdy wood door to the east of the trap leads to Sliding on In, it has a silver keyhole (locked, -5 Open Lock). A cylinder of purple *poison* gas (-10 to locate the switch on doorframe, -6 disarm trap; *blindness* after 1d10*10 seconds {save 1d20 GTET [28-Stamina]}, persists 1d12+6 hours, dissipates after 2d12*15 seconds) is mounted above the door on the inside, releasing its contents when the door is opened. The blue curtain at the corner to the east can also be seen (Pretty Pretty Lights). A 6-inch diameter smoky glass sphere is attached to the ceiling above the pit (motion sensor activates level flooding; detects living mortals with a 25 FT radius, fails on 1d20 rolls of 01, no avoiding, -10 disarm trap to deactivate {but after flooding is initiated}).

87. Sliding on In. A sturdy metal door to Ghoul Parade is on the northwest wall with adamantine hardware (magically enhanced, adamantine keyhole, locked, -10 Open Lock). The door opens outward, it sits into the door frame with a seal; the door/seal prevents flood waters in the corridor from entering the room. The room slopes downward 5 vertical FT over its length and the floor is coated with a tough frictionless glass. The walls are rough stone with many sharp-edged white quartz crystals along the walls (hp1d4 damage/impact). Persons entering the room slide 20 FT towards the

bottom/round (save 1d20 GTET [30-Agility]). Once at the bottom they have to succeed on 1d20 rolls GTET [27-Agility] to climb 5 FT upward otherwise slide backwards 5 FT. An Adventurer slides towards the door on the northwest wall on a 1d20 roll GTET [25-Agility]; persons having to cling to the door frame and open the lock apply a -6 Open Lock penalty, if they have no light apply an additional -8 penalty. There are no lights in this room.

88. Ghoul Parade. The floor is covered by 3 FT by 4-inch oak planks, the walls are undressed stone, and the ceiling is painted white with a mural of elves working in a quarry. The planks in the northwest corner can be pried out with a knife or similar thin tool (-5 to find), revealing a 4 FT square vertical shaft, 7 FT deep; the shaft opens into the ceiling of a horizontal corridor 5 FT wide by 5 FT high, leading northeast (towards The Jewelry Exchange); the northeast end is open. The room is furnished with a wood table and the smashed remains of four wood chairs. The room is occupied by three HD4 **Ghouls** (hp26, AC20) and a HD8 **Banshee** (hp52, AC17).



The corridor is lined in cedar wood with the floor densely covered by 86,500 3-inch adamantine nails (0.7 GP/nail) set one-half inch apart [one disarm device roll/nail]. Each person crawling down the corridor suffers hp1d6 puncture damage/round; persons with steel or harder gauntlets and leg protection are unaffected by the nails. The cedar is very dry and if exposed to open flame catches fire on 1d10 rolls GTET 4 checked for every torch/flame every round; the wood burns 4d20 rounds, exposed persons suffer hp1d10 fire damage/round; persons in Ghoul Parade and The Jewelry

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Exchange are exposed to smoke from the burning cedar. Apply a -4 melee penalty to persons affected by smoke. Exposed persons become unconscious 5d12 minutes (save 1d20 GTET [24+{rounds breathing smoke}-Stamina] checked per round. Three 6-inch by 3-inch metal vents in the ceiling open to allow a HD5 **Black Pudding** to flow into the corridor after the bear golem at The Jewelry Exchange becomes active.



89. **The Jewelry Exchange.** The circular room is 12 FT tall, the corridor from Ghoul Parade enters 4 FT above the floor. The room has thick red carpeting over the floor, walls are covered by alternating 15- inch vertical stripes of fine red and white ceramic tiles, and the ceiling is white with a gold border. An 8 FT tall statue (HD12 **Golem**) of a **Four-Armed [Grizzly] Bear** (hp88, AC31) stands in the center of the room (aura of enchantment) with each arm holding out a shallow 575 GP gold bowl. The bear wears a 15,000 GP glowing ruby collar; the upper left bowl holds twenty 1200 GP gold-platinum Rings set with precious stones; the upper right bowl holds fifteen 5000 GP platinum-amber-onyx-pearl Brooches set with (one is a *Talisman of Adonis*, reactions to the wearer are increased by +4); the lower left bowl holds fifteen 1000 GP pearl Necklaces (one has ten red pearls which detach and throw to transform into a 3d8 *Fireball*); the lower right bowl holds one 22,300 GP platinum-gold-ruby-turquoise-moonstone Amulet. When the contents of three of the four gold bowls are removed the **Four-Armed Bear (Golem)** animates. It attacks the weakest available opponent (prefers Wizards and Priests, then Warlocks then Crusaders). Vents in the ceiling of the access corridor (Ghoul Parade) open when the golem is animated, admitting a **Black Pudding** into the corridor. Six stone coffers are located around the room's perimeter are (no lock, each requires total Strength GTET 31 to lift the cover). The **Golem** also animates when the fifth coffer is opened.

One coffer holds 110x 100 GP plain silver Rings, 133x 500 GP plain gold Rings (one allows a Wizard to *counterspell* on 1d20 rolls GTET 08), 62x 8000 GP plain platinum Rings, 23x 10,000 GP gold-diamond Signet Rings, 18x 6500 GP gold-ruby Rings, 11x 2200 GP gold-agate Rings, 7x 1600 GP gold-heliodor Rings, 3x 7000 GP platinum-pearl Rings (one a *Ring of Animal Friendship*, one a *Ring of +2 Climbing*), and a 9250 GP platinum-zircon Ring. The coffer sits on springs and a cylinder of *poisonous* gas (range 20 FT, paralysis in 1d6 rounds {save 1d20 GTET [28-Stamina]}) then fatal 2d12 minutes later {save 1d20 GTET [30-Stamina]}, -

10 to find, -8 disarm trap) is hidden under the floor, it discharges after 125 Rings (20 pounds) are removed from the coffer.

One coffer holds 201x 25 GP copper Chains, 112x 200 GP silver Chains, 70x 850 GP gold Chains, 43x 1500 GP platinum Chains, 30x 2500 GP gold Chains with ivory Pendants, 21x 3500 GP pearl Necklaces, 14x 1250 GP silver Chains with amber Pendants, 11x 4500 GP platinum Chains with turquoise Pendants, 5x 5500 GP platinum Chains with ruby Pendants, and two gold Chains with emerald Pendants (7,200 GP; 9,040 GP).

One coffer holds 177x 3 GP copper Armbands, 136x 8 GP copper-onyx Anklets, 102x 180 GP silver Bracelets, 83x 250 GP silver-ivory-obsidian Armbands, 62x 625 GP gold-opal Bracelets, 40x 2100 GP platinum-cinnabar Anklets, 24x 1300 GP gold-amethyst Armbands, 13x 3000 GP platinum-sapphire Bracelets, and 6x 4250 GP platinum-diamond Anklets.

One coffer holds 310x 2 GP copper Pins, 164x 12 GP silver Pins, 90x 60 GP gold Pins, 68x 80 GP silver-yellow spinel Locketts, 47x 300 GP gold-jade Locketts, 37x 425 GP platinum-lapis lazuli Locketts, 22x 1000 GP platinum-diamond-opal Pins, 16x 1400 GP platinum-sapphire-garnet Pins, 8x 600 GP gold-diamond-emerald Locketts, and two platinum-sapphire-aquamarine-beryl Pins (2100 GP, 2660 GP). A *Symbol of Sleep* is inscribed on the inside cover (avoid viewing 1d20 GTET [26-Will], save 1d20 GTET [28-Will], persists 2d100 minutes); once the symbol is triggered a *magic mouth* appears after 15 seconds and *summons* seven HD6 **Vampires**.

One coffer holds 200x 0.5 GP copper belt Buckles, 186x 0.8 GP silver belt Buckles, 105x 3 GP gold belt Buckles, 77x 10 GP platinum belt Buckles, 44x 3.5 GP silver-jasper belt Buckles, 31x 5 GP gold-peridot belt Buckles, 23x 8.25 GP gold-sunstone belt Buckles, 20x 15 GP platinum-lapis lazuli Hair Pins, 16x 40 GP platinum-sapphire Hair Pins, 10x 100 GP gold-diamond-ruby Hair Pins, and 4x 500 GP platinum-emerald-pearl-jade Hair Pins. When GTET 600 buckles/pins have been removed (50 pounds) a *Babel Glyph* inscribed on the coffer bottom is revealed (range 10 FT, avoid viewing 1d20 GTET [28-Will], save 1d20 GTET [28-Will], no intelligent creature can understand the affected person's speech or writing for 3d100+24 hours).

One coffer holds 30x 1350 GP gold-pearl Tiaras, 23x 2800 GP platinum-sapphire Tiaras, 14x 3300 GP gold-jade-cinnabar-sunstone Tiaras, 8x 4500 GP platinum-topaz-turquoise-amethyst Tiaras, and a 6000 GP gold-emerald-ruby-diamond Tiara.

90. **Pretty Pretty Lights.** A 10 FT by 8 FT blue velvet curtain hangs on the east side of the corn from a silver rod. Behind the curtain is a square niche, 30 inches wide/tall by 10 inches deep, which contains a *mesmerizing* (range 12 FT, avoid looking 1d20 GTET [30-Will], save 1d20 GTET [30-Will], break free on 1d20 rolls GTET [28-Will] checked every subsequent 5 minutes) ever-changing pattern of bright colored lights. One minutes after the curtain is moved a *magic mouth* appears above the niche and invokes *putrid fumes*

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(range 15 FT, save 1d20 GTET [26-Stamina], affected persons are incapacitated by retching for 1d20*45 seconds). A 5 inch square metal door is hidden behind the lights at the back of the niche (-10 to find, -2 open lock); a Wizard scroll (*Sound Blast, Ice Encasement, Remove Air, Fireworks, Blindness*) is inside the compartment.

91. **Treasure Corridor to Nowhere.** A sturdy wood door has a bronze keyhole and is found open (broken lock). The door opens outward, it sits into the door frame with a seal; the door/seal prevents flood waters in the corridor from entering. A 5 FT wide whitewashed corridor (aura of enchantment) leading to the west is brightly painted on both sides with murals depicting open treasure chests. The corridor apparently curves to the north and descends after 20 FT. The room is a *teleportation corridor* that transports persons to End of the Line (#68) and all of the metal goods they carry to the Receiving Room (#34); save versus *teleportation* 1d20 GTET [32+Level-Will].
92. **Perilous Crossing.** An 18 FT deep uncovered open pit with two HD3 Elven **Skeletons** (hp18, AC14) armed with maces trapped at the bottom. There is no corridor to the south, the pit wall continues to the ceiling. Observant (-8 to find) Adventurers note a 26-inch wide 10 FT long vertical strip centered in the south wall is hinged at the bottom, forming a thin plank over the pit when pulled down and anchored into place on the north side of the pit. Persons successfully cross the plank on 1d20 rolls GTET [24-Agility] otherwise fall into the pit; they also have to be able to fit through the 26-inch wide hole in the south wall that is revealed when the plank is pulled down. The Portcullis to Nowhere is immediately to the south, a 5 FT gap from the wall to the portcullis. The plank resets into the wall after 1 hour.
93. **Portcullis to Nowhere.** An adamantite portcullis (magically enhanced, hp150) is found in the closed position and held by a latch (-6 to find, -3 disarm device); the portcullis has sharp points which fit into holes in the floor 6 inches deep. Raising the portcullis requires a total Strength GTET 39, breaking the latch requires total Strength GTET 47. Once raised, it latches then spontaneously unlatches after 3d12+80 minutes; when the portcullis falls it can be heard throughout the corridors (per normal conversation). A blank wall filling the entire corridor (Perilous Crossing, #92) is 5 FT behind (north of) the portcullis. Adventurers who succeed in finding a hidden door determine that a 26-inch by 10 FT section of wall can be pushed in (towards the north, -3 Open Lock) to make a plank across the pit which is revealed. A 6-inch diameter smoky glass sphere is attached to the ceiling in the center of the intersection just south of the portcullis (motion sensor activates level flooding; detects living mortals with a 25 FT radius, fails on 1d20 rolls of 01, no avoiding, -10 disarm trap to deactivate {after flooding is initiated}).
94. **Saorla's View.** Thick webs block the corridor just south of the intersection and prevent having a clear view of the space behind them. An 18 FT pit covered by a trapdoor (opens on weight GTET 35 pounds, hinged along the east wall, -6 to find, -8 disarm trap, resets after 30 minutes, avoid falling 1d20 GTET [29-Agility] not spotted/GTET [23-Agility] trap spotted). A 40 inch by 34-inch 960 GP gold frame hangs on the dead-end (south) wall, covered by a royal blue cloth. When the cloth is lifted the frame displays an animated real-time landscape picture of the Temple of Saorla (snowflakes fall in Winter, deer wander through in Autumn, foxes are sunning themselves in Summer, etc.); A piece of vellum is attached to the rear of the frame on which is written in Elvish, "*Sound Blast, God's Fire, Cloud the Mind, Toxic Fume Cloud, Fear the Reaper, Hail Blast, Fireball, Compel Truth.*" Four HD5 **Recluse Spiders** (hp30, AC25, save versus fatal poison 1d20 GTET [28-Stamina]). A 6-inch diameter smoky glass sphere is attached to the ceiling in the center of the intersection just to the north (motion sensor activates level flooding; detects living mortals with a 25 FT radius, fails on 1d20 rolls of 01, no avoiding, -10 disarm trap to deactivate {after flooding is initiated}).
95. **A Profitable Drop.** Stairs lead down towards the north then the corridor turns east. An *illusionary wall* (disbelieve 1d20 roll GTET [29-Will]) on the ceiling at the stair bottom conceals a rusted iron grating in the ceiling which covers the bottom of a 4 FT by 5 FT 10 vertical FT shaft up to Top of the Drop; another rusted grating covers the top of the shaft. On 1d10 rolls GTET 8 a few drops of water fall through the illusionary wall, checked every 3 minutes; a small puddle of water may be found at the stair bottom. A 15 FT deep pit with spikes at the bottom (1d8+2 additional damage) is east of the stair, covered by a trapdoor (opens on weight GTET 40 pounds, -12 to find, -3 disarm trap, avoid 1d20 GTET [30-Agility] if not spotted/GTET [25-Agility] if spotted, the trapdoor resets after 30 minutes). A 5 FT by 4 FT tall hidden door (-10 to find, -3 Open Lock) to the Grabby Room (#120 on Dungeon Level Three) is on the west wall of the pit, raised 2 FT from the floor. The sturdy metal door to Phantom Sounds east of the pit has both silver and platinum keyholes (locked, -12 Open Lock); the door opens when the bronze key is inserted into the platinum keyhole and the gold key is inserted into the silver keyhole – all other combinations result in the wielder suffering 1d10 electrical damage (half damage on 1d20 rolls GTET [25-Stamina]). The door opens outward, it sits into the door frame with a seal; the door/seal prevents flood waters in the corridor from entering the room.
96. **Phantom Sounds.** A metal door on the east wall (to Hippogriff Eight) has bronze and silver keyholes (locked, -14 Open Lock); the door opens when the gold key is inserted into the bronze keyhole and the platinum key is inserted into the silver keyhole – all other combinations result in the wielder suffering 1d10 electrical damage (half damage on 1d20 rolls GTET [26-Stamina]). The floor is teak parquet, the walls painted black, and the ceiling is covered in beaten gold leaf. A large scorch/burn mark is centered on the floor. Three vertical two-position bronze levers are on the north wall (positioned up, up and down) and three similar levers are on the south wall (positioned up, down, and down); each lever requires Strength GTET 14 to move. Random sounds (1d10: moving chains, electrical hums, dropped portcullis, opening or closing doors, creaking metal, running water, the hiss of hydraulics, the puff of a gas burner igniting, the whir of an electrical motor, or the starting or stopping of ventilation fans) are heard when a lever changes position but there are no actual effects. The room is unoccupied.

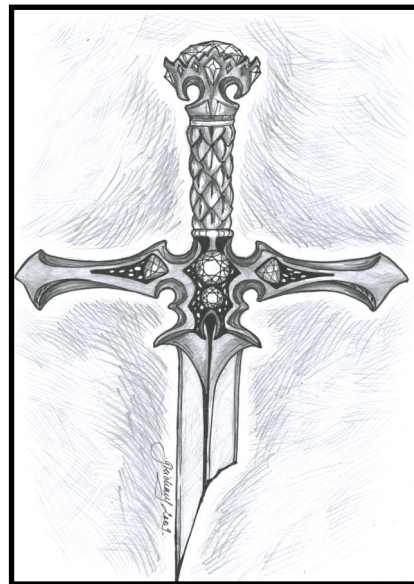
Vaults, Second Dungeon Level

97. **Hippogriff Eight.** The floor is covered by light blue octagonal tiles, the northwest, northeast, southwest, and southeast walls are paneled in stained hickory wood, the west and east walls are covered by polished green marble, and the ceiling is polished mottled color/pattern marble. Three ordinary Elvish skeletons are laid out on the floor, a small dented round bronze Shield covered each skull. Evident scorch marks are visible on the northwest and northeast walls. A piece of parchment (reads in Common, *Marcham was here. I have it, you are too late*) is pinned to the northwest wall by the remains of a broken dagger. Three green marble cylinders (pillars) stand in front of the east wall, pillars are 40-inches tall, 7-inches in diameter, with a 2-inch hole in the center, all are empty. A 20-inch bronze bell with a blue velvet pull cord (aura of enchantment) is attached to the southeast wall; ringing the bell *summons* a wild juvenile HD4 **Hippogriff** (hp28, AC16) which arrives in a panicked state after 1d8*10 seconds (initiative, +3 TH bonus). A wooden chest with a steel keyhole (-4 Open Lock) is found with the lid open and empty; a Wizard's scroll (*Dominate Person, Magic Grenade, Lightning Bolt, Cloud the Mind*) is found under a hidden panel (-4 to find, -3 Open Lock) under the chest (must be moved to reveal the panel).

98. **More Perilous Mirrors.** The large room has oak parquet flooring, the walls are covered in tan wallpaper printed with a pattern of dark brown trees, and the ceiling is covered in polished grey marble tiles. A 6-inch diameter smoky glass sphere is attached to the ceiling in the room's center (motion sensor activates level flooding; detects living mortals with a 25 FT radius, fails on 1d20 rolls of 01, no avoiding, -10 disarm trap to deactivate {but after flooding is initiated}). Eight 6 FT by 3 FT oval platinum-framed silver mirrors are in the room, three on the west wall, three on the east wall, one on the north wall, and one on the south wall. One west wall mirror shows Adventurers as skeletal and one shows them as very elderly (no actual effects); one mirror on the east wall shows persons dressed as clowns and one shows them afflicted with scabs and disease pox (no actual effects). The mirror on the south wall captures soul (s) and transfers them to the *Mirror of Life Trapping* at Mirror on the Wall (range 8 FT, save 1d20 GTET [27-Will], checked every 3 minutes in range, or when a person moves beyond the mirror's effective range then returns); captured persons have their physical body "disintegrated" and all physical equipment falls to the floor; if no mirror cell is unoccupied when they are captured, a randomly-determined occupant is freed (determine using 1d20; the freed creature materializing at Magic Mirror on the Wall, #64) and the captured person occupies their former storage cell. The mirror on the north wall captures the body and soul of approaching persons and transfers them to the holding cell at Teleport Jail (#106; range 8 FT, save 1d20 roll GTET [28-Will] checked every 2 minutes in range, or when a person moves out of range then returns); all physical objects in direct skin contact with the affected person are also transferred, otherwise all carried objects fall to the floor. The affected person appears to *teleport* from the area. A hidden door (-10 to find, -5 Open Lock) to False Top is at the back of the east **Special Zombie** niche (two are present, two more enter from the north end after 3 minutes. An 8 FT diameter circular opening in the ceiling near the south end leads up to Mirror on the Wall (First Dungeon Level). A metal ladder attached to the shaft does not reach to the

floor. If any mirrors are broken, six HD6 **Gargoyles** (hp37, AC36) are *summoned* per/mirror, appear after 30 seconds.

99. **False Top.** The room has white marble tile flooring covered one-inch thick by white dust (showing ten footprints from the boots of a medium-sized creature), the walls are white marble streaked with red-orange rust (dripping water patterns), with a 10 FT high false ceiling made of 2 FT by 3 FT thin wood aquamarine-covered panels suspended in a light copper frame 16 inches underneath the natural stone ceiling (-6 to find); the panels are easily pushed upward and removed. The room is furnished with a scarred rectangular white table, three broken white wood chairs, an upright oval mirror in a red-stained frame (found cracked), three 50-gallon wood barrels found filled with stale water, and three four-shelf bookcases against the east wall (empty shelves). On the table are a pewter pitcher, a broken dagger's pommel, three pewter spoons, a hard pouch of chewing tobacco (spoiled), a cracked bronze oil lantern, and a whetstone with a flaw in it. Drinking the water in the barrels causes *dysentery* ("the runs") after 1d12 hours (-4 save versus disease,



persists 3d100 hours; affected persons temporarily reduce their Strength by -10 points, their Stamina by -7 points, and their Agility by -5 points). Four armed mousetraps are underneath the dust, stepped on unless succeeding on a 1d20 roll GTET [28-Agility] if not detected, checked every 45 seconds/person (hp2 foot damage unless wearing metal footwear).

After GTET 4 creatures enter the room or 1 creature has remained GTET 2 minutes, sufficient dust is stirred up to become a breathing hazard, causing uncontrollable fits of coughing (save 1d20 GTET [26-Stamina] checked every round, persists (1d20+1d8)*15 seconds; affected persons apply a -8 melee penalty, apply -10 ranged weapon penalty, apply a -6 penalty to Strength, and a -4 penalty to Stamina saves).

A 2 FT by 2 FT bronze trapdoor (-3 to find only when looking above the false ceiling, bronze keyhole, -2 Open Lock), in the southwest corner of the natural ceiling releases a 200 pound weight when the door is opened (1d12 crushing damage, on 1d20 rolls GTET 16 also causes 1d10 minutes unconsciousness plus a concussion, avoid on 1d20 rolls GTET [24-Agility]). A copper box is stuck to the ceiling of the compartment above the trapdoor (only visible after the weight falls) contains a piece of vellum on which is written in Elvish, "*Sound Blast, God's Fire, Ice Encasement, Remove Air, Fireworks, Blindness, Dominate Person, Magic*

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Grenade, Lightning Bolt, Cloud the Mind, Toxic Fume Cloud, Fear the Reaper, Hail Blast, Fireball (2d8), Compel Truth” (the order of spells and prayers needed to bring down the *prismatic wall* at The Final Goal (#154).

- 100. Bars Sinister.** The irregularly-shaped room is 12 FT tall. Located 7 FT inside the room are six sets of horizontal iron bars across the room, each bar one-half inch in diameter and capable of supporting 400 pounds. The first (northernmost) set has bars at heights of 1-3-6-8-10 FT; the second set has bars at heights of 2-5-7-9 FT; the third set has bars at heights of 3-5-7-9 FT; the fourth set has bars at 1½-3-5½-7-9-11 FT; the fifth set has bars at 2-5-7-9-11 FT; the sixth set has bars at 1-3-5-8-11 FT. There are 42 horizontal inches between each set of bars. A hidden door leading to Water Control (-8 to find, -5 Open Lock) on the north side is between the fourth and fifth sets of bars. Missile weapons within the room are used at -6 through the bars (varying heights of the crossbars). It takes 30 seconds to 60 seconds to climb through each set of bars (backpacks, scabbards, and other bulky outer gear must be removed). Three **Special Zombie** guards are in the south section of the room.

An open 6 FT by 4 FT bronze trapdoor is in the ceiling southwest of the bars, the door hangs down so that the actual opening cannot be seen until an Adventurer is under it. A pile of white material (droppings) is on the floor beneath the opening. A flock of 1d20+5 HD2 **Stigae** (1d3+6, AC16) nest on ledges in the 10 FT by 6 FT by 6 FT space above the bronze door, a 6-inch wide tunnel connects the roost to the surface). Zero to four additional **Stigae** (1d6-2) arrive through the tunnel every 30 seconds for 5 minutes. A 50-inch cruciform bronze rod, ending in a one-inch deep hexagonal socket, is found clipped to the inside of the bronze door (-3 to find, -2 Open Lock, the rod is used at Water Control). Inside the roost is found a leather scroll case containing a Priest's scroll (Saorla, *1d8 Cure Wounds*, *1d12 Cure Wounds*, *Banish Poison*, *Banish Blindness*, *Banish Paralysis*, *Banish Disease*) and a parchment in Elvish (*disable by taking the supply valves all full left, the control valves all full right, and bypass valves to middle*).

- 101. Water Control.** A trapezoidal room wider on the southeast side than on the northwest side. The floor is covered in green ceramic tile with a white border, the walls are chiseled stone painted light blue, and the ceiling is covered in 250x 1 FT-square 5 GP silver tiles. An ordinary skeleton hangs from a decomposing rope/noose tied to a steel hook fastened into the southwest wall; a black wood chair on its side under the hanging skeleton; another straight back chair is in the room. The HD7 **Specter** (hp20, AC35) of a male Elf is in the room on 1d12 rolls GTET 3.

Two horizontal rows of five 3-inch holes are on the back (northwest) wall, each hole 32 inches deep; a 1-inch hexagonal nut is at the end of each hole (-12 to find). The top five holes are labeled (Elvish): “*Supply1, Supply2, Supply3, Bypass1, Bypass2*”; the bottom five holes are labeled (Elvish): “*Return1, Return2, Return3, Control1, Control2*”. The rod found clipped inside the bronze door at Bars Sinister is long enough to reach the nuts: when the

three Supply nuts are fully rotated counter-clockwise and the two Control nuts are fully rotated clockwise, the flooding system for this level is disabled (resets after 20 hours; the correct valve positions are described by the parchment found in the Stigae roost in Bars Sinister).

- 102. Barely There.** The door opens outward, it sits into the door frame with a seal; the door/seal prevents flood waters in the corridor from entering the room. A bare stone room, found empty (aura of enchantment).

North Corridor: Two **Special Zombie** guards move about in the corridor between this door and Teleport Jail to the west.

- 103. Water Panel.** The sturdy wood door has a bronze padlock (magically enhanced, locked, -4 Open Lock). The door opens outward, it sits into the door frame with a seal; the door/seal prevents flood waters in the corridor from entering the room. The floor is covered in red-orange ceramic tiles, and the walls and ceiling are painted aquamarine. A large two-door wooden armoire is attached to the rear (north wall), it has a bronze latch (unlocked). Ten 25 GP ornate Elvish robes hang on a rod in the armoire. The rear of the armoire is 24 inches from the north wall and is a solid wood panel (-12 to determine the panel can be removed). A metal panel is hidden behind the armoire. It has four keyholes, one each bronze, silver, platinum, and adamantium; each keyhole is associated with a two-position knife switch (found in the up position) and a two-position push button.

When the bronze, silver, platinum, and adamantium keys are inserted into the respective keyhole and rotated counterclockwise, they allow the knife switches to be moved to the down position; that allows the push buttons to be depressed to their middle position. Putting the knife switches and push buttons into the correct positions either prevents the flooding of the level, or stops the flooding at its present depth.

A clear 4-inch-diameter vertical pipe runs from floor to ceiling in the northwest corner, filled with clear liquid, a gauge attached to the pipe is reading zero (to the left) if water/steam are not flowing, and reads in the green zone (far to the right) when water/steam is flowing.

- 104. Slide Show.** A 15 FT sliding section of corridor moves north to block the hallway between More Perilous Mirrors and #106; a 3 FT by 2 FT pressure plate in the corridor floor midway between Barely There and Water Panel (-8 to find, -4 disable device, avoid 1d20 GTET [29-Agility] if not spotted, GTET [22-Agility] if spotted. Thirty seconds after the pressure plate is triggered the sliding section moves north at 1 inch per second (1 minute to completely block the passage). The slide resets after 6 hours. A hidden door (-8 to find, -4 Open Lock) on the west end allows access to locations #107 through #115 and the Tokens of Kingship sublevel. This area can only be accessed from the west end; the east end, by Water Panel, is a solid wall with no access. The sliding section has seals and flooding does not reach #107.

VAULTS, SECOND DUNGEON LEVEL

- 105. Flying Rocks.** The room is 8 FT high, entered from the corridor through a sturdy wood door (magically enhanced, platinum hardware, silver keyhole, locked, apply a -2 Open Lock penalty for every stone impact while attempting the lock) on the north wall. The door opens outward, it sits into the door frame with a seal; the door/seal prevents flood waters in the corridor from entering the room. A 6-inch diameter smoky glass sphere is attached to the ceiling in the corridor outside the room (motion sensor activates level flooding; detects living mortals with a 25 FT radius, fails on 1d20 rolls of 01, no avoiding, -10 disarm trap to deactivate {after flooding is initiated}). Persons outside the door hear rhythmic “swooshing” and “thudding” sounds (as a normal conversation). The floor is covered in black tile with red grout, the lower 3 FT of the walls are covered in dark wood panels, the upper 5 FT are covered in light blue wallpaper printed with silver stars, and the ceiling is painted a glossy black embedded with many flecks of 5 CP polished quartz crystals. A platinum chest with a platinum keyhole is against the south wall (locked, -4 Open Lock; poison needle trap {*blindness* 3d10*5 minutes}, -6 to find, -4 disarm trap, avoid needle 1d20 rolls GTET [26-Agility], save 1d20 GTET [28-Stamina], poison for four doses). Twenty-six 9-inch diameter stone spheres (hp18, AC24, blunt weapons required to damage) fly around the room at high speed. An Adventurer is impacted by 1d8 stones each round (avoid 1d20 GTET [26-Agility], 1d6 damage/stone).
- The chest has a watertight gasket on the lid, found in good condition. Thirty-five rolled canvas pieces are inside, each 1d12+30 inches long by 1d8+12 inches wide, and 5d100+1000 years old. Each canvas is a painting by an Elven master valued [5d100*30]+2000 GP). The back of the fourth roll is also a Wizard’s scroll (Fire; *Blindness*, *Daylight*, *Disperse Magic*, *Invisibility*, *Mesmerize*, *1d12 Magic Grenade*, *See Invisible*) written in invisible ink (-10 to find, alcohol makes the ink visible).
- 106. Teleport Jail.** The sturdy wood door (magically enhanced, steel padlock, locked, -5 Open Lock) opens outward, it sits into the door frame with a seal; the door/seal prevents flood waters in the corridor from entering the room. The floor is covered in polished black tile, the west and east walls are covered in red ceramic tile, the north and south walls are covered by mahogany panels, and the ceiling is covered in overlapping diamond-shaped panels of polished copper. A 5 FT diameter circular mirror set in a steel frame is attached to the ceiling at the room’s center-point. A 10 FT square floor-to-ceiling fenced area is centered under the mirror; it has $\frac{3}{8}$ inch diameter steel bars separated by 2 inches (no door). The cell receives persons transferred by the north mirror at More Perilous Mirrors (#98). Five HD3 Elven **Ghouls** (hp18, AC14) prowl outside the caged area.
- 107. Hidden Parlor.** The room is 9 FT high with arched opening to the northwest and east. A heavy mahogany chest in the southeast corner conceals a 3 FT by 3 FT hidden door (total Strength GTET 36 to move the chest, -14 to find if the chest is not moved, -5 to find after the chest is moved, -6 Open Lock). The floor is covered in 2-inch blue and white tiles, the walls are painted royal blue with a silver border along the top, and the ceiling is painted silver. A 30-candle crystal chandelier hangs from the ceiling at the south end. Water continually drips from several thin cracks in the ceiling at a few drops/minute. The room is furnished with four mahogany chairs gilded in gold with faded gold cushions, an octagonal table gilded in silver, two oak footrests stained red with faded gold cushions, three 350 GP unlit gold braziers in mahogany stands, a full-sized harp frame of mahogany gilded in silver (missing its strings), and an oak kneeler stained red with faded gold cushions. The mahogany chest sits has a steel keyhole (locked, -4 Open Lock); the chest contains forty 920 GP bolts of high-quality Elven silk in various colors. The room is occupied by four HD6 **Doppelgangers** appearing as Ogres (hp37/32, AC18, Spiked Club, *poisoned Dirk* {fatal, save 1d20 GTET [25-Stamina]/hit}, each has a Wizard’s scroll {Air; *Putrid Scent*, *Remote Push*, *Vertigo*, *Choke*, *Remove Air*, *Hold in Place*}) [*stasis* until Slide Show is triggered].
- 108. Snake Head.** The corridor is 7 FT tall; a long black velvet curtain hangs from the ceiling halfway to the west end, a drawing of three intertwined snakes is on the facing (east) side of the curtain, over a red “X.” A careful (as a whisper) listener hears the hissing of snakes. A writhing **Mедуsa’s head** (range 8 FT, stoning, save 1d20 GTET [28-Stamina]).
- 109. Skeletal Goods.** The narrow corridor is 7 FT tall. Two ordinary large ordinary skeletons (aura of enchantment) with glowing yellow eye sockets are chained to thick red iron eyehooks in the wall entered from Hidden Parlor through an arch at the south end. Around the corner to the west two large ordinary skeletons with glowing yellow eye sockets are chained to thick red iron eyehooks in the wall by rusty iron arm and leg manacles. The upper right wall plate on the right skeleton pulls out of the wall (-10 to find, requires Strength GTET 18 to pull out), revealing a 10 inch by 3-inch hidden iron cylinder. A 7 GP silver arrowhead is inside the cylinder, along with a 14 GP gold arrowhead, a 2 GP copper-amethyst Ring, and an 8-inch bronze flute.
- 110. Killer Plants.** The narrow corridor is 8 FT tall. Six HD4 **Assassin Vines** (hp30, AC22) grow in the corridor. A leather bag (tied closed) sits on the floor around the corner; the bag contains: 188 SP, 64 GP, a *Lock Pick* +2), a 30 FT length of Elven rope, a folding adamantite Spade (not enchanted), an ordinary rusted steel Hammer, six adamantite Spikes, eight pieces of blue chalk, an oil lantern, four flasks lamp oil, a 50 FT spindle of light string, a wax-sealed glass vial holding 20 matches, flint-and-steel, a 3 FT wood Rod (not enchanted), a *1d8 Cure Wounds* Potion, and two pots of *Reverse Stoning Balm*.
- 111. Little Minotaur.** A blue stone wall shelf 5 FT off the floor holds an 1850 GP 20-inch ivory figurine of a Minotaur carrying a double-bladed axe (*fear*, 7 FT range, save 1d20 GTET [25-Will], persists 3d10*4 minutes).

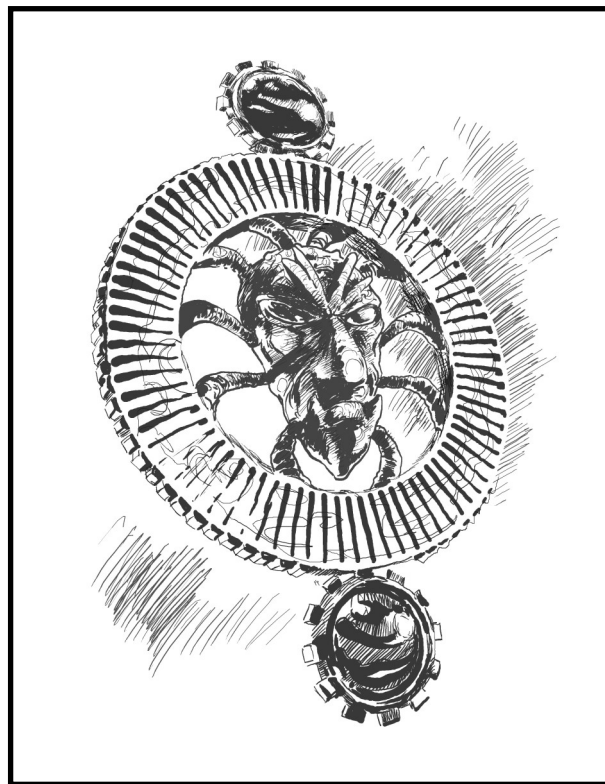
VAULTS, SECOND DUNGEON LEVEL



- 112. All the Coffins.** A hidden door (-10 to find, -7 Open Lock) in the northeast corner leads to Wishful Thinking and the Tokens of Kingship sublevel through Blackout Zone; two coffins are in front of the door, the door is -15 to find until they are moved. The floor is ironwood parquet, the walls are a mottled marble in several brown shades, and the ceiling is whitewashed with a royal blue border and a painted mural depicting an ornate crown surrounded by a ring of eight-pointed silver stars. An 8 FT by 6 FT 8500 GP tapestry on the south wall depicts a royal stag standing in a birch grove. A *Glyph of Insanity* (range 6 FT, save 1d20 GTET [25-Will], persists 3d100+30 hours) is on the tapestry's reverse side. There are seven upright black coffins in the room, the coffin lids have three 10 GP gold hinges. Dry emaciated Elven bodies are inside the first-fourth-seventh coffins. A HD4 **Doppelganger** (hp22, AC20) imitating a Vampire is inside the second coffin. Linen-wrapped Elven bodies are inside the third and fifth coffins (mistake for **Mummies**, disbelieve 1d20 rolls GTET [25-Will]). The bodies are infected so any person touching them develops *severe arthritis* (reduces Agility and Strength each 1d6 points, symptoms after 6d20+12 hours, save 1d20 GTET [24-Stamina] checked every 5 minutes of exposure). The sixth coffin is filled by a **Rust Mold**.
- 113. Blackout Zone.** The bare stone room is 12 FT tall. A hidden door (-8 to find, -4 Open Lock; apply an additional -8 penalty to both while the room is blacked out) to Healing Torture is in the southwest corner, a sturdy stone door (no lock, requires total Strength GTET 30 to move) to Wishful Thinking is in the northwest corner. A permanent *darkness spell* immediately extinguishes any natural light sources (light spells are extinguished unless succeeding on a 1d20 roll GTET [24-Will]). The sounds of heavy breathing are heard in the room (*audibles*).
- 114. Healing Torture.** The room is furnished with a wooden seat with leather arm-leg-waist straps, and a water tank held above it by a metal frame (divine aura). Holy Water from the tank drips on the head of persons strapped into the seat; the subject is healed hp1 after every 8 rounds of dripping AND the subject is also driven insane for 1d100*10 minutes (save 1d20 GTET [24-Will] checked every 5 rounds).
- 115. Wishful Thinking.** The floor is covered in aquamarine marble tile with blue grout, the walls have blue-and-green wallpaper with a printed pattern of waves, and the ceiling is covered in overlapping burnished copper plates shaped as sea shells. An 80-inch inner diameter gold ring is in the southwest part of the room; the ring is 10 inches wide by 12 inches tall, and appears (*illusion*, disbelieve 1d20 GTET [30-Will], Elves apply a +4 bonus) to be filled with blue water with small waves moving across its face. The room has the smell of salt water and sea salt (*illusion*, disbelieve 1d20 GTET [24-Will]). The shaft is actually 30 FT deep and leads to a hole in the ceiling at Electrum Stash (#144 on Dungeon Level Three). A *silence* spell negates the sound of any object thrown into the shaft. A 5 FT by 3 FT oval mirror in a silver frame hangs on the north wall; a Medusa's face (no stoning effect) appears in the mirror 1d20*15 seconds after Adventurers enter the room; breaking the mirror causes bad luck for 3d100 days (save 1d20 roll GTET [32-Will]; affected persons apply a -3 melee/missile weapon penalty, apply a -2 saving roll penalty, and apply a -1 penalty to any attempted actions {climb, locate hidden doors, disarm traps, etc.}).
- Two white marble fountains each have five clamshell bowls and a spray of water at the top. One clamshell has 9 SP in it, clamshells in the other fountain have 2 SP and 3 GP. The first person who puts (and leaves) a silver or higher value coin into either fountain gains one *alter realities spell* (cannot be used to drop the *prismatic wall* at The Final Goal (#154, or to summon any of the artifacts associated with the Royal Offices; must be used within 100 days or is permanently lost).
- 116. Transit Tunnel.** The 12 FT tall arched stone tunnel is 10 FT wide at the base, 6 FT tall at the crown, 280 FT long, it connects to the Hidden Tunnel in the Cistern Building (#9). Water drips from the ceiling every 1d12+5 FT and collects in small puddles on the floor. The walls are covered with thick green mosses and strands of seaweed, and empty torch brackets are every 50 FT along its length (apply a -2 Agility penalty due to the wet and slippery floor). Two parallel grooves or ruts are in the floor, 42 inches apart, and three-quarters inch wide by one inch deep. A rusted metal door with steel lock (rusted/locked, total Strength GTET 35 to force open) is at the southwest end of the tunnel, leading to the top of the shaft at What the Hoist. The vault end of the tunnel is occupied on 1d10 rolls GTET 4, checked every 15 minutes, determined using 1d4: (1) a HD4 **Psychic Mold** (hp32, AC12), (2) 1d6 H2 **Huge Centipedes** (hp10, AC14), (3) 1d8+1d6 HD1 **Giant Rats** (hp3, AC8), or (4) HD8 Elven **Wraith** (hp44, AC30).

VAULTS, SECOND DUNGEON LEVEL, RING SUB-LEVEL

117. What the Hoist. A rectangular stone shaft 28 FT top to bottom, entered from the Transit Tunnel 8 FT below the ceiling through a rusted metal door with steel lock (locked/rusted, requires total Strength GTET 35 to force open) in the northeast wall, and from Perilous Flowers through a sturdy wood door with a steel lock (open, -3 Open Lock) in the southwest wall. A perfumed aroma is noticed within 5 FT off the bottom door on 1d20 rolls GTET 15. An 8 FT-across by 4 FT-wide stone shelf is across the room on the northeast side immediately inside the upper door, the shelf supports 1200 pounds (persons standing on the shelf fall unless succeeding on a 1d20 roll GTET [25-Agility] checked every 2 minutes; breaks on 1d10 rolls GTET 7 if overweight, checked every 5 minutes; persons on the shelf when it breaks falls {save 1d20 roll GTET [30-Agility]}). A rusty steel hoist is attached to the ceiling, running along a steel track extending from above the upper door to the room center; it has a rotting rope attached to a wood cleat next to the upper door; the hoist falls apart on 1d100 rolls GTET 100-[applied weight/10] checked every 30 seconds. A wood ladder is attached to the wall on the northwest wall, extending from waist height to the shaft floor; the ladder falls apart on 1d100 rolls GTET 80-[applied weight/5] checked every 30 seconds/5 rounds. Three (ordinary) Elven skeletons are found in a shallow puddle of discolored water at the shaft's bottom, along with some molding unidentifiable clothes and leather pieces.



118. Perilous Flowers. The room is entered from What the Hoist through a sturdy wood door with a steel lock (open, -3 Open Lock) in the northeast wall, and from Top of the Drop through a hidden door (-6 to find, -3 Open Lock) on the southeast wall. The room has a strong perfumed aroma. The ceiling glows with a blue-white light (half full daylight). The northwest wall is covered in purple-blue **Paralysis Flowers** (affect after 1d4*10 seconds, persists 2d100 minutes, save 1d20 roll GTET [28-Stamina] checked every minutes), The southwest wall is covered in yellow-brown **Sleeping Poppies** (affect after 1d8*10 seconds, persists 2d100 hours, save 1d20 roll GTET [30-Stamina] checked every minute, wakes on 1d20 rolls GTET [26-Stamina] checked every 30 minutes). After Adventurers have been in the room GTET 5 minutes five HD4 **Gargoyles** (hp30, AC36) enter from What the Hoist.

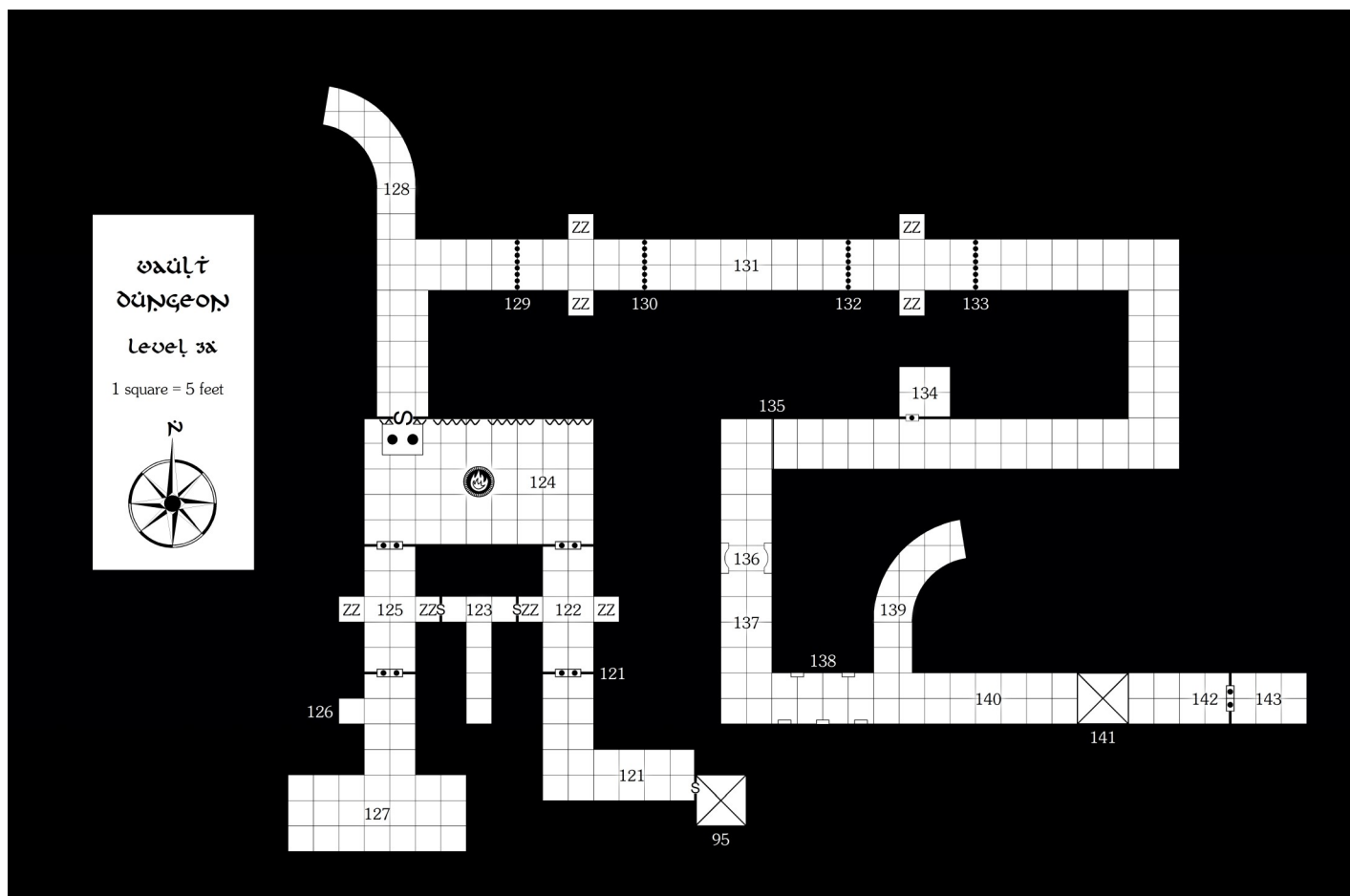
119. Top of the Drop. A rectangular space reached from Perilous Flowers through a hidden door (-6 to find, -3 Open Lock); a perfumed aroma is noticed within 5 FT of the door. A rusted iron grating in the floor at the southeast end covers a 4 FT wide shaft. The hole is 10 FT deep and another rusty iron grating is at the bottom preventing access to A Profitable Drop (#95, 5 FT west of the pit) in the Second Dungeon Level. A HD3 **Grey Ooze** (hp31, AC5) clings to the ceiling above the hole on 1d10 rolls GTET 4 and drops on Adventurers at the shaft bottom (-6 to find).

Treasure Vaults, Dungeon Level Three, Ring of Healing Sub-Level (See map on page 61)

120. Grabby Room. The corridor leads west then turns north, ending in a sturdy metal door (Silver Entry). The entire area is affected by a permanent *darkness spell* that extinguishes all fires/light sources; racial low light/infrared vision/ultraviolet vision abilities do not function. *Light/Daylight* magic requires a 1d20 roll GTET [34-Will-Level-SPM] to succeed; if the Wizard is touching the metal door at the north end the spell always succeeds. Many 5 FT long HD3 **Skeletal Arms** (hp13, AC14, claw 1d4) are mounted on the walls; an Adventurer is attacked by 1d4 arms/round (avoid 1d20 GTET [30-Agility] while dark, GTET [24-Agility] when lit); the Adventurer is grappled and held on natural attack rolls GTET 17 (subsequent attacks are at +3), requiring a 1d20 roll GTET [25-Strength] to break free. Persons in the room hear the growling and grunting of animals (as a whisper), and see flickering yellow-brown pairs of eyes in the dark (*illusionary*, disbelieve 1d20 rolls GTET [26-Will]).

121. Silver Entry. A sturdy metal door with bronze, silver, and platinum keyholes (magically enhanced, -16 Open Lock, -20 Open Lock while the Grabby Room is dark) leads to Zombies, Spears, and Ooze; the door opens after the silver key is inserted into the silver keyhole – any other key/keyhole combination results in the user suffering 1d10 electrical damage (half damage on save 1d20 GTET [24-Stamina]).

VAULTS, DUNGEON LEVEL THREE, RING SUB-LEVEL



122. Zombies, Spears, and Ooze. The corridor is 17 FT tall, and light blue stone tile covers the corridor floor (causing echoes), the walls are whitewashed, and the ceiling is painted dark brown. Niches in the west and east walls are occupied by **Special Zombie** guards. A sturdy wood door to the Distracting Hoard has a steel keyhole (locked, -5 Open Lock, unsuccessful open lock attempts result in line of six 1d10 Spears to springs out of the ceiling 1 FT south of the door, ceiling holes are -6 to find and -8 disarm trap per spear; a 1d20 roll GTET 15 hits the head and causes 3d100 minutes unconsciousness {avoid 1d20 GTET [30-Agility] not found/GTET [24-Agility] if found}) centered in an arch in the north wall. A 3 FT by 3 FT hidden door (-6 to find, -3 Open Lock) at the back of the west niche leads to Viper Lair, Distracting Hoard, Fire in the Hole, Peril and Success, and Fake Ring.

Immediately inside the south door on the west and east sides are 4 FT long by 1 FT tall steel gratings along the ceiling that cover 6 FT deep horizontal niches (-4 to find, +2 if a strong light is shined); these niches are occupied by two HD10 **Black Puddings** (hp75, AC13) that drop on persons walking underneath (avoid 1d20 GTET [28-Agility] if surprised, GTET [23-Agility] if not surprised).

123. Viper Lair. A T-shaped passage 4 FT high by 3 FT wide, a hidden door (3 FT by 3 FT, -6 to find, -3 Open Lock) on the west end leads to Fire in the Hole, the door is warm to the touch (1d20 GTET 08) and a steady “roaring” sound is heard within 5 FT of the door (1d20 roll GTET 06). A strong reptilian odor is noticed on entry (1d20 roll GTET 08). There are no lights in the passage. The south branch is occupied by a HD3 **Poisonous Viper** (hp20, AC16, bite 1d6 plus lethal poison {save 1d20 roll GTET [25-Stamina]}), the snake moves silently (as whisper at -4).

A 1 FT square stone set in the floor at the south end of the south passage dead-end covers (-6 to find, -1 Open Lock; may have to crawl over or move a snake carcass) a 7-inch steel hand wheel (valve) found in its full counterclockwise position. If the valve is spun to its fully-clockwise position the jets at Fire in the Hole are extinguished after 3 minutes (resets in 2 hours). The jets continue to operate if the valve is left in any intermediate position but only half-damage is inflicted.

124. Distracting Hoard. The rectangular room is 12 FT tall, with sturdy wood doors with steel keyholes (locked, -5 Open Lock) in the southwest (leads to Fire in the Hole, the door is warm to the touch {1d20 roll GTET 08} and a ‘popping’ sound can be heard {1d20 roll GTET 06}) and southeast corners (leads to Zombies, Spears, and Ooze).

VAULTS, DUNGEON LEVEL THREE, RING SUB-LEVEL

Distracting Hoard, continued. The floor is covered by mahogany planks, the walls are covered in red brick, and the ceiling is painted green with a mural of Elves building Lindoran. An altar in the northwest corner stands in front of a tapestry depicting a battle between Elves, Ogres, and Trolls (8 inch gap); a hidden door behind the tapestry is concealed by an *illusion* of an ordinary wall (disbelieve 1d20 roll GTET [30-Will], -6 Open Lock, resists *open lock* spells), it leads towards #129. A 6 FT diameter fire pit in room's center is 22 inches deep, lined in polished black obsidian, and is filled with flickering blue-and-purple flames (2d6+2 damage).

The carved oaken altar is dedicated to Uhr, God of Time, and must be moved to access the hidden door (requires a total Strength GTET 40). Also in the room are sixteen 5850 GP 85 pound golden urns that each hold 3d20 pounds of 1d12 GP/pound incense, a stone coffer (no lock, requires a total Strength GTET 28 to lift the cover) against the west wall, and a gold-platinum chest embossed with a skull-and-crossed bones up against the east wall. Four 3300 GP 10 FT by 8 FT tapestries on the north wall hang from 1000 GP gold rods, they depict battles between Elves, Ogres, and Trolls (one tapestry is over the hidden door). On the floor are: ten 2500 GP silver-amber-black ivory scepters inlaid, five 3250 GP 20 inch tall carved jade figurines of female Elves, three 3600 GP 24 inch carved white onyx figurines of Elven Kings, five 4000 GP ceremonial gold blade basket hilt Long Swords inlaid with pearl-sapphires-rubies-diamonds, two antique Elvish guitars (883 GP, 1702 GP), six books in archaic Elvish (each 2d100+750 years old, value [age in years]*1d6 GP), an 1836 year old 15 FT by 8 FT rolled Elvish carpet valued at 6,130 GP, eighteen bottles of Elvish wine (each 3d100+800 years, value [age in years]*1d8 GP), a 110 pound 70 inch carved wood statue depicting an armored male Elf with ruby (330 GP, 840 GP) eyes, and five 7000 GP canvas paintings by Elven masters. The room is occupied by six **Special Zombie** guards which attack unless one Adventurer wears the **Ring of Kings** (found at The Final Goal, #154). 1d10*30 seconds after the room is entered from either the southwest or southeast door a *magic mouth* (Elvish) appears on the south walls: "*You are deep into my Vaults but rest not because the Band is not yet on your hand. The test of Flame awaits and Watchers shaded. Speak the name and be dammed!*"

A 1000 GP gold holy symbol of Uhr is on the altar along with two 1000 GP 17 inch gold hourglasses (filled with 20 ounces of fine gold dust; one glass has an inlaid ruby, the other an inlaid emerald), an empty five 300 GP gold candlesticks, four 125 GP 10 inch diameter gold patens, five 200 GP 8 inch by quarter-inch gold rods, and a 3740 GP platinum krater inlaid with amber-white ivory-moonstone. A compartment hidden in the top rear (must move the altar to find, -6 to find, -3 Open Lock; *poison* needle trap {-5 to find, -3 disarm trap, affected persons move at half speed for 2 hours then are paralyzed 1d100*60 minutes then death, save 1d20 GTET [24-Stamina] checked every 30 minutes}) holds a 20 inch pendant sacred to Uhr (blessed and good auras, alternating pieces of jade-opal-turquoise-pearl with a 4 inch platinum hourglass charm). When the pendant is worn by a good or neutral person the wearer is

immune to the special attacks/supernatural abilities of Undead of LTET HD10 excepting Liches and Vampires; it bars (at 25 FT) Demons LTET HD6; the pendant chokes an evil wearer to death (save 1d20 roll GTET [30-Stamina]).

The stone coffer holds 427 SP, 403 GP, and 32 platinum pieces in coins, plus 14x 40 GP topaz, 22x 33 GP garnets, 9x 15 GP sunstones, 15x 60 GP peridot, 6x 10 GP polished white onyx pieces, 19x 20 GP heliodor, 5x 120 GP white pearls, and ten 1400 GP pieces of jade carved into humanoid figures (aura of enchantment). Each jade figure can be invoked 3/day for 10 minutes, it transforms into a HD3 **Gnome Warrior** (leather armor, steel cap, round shield, hooked short sword).

The metal chest has a single gold keyhole (locked, -5 Open Lock, *poison* needle trap {-3 to find, -2 disarm trap, effect after 2 minutes, sleep persisting 3d10+1 minutes, save 1d20 roll GTET [24-Stamina]). It contains a single vellum scroll (auras of enchantment and evil) wrapped in black silk, which reads (Dark Elvish): "*Come, come, Lord Urgolack – hear your humble servant and spread holy disorder far and wide*" (1 minute after the third scroll reading {maximum 5 minutes} a HD12 **Avatar of Urgolack** appears on 1d12 rolls GTET 3; after every summoning Urgolack takes a living sacrifice, the scroll permanently disintegrates after the fifth successful summoning. The chest has a false bottom (-8 to find -3 Open Lock) which conceals a dark brown scroll wrapped in a yellow ribbon (Elven script, Archaic Dwarven language): "*Sound Blast, God's Fire, Ice Encasement, Remove Air, Fireworks, Blindness, Dominate Person, Magic Grenade, Lightning Bolt, Cloud the Mind, Toxic Fume Cloud, Fear the Reaper, Hail Blast (2d8), Fireball, Compel Truth*" (the scroll is brittle and disintegrates on 1d10 rolls GTET 4 checked every subsequent reading; the scroll may be useful at The Final Goal (#154).

125. **Fire in the Hole.** The bare stone corridor is 8 FT tall. The room is at 105°F and there is a strong odor of brimstone gas; 50-60 4 FT long jets of hot red flame shoot from tiny holes in the floor, walls, and ceiling. A sturdy wood door with a steel keyhole (locked, -5 Open Lock) on the north side leads to Distracting Hoard. A metal door with two platinum keyholes (locked, -4 Open Lock; an unsuccessful attempt resets the other lock) on the south side leads to #127; none of the keys obtained at Portcullis Central (#14) fit the locks: both locks must be opened to open the door. Two **Special Zombie** guards (Cutlass, Spear) occupy the room in niches on the west and east sides of the corridor. A 3 FT by 3 FT hidden door behind the east niche (-6 to find, -3 Open Lock) leads to Viper Lair and Zombies, Spears, and Ooze.

Each 5 FT-square section of floor, wall, and ceiling has five half-inch steel nozzles [total of 175], raised one inch (avoid falling 1d20 roll GTET [22-Agility] check/step, -5 penalty if running); the steel nozzles randomly shoot jets of hot red flame. Each Adventurer traversing the corridor is hit by 1d6 of hp1d8 flame jets per 5 FT travel (avoid 1d20 GTET [24-Agility]). Basic cold magic suppresses the flames for 5 minutes, Lesser cold magic suppresses the

VAULTS, DUNGEON LEVEL THREE, RING SUB-LEVEL

flames 10 minutes, and Greater cold magic suppresses the flames 20 minutes.

- 126. Peril and Success.** A wooden shelf attached to the west wall of a shallow niche holds eight vellum scrolls each tied with a black cord and a 3500 GP 14 inch by half-inch light brown-colored wood Rod tipped with a round-cut sapphire. The first six scrolls selected/opened explode for 2d8 fire damage (range 6 FT, half damage on 1d20 rolls GTET [24-Stamina]), a Priest's scroll is opened seventh (3x 1d10 *Cure Wounds*, 2x 2d8 *Cure Wounds*, 1x 3d8 *Cure Wounds*, 1x 1d12 *Mass Heal*), and a Wizard's scroll is opened eighth (*Cloud the Mind*, *Toxic Fume Cloud*, *Fear the Reaper*, 2d8 *Fireball*, 2d8 *Hail Blast*) – the contents are hidden by an *illusion of a blank scroll* (disbelieve 1d20 roll GTET [28-Will]).
- 127. Fake Ring.** The room is 15 FT high with a bare stone floor, walls, and ceiling. The room is occupied by a HD9 **Wood Golem** (hp46, AC24) armed with a gold scimitar, wearing a 10,500 GP platinum ring on its left hand inlaid with blue spinel-amethysts-lapis lazuli-sunstones (a replica fitting the description of the elven King's *Ring of Healing*, blessed aura, the ring has 4x 1d8 *Cure Wounds*). The **Golem** attacks 1 minute after the room is entered, the initial attack is against a Wizard or a Priest.



- 128. Turn the Corner.** The corridor is 10 FT tall, filled with thick fogs and mists, apparently curving to the left (disbelieve 1d20 roll GTET [30-Will]) after 15 FT and descending, the corridor has a strong earthy (outdoor) aroma. Adventurers entering the corridor are immediately

teleported to End of the Line (#68 on the First Dungeon Level) while all their metal objects are *transported* to the stone coffers at the Receiving Room (#34); resist teleportation on 1d20 rolls GTET [32-Will]). Adventurers at the corner see jets of flame to the east beyond two closed portcullis (at Hot Time in the Dungeon).

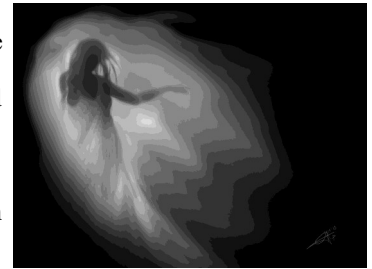
- 129. Warm Metal.** An adamantite portcullis (magically enhanced) found in closed position and held by a latch (-6 to find, -4 disarm trap to unlatch). The portcullis has sharp points which fit into holes in the floor 6-inches deep; raising the portcullis requires a total Strength GTET 35, breaking the latch requires total Strength GTET 43. Once raised, it latches then spontaneously unlatches after 1d20+100 minutes, releasing the portcullis to fall closed; when the portcullis falls it can be heard throughout the sublevel (as normal conversation). The **Special Zombie** guards between here and Hot Metal are equipped with Cavalry Bows and 15x War Arrows each, 2x flasks of oil (grenades) each, and a poisoned Cutlass (paralysis 1d100 minutes, save 1d20 GTET [26-Stamina] checked per hit). The Zombies fire through the portcullis at approaching Adventurers on the west side. The area around the portcullis is at 90°F, as is the metal.
- 130. Hot Metal.** An adamantite portcullis (magically enhanced) found in closed position and held closed by a latch (-8 to find, -6 disarm trap to unlatch). The portcullis has sharp points which fit into holes in the floor 6-inches deep; raising the portcullis requires a total Strength GTET 37, breaking the latch requires total Strength GTET 45. Once raised, it latches then spontaneously unlatches after 1d12+100 minutes, releasing the portcullis to fall closed; when the portcullis falls it can be heard throughout the sublevel (as normal conversation). The area around the portcullis is at 105°F and the metal is uncomfortable to touch.
- 131. Hot Time in the Dungeon.** The corridor section between the portcullis at Warm Metal and Hot Metal, is 14 FT tall and has five half-inch diameter steel nozzles in each 5 FT-square area of the floor, walls, and ceiling (1d20 roll GTET [26-Agility] not to trip, check per 10 FT travelled) for a total of 290 nozzles. The entire area is at 125°F. The steel nozzles randomly shoot jets of hot red flame, Adventurers traversing the corridor are hit by 1d6 flame jets at hp1d6/per nozzle per 5 FT of travel (avoid 1d20 rolls GTET [30-Agility] checked every 5 FT (fire resistance allows one-quarter indicated damage). Basic level cold magic suppresses the fire jets for 5 minutes, Lesser level cold magic suppresses the fire jets for 10 minutes, and Greater level cold magic suppresses the fire jets for 20 minutes. The **Special Zombie** guards between portcullis East Gate One and East Gate Two fire bolts at Adventurers traversing this area.

- 132. East Gate One.** An adamantite portcullis (magically enhanced) found in the closed position and held by a latch (-6 to find, -8 disarm trap to unlatch). The portcullis has sharp points which fit into holes in the floor 6-inches deep; raising the portcullis requires a total Strength GTET 39, breaking the latch requires total Strength GTET 47.

VAULTS, DUNGEON LEVEL THREE, RING SUB-LEVEL

Once raised, it latches then spontaneously unlatches after 1d8+30 minutes, releasing the portcullis to fall closed; when the portcullis falls it can be heard throughout the sublevel (as normal conversation). The **Special Zombie** guards between here and the portcullis East Gate Two are armed with a Light Crossbow and 20x Bolts, two Throwing Knives, two 1d12 Grenades (4 FT radius), a flask of oil, and a Saber. The area immediately east of the portcullis is at 105°F and the metal is uncomfortable to touch.

133. **East Gate Two.** An adamantine portcullis (magically enhanced) found in closed position and held by a latch (-8 to find, -10 disarm trap to unlatch). The portcullis has sharp points which fit into holes in the floor 6-inches deep; raising the portcullis requires a total Strength GTET 42, breaking the latch requires total Strength GTET 50. Once raised, it latches then spontaneously unlatches after 1d12+30 minutes, releasing the portcullis to fall closed; when the portcullis falls it can be heard throughout the sublevel (as normal conversation). The area around the portcullis at 90°F, as is the metal.
134. **Bugs and Curses.** The sturdy wood door has a steel keyhole (locked, -5 Open Lock, aura of evil) and opens outward into the corridor, the floor is covered in dark green tile, the walls are paneled in dark wood, and the ceiling is painted a light green. An *illusion* (disbelieve 1d20 roll GTET [26-Will]) causes Adventurers to see five strong-looking HD4 **Bugbear** inside the room armed with loaded and ready Crossbows and Long Swords; the *illusion* disappears when the room is entered. The first Adventurer through the door suffers a rotting *curse* (affects their weapon arm after 3 hours, falling off after 100 hours, save 1d20 roll GTET [25-Stamina], after save the victim suffers *paralysis* after 5 minutes persisting 3d100*5 hours, save 1d20 roll GTET [26-Stamina]).
135. **False End.** A 1-inch thick stone panel completely blocks the corridor with a tight seal to the floor, walls, and ceiling (-10 to find, -5 disarm trap to remove, requires total Strength GTET 36 to move). Because of its size removing the panel is difficult (1d12 crushing damage, 1d20 rolls GTET [26-Agility] to avoid dropping). If the panel is vigorously tapped on, a reverberating sound is heard (as a normal conversation).
136. **Gargoyle Refreshments.** Two marble gargoyle's faces with round open mouth are attached to the west and east walls over rectangular catch basins. Above the west basin is written the following (Elvish): "*Be not Greedy.*" A clear liquid pours out of the north gargoyle that has a fresh minty aroma. A first and second drink restore hp1d6 each per person per drink, a third drink causes hp18 damage (fast-acting *poison*, save 1d20 roll GTET [30-Stamina]). A dark liquid resembling/tasting like dark ale pours out of the east gargoyle (*poison*, reduce movement and attack rates to half for 2d20 minutes, save 1d20 roll GTET [26-Stamina], apply a -4 TH {melee and missiles} penalty to the victim).
137. **Specter Warnings.** The corridor is 13 FT tall, the floor is covered in green tile, the walls are painted with murals depicting the coronation of King Bamautic, and the ceiling is painted mauve. An *illusion* (disbelieve 1d20 rolls GTET [30-Will]) shows a group of four HD8 **Specters** waving incorporeal Flaming Swords, gesturing to go back.
138. **Getting the Points.** A group of five sturdy wooden doors, two on the north wall, three on the south wall, each with a steel door handle and keyhole (unlocked). Three spring-loaded 1d10 Spears are behind each door are 3 (6 second delay on opening, avoid 1d20 roll GTET [28-Agility] checked per Spear; -12 identify trap, -10 disarm trap). Looking east, Adventurers see the *illusion* of flames at Phantom Fire and feel warm temperatures in the area (disbelieve 1d20 rolls GTET [28-Will]).
139. **Dragons in the Mist.** The corridor is 10 FT tall, the floor appears to be bare stone with a layer of dust and two cart tracks, the walls are painted dark blue, and the ceiling is covered in thin bronze tiles. The west and east walls immediately inside each have 8 FT by 8 FT tapestries depicting black dragons sitting on their hoards. The corridor is filled with wet mists and appears to curve to the right after 15 FT and descend. The corridor has a musty/moldy aroma. The apparent curve is *illusory* (disbelieve 1d20 rolls GTET [28-Will]). Persons entering the corridor are immediately teleported to End of the Line (#68 on the First Dungeon Level) while all their metal objects are transported to stone coffers at the Receiving Room (#34). Adventurers resist teleportation on 1d20 rolls GTET [32-Will]. The corridor in front of this branch is at an apparent 105°F and the *illusion* (disbelieve 1d20 rolls GTET [28-Will]) of flames is seen immediately to the east at Phantom Fire, along with the apparent sounds of roaring flames.
140. **Phantom Fire.** This section has *permanent illusion* (disbelieve 1d20 rolls GTET [28-Will]) of random jets of flame shooting from the floor, walls, and ceiling (five half-inch steel nozzles in each 5 FT-square area for a total of 200 nozzles), with apparent temperatures of 125°F, and the sounds of flowing gas and fire. If believed, the steel nozzles apparently randomly shoot jets of hot red flame. Each believing person traversing the corridor suffers 1d6*hp1d4 for every 5 FT of travel through the area (no save, Adventurers with fire resistance/magic resistance suffer no damage). Any cold magic appears to suppress the fire (illusion) for 15 minutes. The apparent zone of flaming jets extends past and overlaps the trapdoor at Spike Troubles by 5 FT. A 10 FT section of floor at the center of the apparent fire is covered by *Oil of Slipperiness* (-15 to detect if the fire is believed, -10 to detect fire not believed, 1d20 roll GTET [33-Agility] to avoid sliding towards the pit if not detected or GTET [28-Agility] if detected).



VAULTS, LEVEL THREE, RING AND TOKEN LEVELS

141. Spike Troubles. A 15 FT deep pit with falling+hp1d12 spikes at the bottom. The pit is covered by a trapdoor that opens on GTET 50 pounds weight (-14 to find if the fire at Phantom Fire is believed/-10 to find if not believed; -15 disarm trap if fire is believed and -10 disarm trap if not believed; avoid the pit on 1d20 roll GTET [30-Agility] if not detected and GTET [25-Agility] if detected; apply a -6 penalty to avoid the pit if sliding on the Oil of Slipperiness at Phantom Fire. The trapdoor resets after 15 minutes.

142. Plasm Barrier. An *invisible* HD5 **Gelatinous Mass** (hp36, AC10, half damage from fire/fire magic, a strong/fast-acting contact glue across the west face holds any Adventurer contacting the cube {break free 1d20 rolls GTET [26-Strength] checked per round}) is against a metal door having bronze, silver, gold keyholes. The door opens when the silver key is used in the gold keyhole; all other combinations result in hp1d12 electrical damage except the silver key in the silver keyhole results in hp6d8 electrical damage (half electrical damage on 1d20 rolls GTET [24-Stamina]).

143. Ring of Healing Chamber. The chamber has dark green tiles on the floor, grey marble tiles on the walls, and light wood paneling on the ceiling. A 60-inch tall by 10-inch wide gold column (magically enhanced) is centered in the room with a 7-inch by 4-inch door on the top, the door has a triangular keyhole (-22 Open Lock in its center; the matching key is obtained from the pit at Another Fire Pit (#84). The Elven King's **Ring of Healing** sits on a purple cushion inside the gold column. It is a platinum ring inlaid with blue spinel-amethyst-lapis lazuli-sunstones. Two HD7 **Cockatrice** (hp34, AC14, *stoning*) appear 30 seconds after the gold column is opened unless the **Orb of Arddur** is present.

Treasure Vaults, Dungeon Level Three, Tokens of Kingship Sub-Level (see map on page 66)

144. Electrum Stash. The room has wood flooring, the stone walls are painted blue, and dark blue ceiling has glowing white spots. Eight wood coffers are in the room, each with a steel padlock (locked, -5 Open Lock) and a closed 30-gallon wood barrel with a wax seal. Each coffer holds 2725 electrum pieces. The wood barrel holds four draughts of *1d12 Cure Wounds* potion. The portcullis at Adamant Barrier is visible through the arch in the south wall; Adventurers are too far away to see through the *illusions* hiding the niches/guards.

145. Adamant Barrier. An adamantite portcullis (magically enhanced) is found closed and latched (-8 to find, -12 disarm trap to unlatch). The portcullis has sharp points which fit into holes in the floor 6-inches deep. Raising the portcullis requires a total Strength GTET 39, breaking the latch requires total Strength GTET 47. Once raised, it latches then spontaneously unlatches after 1d12+30 minutes, releasing the portcullis to fall closed; when the portcullis falls it can be heard throughout the sublevel (as normal conversation).

146. Hidden Guards. *Illusions* of ordinary stone walls cover niches on the west and east sides (disbelieve 1d20 rolls GTET [32-Will]). The **Special Zombie** guards hidden in the niches are *silenced* and are not affected by the *darkness* at Guards in the Dark. A 7 FT thick by 10 FT wide *invisible* HD4 **Gelatinous Mass** (AC14, half damage from fire/fire magic; a strong contact glue spread across the south face holds any Adventurer contacting the cube {break free 1d20 rolls GTET [26-Strength] checked per round}) moves to block the corridor from the west niche 1 minute after the Zombies leave their niches.



147. Guards in the Dark. A 15 FT section of corridor is in permanent *darkness* (apply a -6 melee penalty within the zone); ordinary sources of light are immediately extinguished and cannot be relit, enchanted lights are extinguished on 1d12 rolls GTET 4, Infrared and Ultraviolet vision become ineffective. The **Special Skeleton** and **Special Zombie** guards in the west and east side rooms are armed with Single Blade War Axes; they are *silenced* and not affected by the *darkness*. The guard rooms are simple bare stone with no furnishings.

148. False Impediment. An apparent trapdoor is in the floor (-4 to find, -6 disarm trap) although there is no actual pit at this location. A strong transparent glue (the cover appears to be wet, -8 to find) covers the "trapdoor" causing boots to stick fast (avoid 1d20 GTET [28-Agility] not detected/ GTET [24-Agility] detected, break free on 1d20 rolls GTET [28-Strength] checked per round).

149. A Sticky Pit. The 12 FT long by 18 FT deep pit is covered by a trapdoor (opens on weight GTET 50 pounds, -10 to find, -12 disarm trap, avoid on 1d20 rolls GTET [30-Agility] if not detected/GTET [24-Agility] if detected); a 6 FT thick HD 4 **Gelatinous Mass** is at the bottom, and *Oil of Slipperiness* on the sides prevents climbing. Adventurers cannot free themselves from the gelatin; when ropes etc. are dropped from above the individual breaks free on 1d20 rolls GTET [26-Strength].

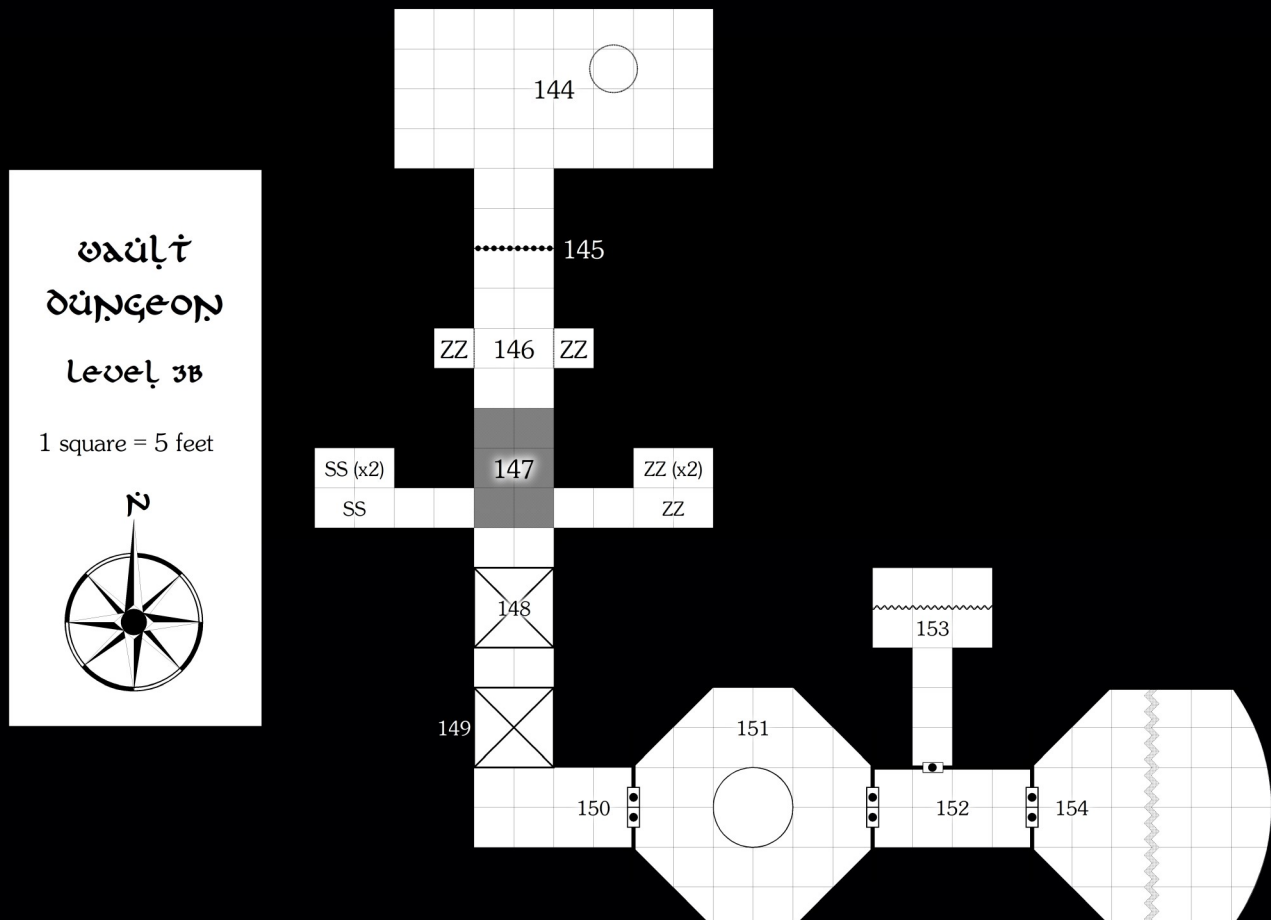
VAULTS, LEVEL THREE, TOKENS SUB-LEVEL

150. Three Key Barrier. A metal door having copper, silver, and platinum keyholes (locked, -24 Open Lock). The door opens when the platinum key is inserted into the copper keyhole and the gold key is inserted into the silver keyhole; all other combinations result in hp1d10+2 electrical damage (half-damage 1d20 rolls GTET [28-Stamina]).

151. Distractor Rings. The elongated six-sided room is 14 FT high, the floor is covered by blue, aquamarine, and copper-colored ceramic tiles, the walls have mahogany paneling below 4 FT with a light blue marble veneer above, and the ceiling is covered by 3 FT thin white marble panels. The entire room is affected by a *darkness spell* (immediately extinguishes ordinary lights/fire and prevents relighting, enchanted lights are extinguished on 1d12 rolls GTET 4, Infrared and Ultraviolet vision are ineffective in the room). If the darkness is banished Adventurers see written on the south wall (Archaic Elvish): “*To arrive at this place requires nerve and strength and determination. These and more are needed in a King. Use your hard-won Offices wisely for the good of Elves.*”

A 20 FT diameter, 3-inch wide blue-green tile circle is inlaid in the center of the floor (*protection from missiles* for persons inside it). An 8 FT by 3 FT aquamarine stone table is centered within the circle, seven 6-inch by 6-inch by 8-inch blue metal boxes sit on the table. Entering the tile circle triggers an *illusion* of a *summoned* HD10 **Water Elemental** which remains for 3d20 minutes (disbelieve 1d20 rolls GTET [28-Will]); the apparent Elemental is limited to the circle but can do damage to believing persons who are inside.

The top of each box is held on by a blue metal padlock (does not fit any known key; -6 Open Lock). One box is embossed with the image of crown, one has a sword’s image, one depicts an oak leaf, one depicts an elaborate key, one depicts a scroll, one depicts a goblet, and one depicts a coin. Inside the box marked with a crown is a 3000 GP platinum ring set with a diamond surrounded by four pearls; inside all other boxes are found 1200 GP gold rings set with a ruby (sword), diamond (leaf), sapphire (key), onyx (scroll), emerald (goblet), and amber (coin). When any of these rings are voluntarily donned, the wearer *believes* they are invulnerable to natural attacks (fang,



VAULTS, LEVEL THREE, TOKENS SUB-LEVEL

claw, etc.) and ordinary weapons (*compulsion*, save 1d20 roll GTET [38-Level-Will]; while the ring is worn apply a -4 TH penalty and -10 armor class penalty; the *cursed* nature of each ring is identified when donned on 1d20 rolls GTET [40-Level-Will] and there is one chance to remove the ring which succeeds on 1d20 rolls GTET [28-Agility]; once donned removing a ring requires a 1d20 roll GTET [42-Level-Will] checked daily at dawn).

A 10 FT high portcullis consisting of 1-inch thick horizontal and vertical iron bars separated by 6 inches and welded at each intersection (magically enhanced) is 12 FT from the apparent east end of the room, it moves vertically through a gap in the floor. A two-position wood lever on the southeast wall near the west door is found in the “up” position (Strength GTET 15 is required to move the lever). The portcullis lowers into the floor when the lever is moved to the “down” position. The floor and walls on the east end appear obviously scratched and marked by the claws of a large beast.

A quarter-inch one-piece wood panel (-10 to find, -10 disable device to move, dropping the panel causes hp1d6 damage {avoid 1d20 rolls GTET [25-Agility]) covers a solid bronze door on the east end which leads to Passing the Gas. The door has bronze and platinum keyholes (locked). The door opens when the silver key is used in the platinum key hole and the gold key in the bronze keyhole; all other combinations result in hp1d12 electrical damage (half-damage on 1d20 rolls GTET [28-Stamina], total Strength GTET 45 is required to move the door). The aroma of flowers (hyacinth on 1d20 rolls GTET [30-Intelligence]) is detected within 5 FT of the door.

- 152. Passing the Gas.** The floor is covered in polished onyx tiles in patterns of interlocked spirals, the walls are covered by dark purple wallpaper with white starburst patterns, and the ceiling is covered in black and white marble tiles. The gold door on the east end has adamantite and platinum keyholes (locked); it leads to The Final Goal. This door opens when the bronze key is inserted into the platinum keyhole and the gold key into the adamantite keyhole; any other combination results in suffering hp2d8 electrical damage (half damage on 1d20 rolls GTET [26-Stamina], requires total Strength GTET 48 to move). A sturdy wood door in the north wall leading to Scepters are for Beating has gold hardware and a triangular gold keyhole (locked, -4 Open Lock), a platinum shield hanging on the outside has three gold crowns. The hallway is filled with a pale green *sleeping* gas (aroma of hyacinth, affects in 1d6*10 seconds persisting 3d10*6 minutes, save 1d20 roll GTET [28-Stamina] checked every 15 seconds of exposure; persons allergic to the gas die after 2d10+10 minutes {save 1d20 GTET [30-Stamina] checked every 10 minutes}); visibility in the corridor is 8 FT because of the gas. Five minutes after Adventurers enter this room four **Special Zombies** armed with *poisoned* (*paralysis* 3d20 minutes, save 1d20 rolls GTET [26-Stamina]) Double-Bladed War Axes enter from Distractor Rings. Adventurers apply a -4 TH penalty if the gas is still present.

- 153. Scepters are for Beating.** The room is 9 FT tall, the floor is covered in hickory parquet panels decorated with a red-blue geometric design, the walls are covered in yellow-

gold wallpaper, and the ceiling is covered in white stucco. A 7 FT tall royal blue curtain hangs in the arch where the 5 FT corridor enters the room. Twelve 750 GP 29 inch by 2 inch diameter silver scepters tipped with garnet are on the floor in the room; they animate for 4d12 rounds when the room is entered and attack the intruders (hp22, AC40, inflicts 1d10 damage, suffers one-quarter damage from blunt weapons).

- 154. The Final Goal.** The flooring consists of fine white marble tile with an inlaid fresco depicting the crowning of an elven King outdoors in Spring, the walls are covered in black felt “wallpaper” with the apparent twinkling of a multitude of stars (*illusion*, disbelieve 1d20 roll GTET [28-Will]), and the ceiling is covered in glossy black ebony tiles. A faded 15,000 GP 9 FT by 7 FT tapestry hanging on the north diagonal wall from a 675 GP silver rod depicting armored Elves armed with Spears running along a creek with a pack of hunting dogs. A faded 11,000 GP 7 FT by 6 FT tapestry hanging on the south diagonal wall from a 700 GP silver rod depicts Elves forging a ring (the Ring of Healing). A swirling opaque force field (*enhanced prismatic wall*) 15 FT inside (east) the room completely blocks any vision further into the room.

Three green satin pillows sit on an altar of polished green stone carved in a leaf motif that is 5 FT inside of the *prismatic wall*. The outer prismatic wall layer is **red** (*repulsion* 5 FT from the wall, push through on 1d20 rolls GTET [46-Strength-Will]) *Sound Blast* spell dispels, missile shield). The remaining layers are (from outside to inside): **orange** (hp10 damage to pass through, *God's Fire* prayer dispels); **yellow** (hp20 to pass, *Ice Encasement* dispels); **green** (hp30 to pass, *Remove Air* dispels, prevents detection); **blue** (hp40 to pass, *Fireworks* dispels, prevents scrying and all forms of divination); **purple** (hp50 to pass, *Dominant Person* dispels, prevents teleportation); **grey** (*sleep* 10 hours if passed {save 1d20 roll GTET [28-Stamina]}, *Blindness* dispels); **brown** (*confusion* 12 hours if passed {save 1d20 GTET [30-Will]}, *Magic Grenade* dispels, prevents crossing in gaseous form); **black** (*fear* 16 hours if passed {save 1d20 GTET [30-Will]}, *Lightning Bolt* dispels, prevents astral and ethereal travel); **white** (*paralysis* 20 hours if passed {save 1d20 roll GTET [30-Stamina]}, *Compel Truth* dispels, prevents other Priest's prayers); **copper** (*blindness* 24 hours if passed {save 1d20 roll GTET [30-Stamina]}, *Cloud the Mind* dispels, prevents other Wizard's spells); **silver** (*stoning* {save 1d20 roll GTET [30-Stamina]}, *Toxic Fume Cloud* dispels); **gold** (*weakness* 30 hours [save 1d20 roll GTET [32-Strength]], *Fear the Reaper* dispels); **mirror** (*insanity* {save 1d20 GTET [33-Will]}, *Hail Blast* dispels); and **clear** (*death spell* {save 1d20 GTET [34-Will]}, *Fireball* dispels). Each layer except for the innermost is opaque and prevents seeing beyond to the next layer.

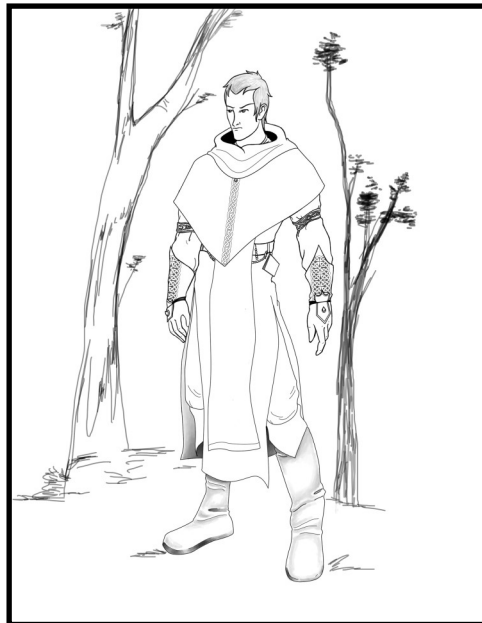
The *prismatic walls* can also be brought down by touching the appropriate black metal rod obtained at Harvesting Mirror (#65) to the wall, the walls reset after 30 minutes. An incorrect combination of rod and prismatic layer causes the rod holder to suffer 1d8 electrical damage (no damage on 1d20 roll GTET [28-Stamina] checked per combination; the incorrectly applied rod becomes permanently useless on 1d20 rolls of 01. The diamond rod dispels the

VAULT TOKENS LEVEL, WAIQUILL MONASTERY

red layer, the agate rod dispels orange, emerald dispels yellow, amber dispels green, ruby dispels blue, amethyst dispels purple, sapphire dispels grey, turquoise dispels brown, yellow spinel dispels black, white pearl dispels white, black pearl dispels copper, moonstone dispels silver, citrine dispels gold, garnet dispels the mirrored layer, and opal dispels the clear layer.

The *Crown of the Elchanim Elves*, the *Scepter of the Elchanim Elves*, and the *Signet Ring of the King of the Elchanim Elves* sit on the pillows. Six green stone coffers are against the east wall (aura of magic, no locks, covers requires a total Strength GTET 29 to lift); the lid of each coffer has a ring-shaped depression in the center of an Elvish heraldic blazon. The heraldic devices are identified on 1d20 rolls GTET [30-Intelligence], checked per insignia; Elves apply a +5 bonus (Champion General of the Realm, First Counselor to the King, Regent of the King's Council, Chief Scribe of the Realm, Steward of the Realm, Treasurer of the Realm). Each coffer holds the investitures and badges of the royal offices blazoned on the coffer: a platinum ring set with a gem permanently tuned to the Signet Ring [telepathic communication – range 250 miles; Champion – ruby, First Counselor – diamond, Regent – sapphire, Scribe – onyx, Steward – emerald, Treasurer – amber], an 16,000 GP **Officer's Medallion** [aura of enchantment], an **Officer's Rod** [aura of enchantment], and a 17,500 GP ceremonial Rapier +3 in its 2800 GP ceremonial scabbard.

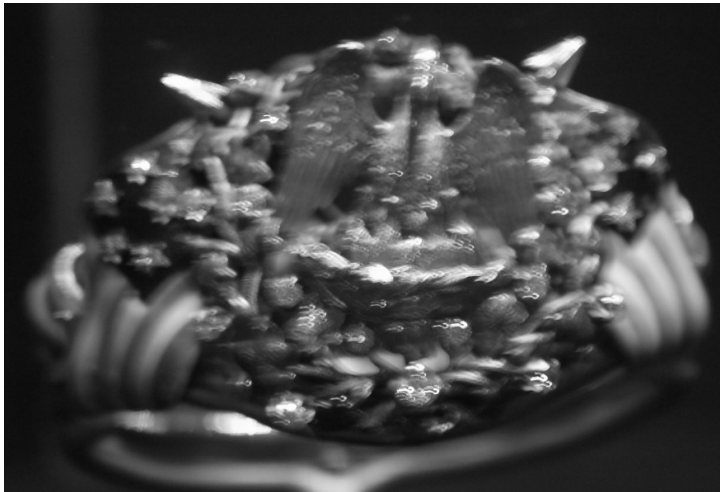
and a weaving room (loom). Upstairs are six individual rooms, a spare bedroom, a sewing room, and a pharmacy. A nearby one-story building contains a smithy, a tannery, and a carpentry shop. A barn contains a pen with goats and hogs, stacks of hay bales, a threshing floor and equipment, grain bins, a milking area, milk churns, and cheese molds; Goeran keeps a coop of homing pigeons in the barn, sending messages back to Hurviun every five to seven days; if **Honoack** needs to send a message, **Goeran** keeps a special bird that goes to a different location from the others. Behind the barn is a smokehouse, a room for salting and drying meat and fish, and a chicken coop surrounded by a fence. The monks maintain fields, fish in the lake, and trap small animals; they do not generally hunt larger game.



The monks try to keep a low profile, not taking sides among the monsters controlling the ruins, and largely avoid most areas of the city; their eventual goal is to attract enough Elves to their monastery to move against the monsters and slowly reclaim and rebuild the City. They believe it will take about 200 years to have enough members to actively pursue restoration of the city. The monks are initially aloof towards strangers but are willing to assist religious Elves of any sect, worshipers of non-Elvish Air and Wind deities, and good persons (in that order) as long as it does not bring undue attention or risk to their holding. They offer up their spare room for two nights, some food, and a limited amount of healing. They will not accompany Adventurers into the City, or the Vaults, or offer obvious aid that might offend their neighbors.

The monks know the following information about the Vaults: (1) A dragon lives in the plaza and keeps his stolen hoard nearby. (2) The dungeon has three levels and the bottom level is built in two parts. (3) A set of master keys gives access through a series of locked doors, using the wrong key causes the user to suffer, and the pattern is very complex. (4) The guards are Undead Elves and Golems. (5) Hidden doors connect the levels. (6) There are many traps throughout the Vault including many pits. (7) The Vaults have many false panels. (8) The tokens of the Kingdom's Officers are guarded by a complex series of enchanted walls. (9) An Adventurer can be separated from their equipment by enchanted traps. (10) There are ancient rumors that there is more than one entrance to the Vault, from different buildings. (11) Water-filled passages are one part of the Vault's defenses.

They share information with Elves on 1d20 rolls GTET [40-Will-Intelligence], with non-Elves on 1d20 rolls GTET [46-Will-



END OF THE TREASURE VAULT

Other Groups and Powers in and around Lindoran

Monastery of Waiquill

A small religious community dedicated to Waiquill (Goddess of Winds and Flying Creatures)). The current community consists of **Onnem**, **Thibaun**, **Barrog**, **Goeran**, and **Raendor**, led by **Virrim**) has been established on the far northeast side of Lindoran, and they live on and operate a small subsistence farm. Their main building has two stories: the ground floor has a commons room, a kitchen, a storeroom, a small chapel, a laundry,

TEMPLE OF FINNDAL, JAENOSS TOMB, ELVEN CAMP

Intelligence]. **Thibaun** knows about the Temple of Saorla and its connection to kingship and shares this information with an Elf on 1d20 rolls GTET [30-Will], he does not share this with non-Elves.

Temple of Finndal

The Temple of Finndal (Elven God of the Earth) is a partially-collapsed one-story circular building, 42 FT high at the center and 14 FT high along the walls, made of thick brown stone blocks fitted together without mortar (the remaining structure is still sturdy). The 100 FT diameter central rotunda is entered through two large wooden doors (the left door is partially off its hinges and a heavy leather curtain hangs in the opening). The rooms on the north side have been pulled down and are open to the sky, but six 20 FT square rooms on the south side remain habitable. A 15 FT-wide stone-lined stair descends 40 vertical FT into the earth, leading to a Priest's Sacristy, a 120 FT diameter circular ceremonial chamber with a 50 FT diameter by 12 FT deep conical pit, a 30 FT diameter circular room with an 18 FT diameter by 10 FT deep ceremonial pool, and two other rooms of uncertain purpose. A 6 FT square vertical shaft with stone ladder descends further into the earth, however **Brogan** is too large to use the shaft; it leads to a 75 FT horizontal corridor with four 25 FT rooms. Another 3 FT wide vertical shaft is used as a garbage disposal.

The building has been used for the past 16 years as a winter home by the Ogre, **Brogan Mouric** and his wives, the Ogresses **Aldina** and **Lekka Ojdo**. The ground floor rooms off the rotunda are used as bedrooms, a kitchen, a storeroom, and a library/laboratory. The large rotunda room is used as a combination workshop and butchering area, and is home to Brogan's two pet HD4 **Arctic Wolves** (hp30, AC14). Two of the damaged upper rooms are fitted with sturdy iron rods, to which captives or slaves are chained as necessary (none are currently present). A boiler in one of the damaged rooms is mostly operable and supplies heat to the building and a limited supply of hot water to the kitchen; Brogan also keeps a large pile of wood in the upper rotunda and stacked outside.

From middle to late Autumn, Adventurers find the building occupied by Brogan on 1d20 rolls GTET 14, in early Winter on rolls GTET 08, in middle Winter through early Spring the building is always occupied, in middle to late Spring the building is occupied on rolls GTET 12, and in Summer through early Autumn the building is never occupied. When the building is not occupied it is protected by an *alarm spell* and *firetrap spells* on the front door and the door to the underground ceremonial chamber. While the building is unoccupied all of the bulky furniture and other items Brogan doesn't take with him are buried in a nearby rubble pile, surrounded by a square rock wall, with a 650 pound rock slab cover. During daylight hours when the building is occupied **Brogan** is present on 1d20 rolls GTET 13, **Aldina** is present on 1d20 rolls GTET 11, and **Lekka** is present on 1d20 rolls GTET 07 (check each independently; apply a +4 roll modifier when raining or snowing); at night each one is present on 1d20 rolls GTET 04; Brogan's pet **Wolves** are always present when he is.

Aldina and Lekka are suspicious towards strangers and prefer to run them off. Brogan keeps a weapon nearby (usually a rock and club) when dealing with strangers, and doesn't rely on his spells unless necessary (he is very good at playing the role of crude,

dumb, Ogre, and hides his spell abilities). Despite his general contentment with an Ogre's life, he occasionally welcomes some more intelligent conversation and news, especially during long winters. Brogan's Wolves are well trained but are aggressive towards Dwarfs and Gnomes. Brogan would like to kill or drive off the dragon, Wistanrangag, to get his hoard, and he would cooperate with the monks to drive off the Undead, but does not want to see the Elves establish a strong presence in the area.

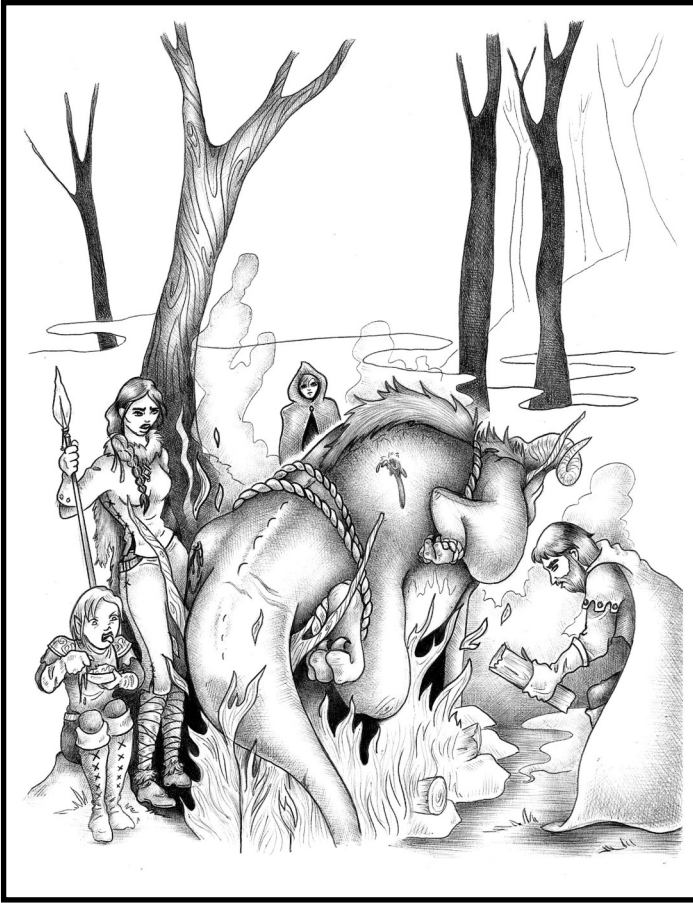
Jaenoess' Tomb

The Jaenoess Tomb is a 85 FT by 44 FT one-story stone building with polished green stone tiles, 25 FT high at the center of the peaked roof. The 4 FT thick walls made of an aquamarine stone. Two large (Strength GTET 32 to open) teak wood doors are centered in the west wall, opening to a corridor with two rooms to the left and two to the right, the arched hallway is tiled in red and green. The central court surrounds a 15 FT by 7 FT by 8 FT tall rectangular white marble crypt the crypt has been defaced, with its amber, ivory, gold, and silver decorations torn off. A 40 inch by 22-inch gold casket door with gold keyhole is on the east side (locked, -16 Open Lock). Three rectangular rooms are beyond the central court, each with rotted wood doors hanging from their frames, or fallen and blocking the way. The tomb is occupied by the elven **Ghost, Hincmar**; he is present on 1d10 rolls GTET 4, otherwise he is out haunting the south side of the ruins. Hincmar controls, and can summon, a large number of Elven Undead: 110x HD1 **Skeletons**, 94x HD2 **Zombies**, 68x HD3 **Ghouls**, 42x HD4 **Uber Skeletons**, 15x HD5 **Banshee**, 11x HD5 **Visions**, 13x HD6 **Mummies**, 7x HD7 **Vampires**, 4x HD8 **Specters**, and 2x HD9 **Wraiths**. Hincmar has an occasional visitor, **Leacalactor**, HD12 **Lich** (Wizard: Air, Fire, Shaman), who arrives by *teleportation* from his tomb complex in far northeast Nidevellir.

Camp of Elves (Candidate for the Elven Kingship)

A group of five Elven Adventurers, **Lelhael**, **Donael**, **Aphroed**, **Roltoanne**, and **Baldobek**, along with an Elven servant, **Honoack**, are encamped in the sturdy shell of a single-story building on the northeast edge of the ruins, on the far side of the River Thetast from the Vaults. The 45 FT by 32 FT building has 8 FT tall by half-FT thick grey stone walls. A partial slate roof is over the rear quarter of the building. The group has rigged several tarps over the open shell to form a watertight roof, and used more tarps to make a floor. Open door frames are on the south and east sides, with grey Elven tarps hung across them (-8 to find, -16 to find at night or during snow-rain-fog). They have arranged stones to form a fireplace with an underground vent for the smoke, so that it appears 1d100+80 FT away from the building they occupy. Inside the building are five field cots, and they have salvaged and repaired two scarred old tables, three wood benches, two straight chairs, two rocking chairs, and a battered leather hassock. Three 30-gallon leather waterskins hang from hooks fasted to the inside wall. A privy has been dug behind a corner wall 60 FT away (to the south-southwest). Two trained HD3 War Horses, four HD2 Quarter Horses, and four HD1 Mules are quartered in a building shell 70 FT to the northeast; a tarp has been strung over the stable building to provide shelter, a rough wooden trough holds water, and two 30-gallon sacks hold foraged feed. An Elven tarp (-10 to find, -16 to find at night or during heavy snow-rain-fog) hangs over the entrance to the stable, and an alchemist's concoction has been sprinkled on the exterior walls to mask the animal's smell from predators.

ELVEN CAMP, TEMPLE OF SAORLA



There is always one guard posted, armed with a loaded Cross-bow, two Smoke Grenades, Flash Powder, two Throwing Knives, and a Long Sword.

One of **Lelhael's** male ancestors of eight generations past was Valnoemial, fourth child of King Cazuilliak, giving him some royal blood. His family is part of the Ophytram faction in Hurvium. The other Elves have sworn to support him for King of Hurvium; they believe gaining possession of the artifacts in the Vault will allow them to win over enough citizens to take over from the Raesghilon faction and make Lelhael, King of the Elves of the North.

The group stopped at the Monastery fourteen days ago (the Brothers will not disclose this to outsiders but will warn Lelhael about new Adventurers in the area when they have an opportunity); **Thibaun** told **Lelhael** what he knows of the Vaults and of the Temple of Saorla. If the adventurer's party includes at least Elves, **Lelhael** will approach at night (-12 to find, -8 to make noise) and attempt to gain their loyalty (he stays out of the light, in shadows, and hidden). Lelhael's party is willing to cooperate with other Adventurers as long as no evil persons were included; Lelhael insists on taking possession of the **Ring of Healing**, the **Signet Ring**, and all of the artifacts associated with the **Royal Offices** (non-negotiable), but is willing to offer as much as half of the coins and gems stored in the Vaults. He has not visited the Temple of Saorla but is planning to do so before attempting the Vaults.

Although all of the Elves have heard tales and legends about Lindoran and the Vaults, they really have very little solid knowledge about the place. They may know (1d20 roll GTET [26-Intelligence] per face) that: (1) the primary protections are both magical and traps, (2) critical areas are behind hidden doors, (3) some Undead are likely to be inside, (4) there are three levels to the Vaults, (5) some pits are beneficial, (6) there is a connection between the vaults and the river, (6) a set of special keys was made for the vaults by Yalcrommian, (7) the **Ring of Healing** and the other artifacts are not kept together, (8) the artifacts are protected by both replicas and misdirection, (9) a dangerous mirror is somewhere inside. The Elves know about the Red Dragon and have scouted the Plaza area when he was gone (they did not touch his horde, fearing that enraging him would cause him to find and incinerate their camp); they have entered the Cistern building but did not discover the Cistern entrance to the Vaults.

Honoack secretly works for a faction of the Hurvium Elves opposed to Lelhael. If Lelhael succeeds either in passing the tests at the Temple of Saorla, or obtaining any of the artifacts hidden in the Vaults, then he gives a secret coded message to Goeran, who sends it via messenger bird back to his contacts in Hurvium. The messages gives them time to prepare an ambush before Lelhael returns to the city. Honoack will not actively fight against Lelhael or his companions, he is only taking silver to spy on them. He might be willing to administer an incapacitating poison in their food.

The Temple of Saorla

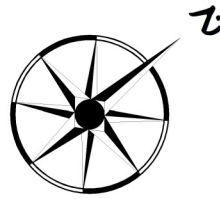
The Temple of Saorla (Elvish Goddess of the Stars and Night) is located in a short mountain valley overlooking the north side of the Leanah River, about 42 miles from Lake Usussiall (see the diagram on page 71). It takes Adventurers 3 days to reach the temple from Lindoran in good weather, assuming they know exactly where it is located (divination, research, etc.). Nothing found in the Vault or the ruins of Lindoran provides the location of the temple or discusses its importance as the testing site for candidates to be the King of the Elchanim Elves. Bad weather adds 1d6*(half days) to the trip, having to search for the temple adds an additional 1d20*(half days) to the trip. Once Adventurers are finished at the Temple it is another 3 days (good weather) to 6 days (very bad weather) back to Lindoran.

Weather from Lindoran to the Temple: **Winter** (day/night): (1) cloudy, high 34°/cloudy, low 18°, (2) light afternoon snow, high 30°/clear, low 13°, (3) cloudy, high 32°/partly cloudy, low 22°, (4) clear, high 25°/2 IN snow overnight, low 14°, (5) partly cloudy, high 22°/mostly cloudy, dusting of snow, low 10°, (6) 2 IN snow during day, high 17°/3 IN snow during night, low 13°, (7) partly cloudy, high 20°/clear, full moon, low 10°, (8) partly cloudy, high 16°/clear, low 10°, (9) clear, high 20°/clear, low 14°, (10) clear, high 24°/cloudy, low 16°. **Spring** (day/night): (1) clear, high 48°/drizzle to light rain all night, low 34°, (2) mostly cloudy, high 45°/clear, new moon, low 35°, (3) clear, high 56°/partly cloudy, low 40°, (4) cloudy, high 50°/clear, low 40°, (5) clear, high 55°/clear, low 37°, (6) mostly cloudy, high 52°/clear, low 33°, (7) clear, high 56°/cloudy, light drizzle around midnight, low 38°, (8) cloudy, high 55°/steady moderate rain midnight to dawn, low 40°, (9) steady moderate rain until noon, high 44°/cloudy, low 40°, (10) cloudy, high 60°/mostly cloudy, low 45°. **Summer** (day/night): (1) cloudy, high 74°/periods of hard rain and drizzle, low 65°, (2) light rain to drizzle all day, high 80°/

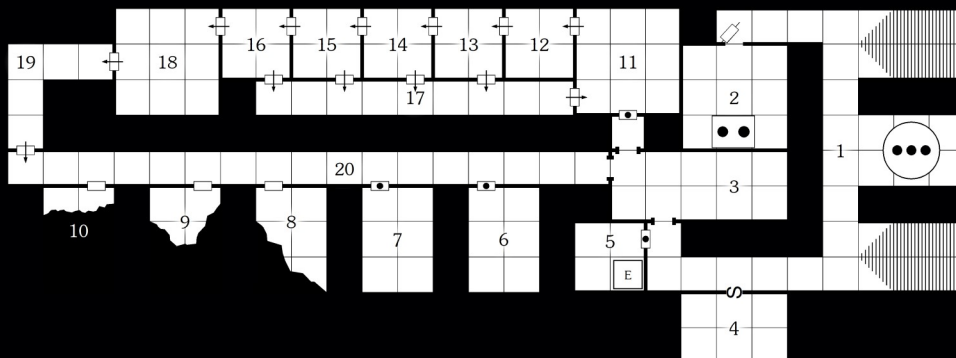
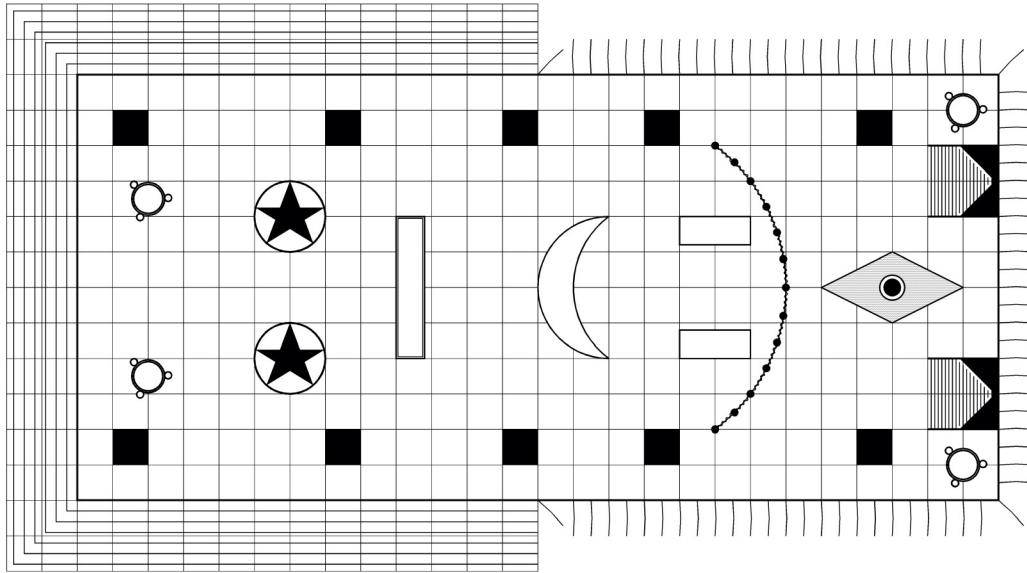
TEMPLE OF SAORLA

the temple of saorla

1 square = 5 feet



Surface Level



Underground Level

TEMPLE OF SAORLA

periods of moderate rain, low 62°, (3) clear, high 85°/partly cloudy, low 68°, (4) light to moderate rain all day, high 77°/moderate rain all night, low 66°, (5) light rain in afternoon, high 80°/clear, low 70°, (6) clear, high 86°/cloudy, moderate rain near dawn, low 68°, (7) clear, high 82°/clear, low 70°, (8) clear, high 88°/cloudy, 2-hour thunderstorm before midnight, (9) clear, high 85°/cloudy, low 70°, (10) fog all morning turning to drizzle, high 76°/clear, low 70°. **Autumn** (day/night): (1) cloudy, high 66°/clear, low 40°, (2) cloudy, high 70°/cloudy, low 44°, (3) fog all morning, high 64°/cloudy, low 48°, (4) fog all morning with mid-afternoon showers, high 66°/cloudy, low 48°, (5) strong showers mid-morning to light afternoon rain, high 60°/clear, full moon, low 45°, (6) clear, high 62°/clear, low 40°, (7) cloudy, high 58°/clear, low 38°, (8) becoming cloudy, high 53°/strong showers most of the night, low 40°, (9) clear, high 55°/clear, low 35°, (10) cloudy, high 50°/cloudy, light rain near dawn, low 38°.

Encounters from Lindoran to the Temple: **Winter:** morning of the sixth day (3x HD3 **Ice Mantis**), at night following the seventh day (3x HD3 **Artic Owls**), at night following the eighth day (pack of 9x HD4 **Giant Wolves**). **Spring:** afternoon of the first day (pack of 6x HD6 **Giant Artic Wolves**), morning of the second day (8x HD4 **Spider Wasps**), morning of the third day (HD6 female **Grizzly Bear** with two HD2 Bear Cubs). **Summer:** morning of the second day (2x HD8 **Catoblepas**), at night following the second day (22x HD2 **Goblin** War party, 5 archers, 1 Shaman, net booby traps), at night following the fifth day (pack of 5x HD3 **Giant Warthogs**). **Autumn:** at night following the first day (party of seven Human **Bandits**, Rascals L2-L2(female)-L3-L3-L3-L5(female)-L8), morning of the third day (3x HD7 **Giant Diseased Bog Turtles**), at night following the fifth day (HD7 Human female **Vampire** with *dominated* male Human **Warrior L4** {Archer}), afternoon of the seventh day (4x HD9 **Berg Trolls**). A strong earthquake occurs about noon on the first day.

Weather from the Temple back to Lindoran: **Winter** (day/night): (1) cloudy, high 17°/cloudy, light dusting of snow, low 10°, (2) 4 IN snow during day, high 20°/cloudy, low 12°, (3) snow showers all afternoon, high 15°/cloudy, low 8°, (4) 2 IN snow before noon then clearing, high 18°/clear, low 8°, (5) clear, high 14°/clear, low 6°, (6) clear, high 18°/cloudy, low 10°, (7) cloudy, high 20°/cloudy, low 11°, (8) clear, high 22°/clear, full moon, low 8°, (9) cloudy, high 27°/becoming cloudy, dawn blizzard, low 14°, (10) cloudy, high 16°/clear, low 6°. **Spring** (day/night): (1) cloudy, high 50°/cloudy, low 35°, (2) sleet late morning to mid-afternoon, high 40°/clear, low 33°, (3) wet snow turning to cold rain over the morning, high 38°/cloudy, low 35°, (4) cloudy, high 48°/cloudy, low 42°, (5) cloudy, fog late afternoon to dusk, high 50°/cloudy, low 40°, (6) cloudy, high 55°/cloudy, low 40°, (7) clear, high 60°/cloudy, low 42°, (8) partly cloudy, high 57°/cloudy, low 40°, (9) cloudy, high 53°/freezing rain after midnight, low 35°, (10) freezing rain until noon, high 40°/cloudy, low 37°. **Summer** (day/night): (1) cloudy, high 80°/heavy shower 2 hours past dusk, low 70°, (2) clear, high 85°/cloudy, low 66°, (3) steady rain all day, high 77°/steady rain all night, possible flash flood, low 63°, (4) steadily clearing, high 80°/partly cloudy, low 71°, (5) cloudy to partly cloudy, high 83°/thunderstorm around midnight, low 74°, (6) thunderstorm early afternoon, high 80°/cloudy, low 71°, (7) steady light rain all day, high 84°/steady rain all night, low 68°, (8) cloudy, high 86°/heavy fog all night, low 73°, (9) clear, high 85°/partly cloudy, low 76°, (10) cloudy, high 83°/clear, full moon, low 70°. **Autumn** (day/night): (1) clear, high 58°/clear, low 39°, (2) cloudy, high 60°/cloudy, low 42°, (3) steady rain noon to dusk, high 53°/clearing, low 38°, (4) becom-

ing cloudy morning, steady rain after noon, high 50°/steady rain all night, low 40°, (5) cloudy, high 54°/clear, low 38°, (6) clear, high 55°/clear, low 40°, (7) cloudy, high 44°/cloudy, low 34°, (8) cloudy, high 50°/clear, low 35°, (9) cloudy by mid-morning, steady rain noon to dusk, high 47°/steady rain all night, low 37°, (10) cloudy, high 43°/clearing, low 34°.

Encounters from the Temple back to Lindoran: **Winter:** at night after the first day (5x HD5 **Yassakko's Spiders**, 1d10 cold breath, 3/day), morning of the second day (HD5 female Elf **Spirit** it haunts a graveyard), afternoon of the fifth day (HD5 **Common Sphinx**). **Spring:** morning of the third day (two HD7 **Rotting Dragons**), at night after the fifth day (pack of 5x HD3 **Giant Skunk**, one rabid), at night after the seventh day (3x HD5 **Giant King Snakes**). **Summer:** afternoon of the second day (four HD4 **Rock Scorpions**), morning of the fifth day (HD6 **Zombie Master** with 4x HD2 **Zombies**), afternoon of the fifth day (pack of 40 HD2 **Giant Rats**). **Autumn:** afternoon of the second day (HD5 **Ogre** and **Ogress**), at night after the fifth day (HD4 **Mountain Lion**, HD3 **Mountain Lioness**, 2x HD2 juvenile **Mountain Lions**), morning of the sixth day (group of 8x HD4 **Flying Monkeys**, 4 archers), afternoon of the sixth day (pair of HD15 **Mammoth**s). A strong earthquake occurs mid-morning on the sixth day. Severe events occurs on the fourth day, sixth day, and tenth day: **Winter** (life-threatening cold -30 to -50, avalanche, 18-hour severe blizzard), **Spring** (12-hour deluge and flooding, mudslides, 6 hour lightning storm), **Summer** (gale force wind storm, flash flood, 2d8 meteor strike), **Autumn** (30 hours of very thick fog, 2-hour release poisonous gas from geyser, lunar eclipse and 6-hours of insect swarms).

A two-mile paved path leads up into the valley from rocky remains of an Elven valley road where the shell of an ancient bridge stands waiting to fall into the water (it falls when used unless cross Adventurers roll 1d20 GTET [24-Agility], if it collapses avoid falling in the river on 1d20 rolls GTET [29-Agility]). This is a spring-fed stream so even in summer it is very cold. The Temple is a 130 FT by 60 FT rectangular single-story structure built on a black stone platform raised 8 FT above ground. It is oriented southeast to northwest with eight alternating white and black stone steps wrapping around the front. Two black-stone-stairs at the back side descend to rooms underneath the structure. A number of 15 FT tall by 50-inch-thick white stone columns along the platform's length support two 110 FT by 50-inch-thick parallel black capstones. A 25 FT diameter black metal dome rests on the capstones (the dome's rim is 19 FT 4 inches from the platform floor and it is 45 FT high at its center. The dome's underside is jet black and it is *spelled* to always display the current configuration of stars as seen from Lindoran. Two 36-inch diameter by 42-inch tall badly dented gold braziers sit at the front of the temple platform, they are found filled with leaves and other natural debris. Behind each brazier is a 14 FT-tall badly chipped/damaged statue of the Goddess Saorla (black on the left, white on the right, blessed aura). Behind the pair of statues is a 20 FT by 4 FT by 4 FT deep trough that spans the platform; it is filled with trash, leaves, and other debris. Sixty-five FT from front of the temple platform is a curved (half-moon) altar (blessed aura) made of black stone flecked with white and clear quarts. Two 10 FT by 4 FT black stone tables are 10 FT behind the altar and slightly offset. A diamond-shaped fountain is at the far end of the temple platform between the descending stairs. The badly shredded and tattered remains of a dark black cloth hang from a gold rod attached to the underside of the dome (the rear semi-circle, a complete cloth forms a backdrop for the

TEMPLE OF SAORLA

altar). Gold braziers similar to those at the front are on both rear corners, also filled with muck and debris.

Although the Goddess' power has weakened, evil creatures are *repulsed* from the temple platform and underground rooms (save 1d20 GTET [42-{HD or Level}-Will], checked hourly, apply a +3 bonus between 10am and 2pm). The platform is found occupied on 1d20 rolls GTET 9 in early to middle Spring, GTET 7 from late Spring through late Summer, and GTET 8 in early and middle Autumn (always unoccupied in Winter). Determine the occupant(s) using 1d6: (1) 1d4 HD3 **Stag Beetles**, (2) 1d3 HD3 **Great Wolves**, (3) a mated pair of HD7 **Hippogriffs**, (4) 1d8 HD5 **Centaur**s [Spears/Long Bows, one is a Shaman], (5) 1d3 HD2 **Giant Constrictor Snakes**, (6) 1d6 HD3 **Giant Badgers**.

A cobblestone path continues past the Temple, leading to the crumbling and collapsing shells of five stone buildings and a caved-in well: two were once two-story buildings though the upper floors are completely gone, none have roofs though three still have a few bare rafters, and two additional earthen mounds mark where other construction has completely collapsed. The stone shells are filled with bushes and thorns, vines cling to the south sides (green in Spring and Summer, brown from mid-Autumn through early Spring), and one has a 35 FT tree growing in its middle. There are no skeletons or bodies among the ruin and rubble, and no useable items remain (a few small pieces of leather, cloth, worked wood, and unidentifiable metal of no consequence may be found here). In Spring, a jHD6 juvenile female **Chimera** (hp34, AC19) and her cub (HD1, hp7, AC12) dens in one of the cottage shells; in Autumn, six HD1 **Giant Rats** (hp1d6+1, AC15) are found in another cottage shell.

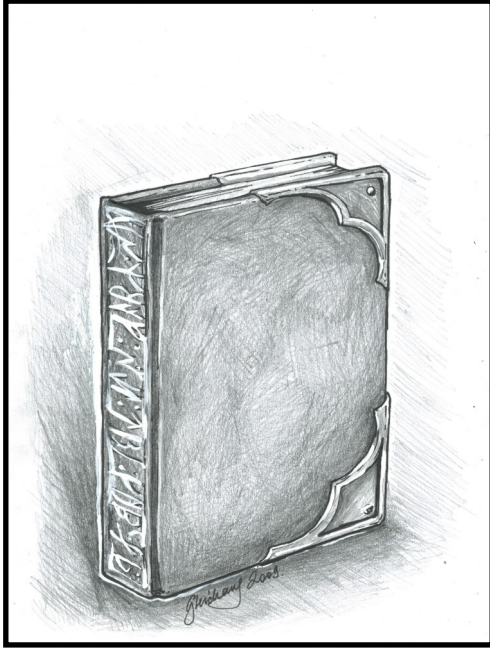
The area underneath the temple platform is reached by two black stone stairs on the back of the platform, descending 16 vertical FT. Unless noted otherwise, the floors are covered in twelve-sided black onyx tiles surrounded by small white filler tiles, the walls are solid black stone (no joints, magically enhanced, blessed aura, moderate climbing difficulty). The doors are sturdy wood with silver hardware (magically enhanced, open outward, -8 Open Lock). The ceilings are a pale-yellow stucco with a painted mural of the moon in its different phases in the northeast (the direction sacred to Saorla {fact 1d20 GTET [30-Intelligence]} corner, and the rooms are 9 FT high.

1. **Fountain Tank.** In Autumn a 3 FT thick layer of dry leaves is found at the bottom of the stairs, in Winter there are deep snowdrifts on the steps and at the bottom. In Spring/Summer the hallway is wet and slimy, with (ordinary) pale white fungi on the walls. The Dressing Room is entered through a sturdy wood door with a bronze keyhole (locked, -8 Open Lock) set into a cobblestone arch. A hidden door (-10 to find, -10 Open Lock) in the south wall leads to the Hidden Library. The Altar Dumbwaiter room is entered through a sturdy wood door with a bronze keyhole (locked, -3 Open Lock). A 12 FT tall rectangular room between the stairs holds a 9 FT diameter by 8 FT tall bronze metal tank with four 2-inch-diameter bronze pipes with two valves that connect to the (dry) fountain above. The tank is half-filled with grungy, slimy, water (contract disease from drinking, save 1d20 GTET [25-Stamina]). A "whirring" sound (the internal pump trying to push water) is heard within 10 FT of the tank (as a whisper).

2. **Dressing Room.** The floor is bare stone, the walls are covered in black wallpaper (ripped and dangling on the south wall), and the ceiling is painted dark purple. A 500 GP silver Holy Symbol of Saorla is fastened to the east wall, and unlit two lit 40 GP silver lamps are fastened to the west wall. The room is furnished with three upright armoires, each with silver keyholes (locked, -10 Open Lock/-4 for Elves), two benches with black leather pads, three straight-backed chairs with black leather pads, and a 40-inch-tall by 7 FT by 18-inch-wide black wood altar (blessed aura). The first armoire holds twelve hooded black robes sized for Elves and five 15 GP silver belts; a hidden compartment (-7 to find, -3 Open Lock) holds ten 3400 GP moon-shaped platinum brooches (blessed aura). The second armoire holds six hooded black Robes with silver moon buttons, black fur on the hood and sleeves, and dark purple velour lining, and six 300 GP silver belts with platinum star clasps. The third armoire holds three white hooded robes with grey hems, 200 GP platinum star buttons, and white fur on the sleeves and collar. One white robe has four 400 GP moonstones hidden in an inner pocket (-6 to find if handled). From late Spring through early Autumn the room is occupied by four HD1 **Fire Beetles** (hp14, AC16); in middle to late Autumn the room is occupied by a juvenile HD6 **Manticore** (hp57, AC17); in Winter and early Spring it is occupied by a sleeping HD10 **Grizzly Bear** (hp86, AC17).
3. **Busted Up.** The hallway #20 extends to the west through an arch constructed of alternating white and black stones. Testing Beings (#11) is entered through a black metal door with two gold crowns painted on the door and a platinum keyhole (-12 Open Lock) set in a black stone arch on the north wall. The room holds an overturned wood table, five broken chairs, a top part of a broken staff bearing a 30 GP silver Holy Symbol of Saorla, three black taper candles, and two empty wood picture frames. In Summer the room is occupied by three HD3 **Giant Carnivorous Centipedes** (hp13, AC14), otherwise it is occupied by a HD8 **Black Pudding** (hp65, AC13).
4. **Hidden Library.** The room has a clean white tile floor, the walls are covered in black wallpaper with white stars, the ceiling is painted mauve; a 6 FT diameter black metal ring with twelve unlit candles attached is attached to the ceiling by a chain. Four small oil paintings depicting elderly Elven men in Priest's robes (Priests of Saorlo; 942 GP, 1249 GP, 1446 GP, 2684 GP) hang on the south wall. The room is furnished with three secretary desks (the lid of each desk lifts up to reveal a rectangular compartment underneath; -3 to find the latch, -2 Open Lock), five ornate black wood chairs with black satin cushions, an empty upright black wood bookcase, a black wood rocking chair with a moldy cushion, a leather hassock, and a 30-inch round table. Inside the first desk are thirty-five religious scrolls dedicated to Saorla (Elvish, [4d100*3]+800 years old, [Age in years*5] GP). Inside the second desk are twelve prayer books bound in black leather (Elvish, [5d100*6]+800 years old, [Age in years*8] GP), nine scrolls of religious commentaries (Elvish, [1d100*1d12]+1000 years old, [Age in years*4] GP), and fourteen scrolls describing temple rituals (Elvish, [1d100*1d10]+1000 years old, [Age in years*5.5] GP). Inside the third desk are six Priest's scrolls dedicated to Saorla: **first** – 1d8 *Cure Wounds*, 1d8 *Cure Wounds*, *Animate Bones*,

TEMPLE OF SAORLA

Compel Truth, 1d4+1 God's Fist 4 rounds; second – AC+14 Armorskin 10 minutes, Command Beasts (limit 3, limit HD4), Create Minor Food, Detect Poisons, Detect Poisons; third – Immunity to Disease, Know Creature, Minor Escape (Self+1, 50 FT), Mute, See Undead; fourth – Sword Blessing +4 (5 minutes), Waken, Waken, 1d8 God's Bolt, 1d10+1 God's Missile, Animate Bones; fifth – Aura of Belief, Banish Confusion, Banish Paralysis, Blind Undead, Detoxify Poisons; sixth – 1d8 God's Hammer (as HD10, 10 rounds), 1d12 Cure Wounds, 1d12 Cure Wounds, Inflict Panic, Knock Out, Know Enemy.



When the two-position-switch is thrown the glass globe lights up and an (electric) “crackling” and “humming” sound is heard at the column (as a whisper). The electric lock opens when an Elf who worships Saorla places their left and right hands in the corresponding hand outline (locks 40 seconds after the cabinet doors are closed). When an Elf who does not worship the Goddess places their hands on the copper plates in the correct orientation, the cabinet door opens on 1d20 rolls GTET 12 (1d6 electrical damage if the door opens, 1d10 electrical damage if the door does not open, save on 1d20 rolls GTET [26-Stamina], apply a save -3 penalty to a non-Elf worshipping the Goddess and a -6 penalty to a non-Elf not worshipping the Goddess, no penalties apply if the person has first kissed the Holy Symbol on the wall).

The cabinet contains fourteen 1200 GP shallow platinum kraters, fifteen 650 GP silver chalices, eight small 400 GP silver plates, five large 550 GP silver plates, six wide 850 GP gold bowls, three 6 inch diameter 500 GP polished crystal globes, seven 1000 GP white gold images of the moon in its phases, twenty 3 inch 800 GP crystal stars, five small 130 GP silver candlesticks, four 900 GP platinum hand bells, two large platinum candlesticks (large, 950 GP, 1200 GP), a 100 GP silver flask, and five 1-inch 1600 GP platinum cubes; all of these items have blessed auras.

5. **Altar Dumbwaiter.** The walls are a tan stucco, the ceiling is painted white with a mural of Saorla with galaxies in her hands, and the floor is covered by mahogany planks. A black 7 FT oval rug is on the floor. An unlit (and dry) oil lantern is attached to a hook attached to the ceiling. A 4 FT by 4 FT scissors-jack-style elevator platform (marked E on the map) with two hand-wheel cranks is in the southeast corner; when the platform is cranked-up a section of ceiling lifts, so the platform (and contents) rises up to the Altar above (the platform starts 40 inches off the floor, the total travel is 13 vertical feet). The lift mechanism breaks and falls when used on 1d10 rolls GTET 7 (avoid 2d8 crushing on 1d20 rolls GTET [24-Agility]). In Spring, the room is occupied by a HD5 **Grey Ooze** (hp31, AC15).
6. **Electric Altar Dishes.** A burnished steel cabinet is mounted against the south wall, held closed by a heavy complicated (electric) locking mechanism (-14 Open Lock); a copper cable connects the lock to a copper square mounted on the door, the plate marked with the outline of a right hand. A two-position switch and copper plate marked with the outline of a left hand is on top of bright yellow 38 inch by 15-inch-wide steel column standing in the center of the room. A 2 FT wide copper Holy Symbol of Saorla is mounted on the east wall (the faint outlines of lips are visible on the symbol, -8 to find). An unlit glass globe (light bulb) is attached to the ceiling.
7. **Ruined Campsite.** Wall brackets on the inside wall are designed to hold a bar across the door, a 4-inch thick wood bar is in the southeast corner. The thick dust causes an incapacitating sneezing fit (save 1d20 GTET [28-Stamina], persist 3d12*15 seconds). A 16 GP 3-FT-wide bronze Holy Symbol of Saorla is mounted on the south wall, above a prayer of protection to Saorla scribbled on the wall (Elvish). The room contains three rotting canvas cots with moldy bedrolls, an empty wood barrel, a corked 20-gallon barrel of spoiled wine, a rusty steel footlocker with steel padlock (closed, -6 Open Lock), a dusty copper lantern, four clay flasks of lamp oil, a flint&steel set, a damaged guitar, an old whetstone, a bronze hatchet head, and a dull and rusted steel shaving razor. The footlocker contains: two black leather shirts, a red winter Cloak, a small pair of brown leather boots), an *Armorskin Potion* (AC+12), a *Flying Potion*, a *Protection from Evil +4 Potion*, *Zombie Balm*, 3x *Holy Water*, *Salve Against Sleep*, and a Priest's scroll (*Banish Spells*, *1d12 Cure Wounds*, *Restore Sight*, *Restore Healing*, *Walk on Water*). Determine the condition of the potions using 1d10: (1) poisonous {save 1d20 GTET [26-Stamina]}, (2-5) spoiled and harmless, (6-10) effective.
8. **Collapsed West.** The back/south wall is missing and the southwest corner is covered in rocky rubble. The room contains the broken pieces of three wood chairs, a kneeler missing its cushions, the moldering remains of five long black velour robes, a 32 GP tarnished silver Holy Symbol of Saorla, a pair of rotted sandals, a 100 FT piece of rotted rope, a 7 FT ironwood staff, a single iron manacle (broken lock), and a cracked monocle.
9. **Collapsed Center.** Most of the room beyond the door is completely filled with rubble. Two dented copper lanterns (blessed aura) are found on the floor.

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- 10. Collapsed East.** The room beyond the door is completely filled with rubble; a (disconnected) right foot bone sticks out from under a particularly large stone; nothing of value is found here. In Summer a HD5 **Assassin Vine** (hp30, AC15) grows through the roof, from late Autumn through early Spring a HD3 **Grey Ooze** (hp32, AC5) clings to the west wall.
- 11. Testing Begins.** The room has a white tile floor covered by a rich 10 FT by 8 FT white rug, the walls are covered in red satin wallpaper marked in gold crowns, and a mural depicting an Elven King worshiping at the Saorla Temple is painted on the ceiling inside a wide tan border. Three gold globes attached to the north wall glow with light when the room is entered from Busted Up. A sturdy wood one-way door to the Lineage Test (magically enhanced, -20 Open Lock) is in the northwest corner. A sturdy wood door in the southwest corner is one-way from the Heartbreak Hallway into the room (magically enhanced, -20 Open Lock).

The room is furnished with an ornate vibrant red fabric divan of antique design, two soft black leather stuffed chairs marked with a gold crown, an ornate rocking chair gilded in gold, and a low 3 FT by 2 FT by 20-inch-tall oval table. A 650 GP gold Holy Symbol of Saorla is attached to the east wall. Four masterful 1000 GP portraits of Elven Kings (marked Ursmar, Piaras, Ondian, and Havellin) and four 800 GP portraits of Queens (marked Froa, Borrutha, Lanakia, and Saosona) hang on the west wall. If the room is damaged or defaced a HD8 **Night Elemental** (hp60, AC28) appears after 1 minute. A *Glyph of Insanity* (range 6 FT, look away 1d20 roll GTET [30-Will], save 1d20 roll GTET [33-Will], persists 1d100 days) is written on the backside of Ondian's portrait.



The image (*phantasm*) of a tall silver-haired male Elf dressed in silver-gold Robes wearing an ornate gold-ruby-pearl-jade Tiara appears 1 minute after the room is entered from Busted Up; the Elf only appears if an Elf is present. The image speaks in archaic Elvish (modern Elvish speakers understand on 1d20 rolls GTET [30-Intelligence]): “Greetings and the peace of Saorla be with you. I am Gy-fairus, grand-nephew to King Foriell the Fallen, and this is the place of Testing for the Kings of Elves. [Indicating the door to #12] Beyond this

door is tested the honor, justice, compassion, wisdom, and kingliness of an Elf. One only may enter each day. An Elf may be tested once in 600 days. Only the one found worthy gains the Orb and the royal mark. Let the Elf come forth who may be King.”

The northwest door admits only one (male) Elf to the Lineage Test who has the attributes to become King (a female Elf is admitted on 1d20 rolls GTET [38-Will], a male Half-Elf is admitted on 1d20 rolls GTET [33-Will]; a female Half-Elf is admitted on 1d20 rolls GTET [42-Will]). A candidate for King must have Intelligence GTET 16, Strength GTET 15, Will GTET 18, have an Adventurer Class at GTET L5, and must be of Good or Neutral alignment. Candidates who do not have royalty within their past eight generations of ancestry enter if they succeed on a 1d100 roll compared to their social class: Nobleman on rolls GTET 25, Gentry on rolls GTET 45, Professional class on rolls GTET 75, Craftsman class on rolls GTET 92, and Peasant class on rolls GTET 98; if a non-royal Elf fails to gain entry on their initial attempt they never gain entry. A *wall of force* across the door frame prevents a second person from entering. Non-Elves cannot pass the door under any circumstances. Once the door is opened it will not open again for 48 hours. A candidate who enters the Lineage Test room will either eventually return to this room via the Heartbreak Hallway, or be successful and exit to the King's Walk via #19.

A candidate does not know how many tests there are. The rooms do not identify which attribute they will be testing.

- 12. Lineage Test.** The room has parquet flooring with a 6 FT circular rust-colored rug with gold crown, teak-covered walls, and a purple ceiling painted with the King's Crest. The sturdy wood door with platinum hardware in the northwest corner leads to Wisdom Test and is enchanted to only open if the candidate succeeds at their test. A sturdy wood door in the south wall with gold hardware and no lock leads to the Heartbreak Hallway, this enchanted door only allows the candidate to exit without entry back into the room. The door in the northeast corner to Testing Begins does not permit a return to the room from this side. The room appears to be empty when entered.

Two minutes after the candidate enters the figure (*phantasm*) of a tall middle-age male Elf with a long brown ponytail appears in the center of the room, wearing overlapping robes in shades of red and an expensive gold chain. The Elf looks directly into the candidate's eyes and says in Archaic Elvish (modern Elvish speakers understand on 1d20 rolls GTET [30-Intelligence]), “What is the name of your family?” The candidate fails if they lie about their family. The second question is, “Who does your family worship?” The candidate fails if they lie about their Deity, worship no Deity, or worship a Deity not from the ancient Elven pantheon. A failed candidate can only exit through the south door, the northwest door will not open.

- 13. Wisdom Test.** The room has thick mauve carpet, the walls are covered by blue satin wallpaper, and the ceiling is painted sky-blue with the King's Crest. The sturdy wood door with platinum hardware in the northwest corner leads to the Compassion Test and is enchanted to only open if the candidate succeeds at their test here. A sturdy wood door in

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the south wall with gold hardware and no lock leads to the Heartbreak Hallway, this enchanted door only allows the candidate to exit without entry back into the room. The door in the northeast corner to Lineage Test does not permit a return to the room from this side. The room appears to be empty when entered.

Two minutes after a candidate enters, they are shown three visions (*illusions*) in succession, each vision presents three choices. A candidate must succeed in each choice to be given the next choice (must make three correct choices to succeed at the room). A failed candidate can only exit through the south door, the northwest door will not open.

Choice #1: (left) one Canary sits in a gilded cage set on a table, (center) two large colorful Jays with gold collars are flying about a bush in a field, (right) three large Goose-like birds with gold head and tail feathers swim in a pond. Selecting the Canary is success.

Choice #2: a large and ornate gold crown sits on a ledge high up on a vertical cliff, (left) a knotted rope leads directly to the ledge, surrounded by jets of flame, (center) a short direct path circles up to the ledge, guarded by a tall Minotaur holding a battle axe, (right) a long very narrow switch-back path leads up the cliff, requiring careful hand and toe-holds to cross. Selecting the right (switch-back) path is success.

Choice #3: (left) a tall thin silver-haired older male Elf in grey-black Philosopher's Robes surrounded by books and scrolls (center) a stocky brown-haired middle-age male Elf in a General's full burnished armor carrying an ornate sword and spear, (right) a handsome male Elf in his later youth dressed in a Vizier's expensive and ornate clothes wearing silver chains and jewelry, carrying a silver scepter. Selecting the Philosopher is success.

14. **Compassion Test.** The room has thick yellow carpet, the walls are covered in bronze-colored satin wallpaper, and the ceiling is covered by light green ceramic tile painted with green fir trees on red crosses (success on a 1d20 roll GTET [30-Intelligence] determines it is the emblem of the Royal College of Healers). The sturdy wood door with platinum hardware in the northwest corner to leads to the Justice Test and is enchanted to only open if the candidate succeeds at their test here. A sturdy wood door in the south wall with gold hardware and no lock leads to the Heartbreak Hallway, this enchanted door only allows the candidate to exit without entry back into the room. The door in the northeast corner to the Wisdom Test does not permit a return to the room from this side. The room appears to be empty when entered.

Two minutes after a candidate enters, they are shown three visions (*illusions*) in succession, each vision presents three choices. A candidate must succeed in each choice to be given the next choice (must make three correct choices to succeed at the room). A failed candidate can only exit through the south door, the northwest door will not open.

Choice #1: (left) a young Elven mother is barefoot wearing a torn dress and carrying a small crying girl-child who looks under-fed, (center) three open chests overflow with gold

coins, (right) a tall raven-haired proud-looking younger-middle-aged Elven woman in an ornate purple gown, wearing an expensive Necklace and Rings, holds a Wand surrounded by a visible aura of enchantment. Selecting the young mother is success.

Choice #2: (left) a fine large noble-looking War Horse in gold tack and gold barding paws a battlefield, (center) a large black Dog is confined in a small cage, he appears to have an injured paw and lies whimpering, (right) a group of five very large enraged hissing Snakes are at the entrance to a cave, their heads are upright and searching for enemies. Selecting the injured Dog is success.



Choice #3: (left) a huge mature wild Boar is pawing and sniffing in a forest clearing, standing on the body of a juvenile Boar, (center) two large War Dogs are fighting each other in a stone-lined pit, both are snarling and snapping, (right) a bloody and bitten female Mountain Lion is lying on the ground with a large male Mountain Lion over it in a protective crouch, the male is facing an unhurt group of four Huge Wolves. Selecting the male Mountain Lion protecting the female Mountain Lion is success.

15. **Justice Test.** The sturdy wood door with platinum hardware in the northwest corner to leads to the Test of Honor and is enchanted to only open if the candidate succeeds at their test. A sturdy wood door in the south wall with gold hardware and no lock leads to the Heartbreak Hallway, this enchanted door only allows the candidate to exit without entry back into the room. The door in the northeast corner to the Compassion Test does not permit a return to the room from this side. The room appears to be empty when entered.

Two minutes after a candidate enters, they are shown three visions (*illusions*) in succession, each vision presents three choices. A candidate must succeed in each choice to be given the next choice (must make three correct choices to succeed at the room). A failed candidate can only exit through the south door, the northwest door will not open.

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Choice #1: A tall, thin, almost gaunt Elvish woman in her late youth is seen pacing in a cell, her hair is waist length and dirty, and she has a drab knee-length dress which has several large tears. She has high cheeks, her eyes look haunted, and there are scratches on her hands and face. She appears to have multiple bruises on the face and arms. The scene moves past the closed cell door, a sign on the outside (Archaic Elvish, modern Elvish speakers understand on 1d20 rolls GTET [30-Intelligence]) reads, "*Convicted Murderer.*" Pictures painted on large parchment sheets attached to the wall outside the cell show, (left) the same woman is standing on a gallows with a rope around her neck, (center) the same woman is emerging from a cell door, she appears to be in early middle-age, (right) the same woman standing in a cell, snow is on the cell window, the woman is in advanced old age. Selecting the picture of her emerging in middle-age is success.

Choice #2: A shorter, wiry, male Elf in early middle age sits at a table in a cell. He is dressed plainly and appears to be in good health. Two open coffers are on the table before him, one holds many gold coins, the other a variety of very expensive jewelries. Several (eight) other coffers are on the floor underneath the table. The scene moves past the closed cell door, a sign on the outside (Archaic Elvish, modern Elvish speakers understand on 1d20 rolls GTET [30-Intelligence]) reads, "*Convicted Thief.*" Pictures painted on large parchment sheets attached to the wall outside the cell show, (left) the same man is emerging from a cell door, he looks the same as when he was in the cell, (center) the same man is emerging from a cell door, he looks to be solidly in middle age, (right) the same man is emerging from a cell door, he looks to be in late middle-age to early old-age. Selecting the picture of him emerging in early old-age is success.

Choice #3: A taller, portly, male Elf in middle-age sits at a table in a cell. He is dressed richly, wears expensive jewelry, and appears to be in good health. A silver brooch lies on the table with an indistinct heraldic symbol, it is next to an ornate sash embroidered with the King's Crest and the same indistinct heraldic symbol. A large silver scepter is on the floor, the King's Crest is on a plaque on the top. The scene moves past the closed cell door, a sign on the outside (Archaic Elvish, modern Elvish speakers understand on 1d20 rolls GTET [30-Intelligence]) reads, "*Convict of Treason.*" Pictures painted on large parchment sheets attached to the wall outside the cell show, (left) the same man emerging from a cell door, he looks to be solidly in old-age, (center) the same man now dressed in drab clothing holding a small bedroll and backpack, walking into a forest and away from several armored Elves who are pointing away from him, (right) the same man, looking the same as in the cell, kneeling with bound arms, his head on the headsman's block. Selecting the picture of him on the headsman's block is success.

16. **Test of Honor.** The sturdy wood door with platinum hardware in the northwest corner leads to Arddur's Room and is enchanted to only open if the candidate succeeds at their test. A sturdy wood door in the south wall with gold hardware and no lock leads to the Heartbreak Hallway, this enchanted door only allows the candidate to exit without entry back into the room. The door in the northeast corner to the Justice Test does not permit a return to the room from this

side. The room appears to be empty when entered.

Two minutes after a candidate enters, they are shown three visions (*illusions*) in succession, each vision presents three choices. A candidate must succeed in each choice to be given the next choice (must make three correct choices to succeed at the room). A failed candidate can only exit through the south door, the northwest door will not open.

Choice #1: You see yourself and the beautiful young wife of an associate in a private room. She wears a short, tight, dress, and has tasteful rouge and makeup. The aroma of exotic perfume comes to your nose. She has a seductive look and pose, and reaches for your hand. The scene fades to reveal three large pictures painted on parchment, hanging on a wall in red heart-face frames: (left) the picture depicts you and the woman on a rug on the floor in front of a fireplace, both nude and engaged in a dalliance; (center) the picture depicts you standing with crossed arms and the woman facing away, wearing a cloak over her dress, her hands are over her face, the sound of crying comes to your ears; (right) the picture depicts you and her standing together holding hands, she appears to have a swelling body, a male Elf stands a short distance away, facing away from the couple with hands over his face. Selecting the picture with the woman facing away in a cloak is success.

Choice #2: You see yourself and a young pretty Elven girl in the clothing of a serving girl, she is showing with a child, another image in the background shows you and her in an outdoor dalliance, the season of three to four months ago. The scene pulls out to reveal three large pictures painted on parchment, hanging on a wall in circular pink frames: (left) the picture shows you holding out a purse to the same Elven girl, who is pushing a baby carriage; (center) the picture shows the same Elven girl facing to the right in profile, a black-clad figure is behind her with raised arms, a rope or wire stretches between the figure's hands, and is about to go over her head; (right) the picture shows you standing with one hand with palm out in a 'stop' position, the other arm pointing away, the same Elven girl faces away with her hands over her face, her figure is showing she is closer to birth. Selecting the picture showing you giving the girl a purse is success.

Choice #3: You see yourself at a social function with local Gentry and Nobility. One guest stands in front of you and loudly disparages (Archaic Elvish, modern Elvish speakers understand on 1d20 rolls GTET [28-Intelligence]) your family and ancestors {'thieving cowards' who never worked to deserve their lands and honors'}. The scene pulls out to reveal three large pictures painted on parchment, hanging on a wall in dark green shield-shaped frames: (left) the picture shows you and the discourteous guest another day, standing in a dueling ring, both of you holding Rapiers in an en-garde position; (center) the picture shows the discourteous guest facing away from you, while you are throwing a sucker punch from behind them; (right) the picture shows the discourteous guest seated at a table holding a fine goblet, several high end bottles of brandy are on the table, you stand a short distance away facing away, your arms folded. Selecting the dueling ring picture is success.

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17. **Hearthbreak Hallway.** A narrow unlit 8 FT tall hallway entered from the testing rooms (#13 to #16) through any of several sturdy one-way enchanted wood doors along the north wall. The hallway is exited on the east end into Testing Begins through an enchanted one-way sturdy wood door (magically enhanced).

18. **Arddur's Room.** The floor is teak parquet flooring with a 7 FT purple throw rug, the walls are covered in black satin wallpaper, and the ceiling is painted flat black with a mural of stars and constellations that constantly moves (*illusion*). A sturdy wood door in the northeast corner is one-way and does not allow a return to the Test of Honor. A sturdy wood door without a lock (magically enhanced) centered in an archway in the west wall leads to Hand Paint. A 25 GP tall silver urn stands in each corner and five unlit 10 GP silver lamps shaped like crowns are attached to floor-to-ceiling silver poles along the south wall. The room is furnished with a dark wood bench carved in a leaf motif, an upright mahogany armoire with a gold keyhole (found open, -5 Open Lock), and a large carved gilded throne with a purple satin cushion. The armoire is empty, it has a false bottom (-6 to find, -3 Open Lock) which conceals four silver chains with medallions bearing the King's Crest (*Medallions of Telepathy*, provides knowledge of Archaic Elvish while worn, range 500 FT). An 8-inch-diameter multi-faceted **crystal globe** (*Orb of Arddur*) surmounted with a 200 GP gold crown sits on the throne's cushion.

19. **Hand Paint.** The floor is bare stone, the walls are a dark brown stone, and the ceiling is covered in copper plates. A sturdy one-way wood door (magically enhanced) at the south end leads to the King's Walk, the door is hidden from the King's Walk side. A line of nineteen yellow prints of right hands are on the north wall, the left (west) ones being more faded than those to the right. A 3 FT square black wood table is at the corner, a shallow 50 GP gold rectangular dish on the table is filled with a pale yellow liquid; when the successful candidate places their right hand into the dish, the back of their hand becomes permanently marked with a tattoo of interlocked crowns (the bearer gains a +3 bonus in any dealings with Elves and is always recognized/treated as Nobility). The door exiting to the King's Walk will not open until the candidate places his yellow hand print into the dish, gains the tattoo, and adds their handprint to the line of existing prints.

20. **King's Walk.** The 5 FT-wide hallway is 7 FT high with dark violet ceramic tile on the floor, dark red satin wallpaper, and white ceramic tiles painted with gold crowns. Three unlit 2 GP bronze oil lamps are mounted on the north wall. The west end is collapsed and filled with rubble, with nothing of value. Adventurers can dig out an additional 50 FT of the collapsed hallway, finding only four 15 FT by 10 FT bare stone rooms with shattered doors and filled with rubble, partially filled with dirty ground water. A HD2 colony of **Violet Fungus** (hp15, AC13) lives in the collapsed west end.

Electric Altar Dishes is entered through a black metal door with a platinum keyhole (locked, -10 Open Lock). Ruined Campsite is entered through a sturdy wood door with a bronze keyhole (locked, -5 Open Lock). Collapsed West is entered through a sturdy wood door with a bronze keyhole

(broken lock). Collapsed Center is entered through a sturdy wood door with a bronze keyhole (found open, -5 Open Lock if locked). Collapsed East is entered through a sturdy wood door (no lock, stuck because of a warped door frame, total Strength GTET 20 to open). The hidden door (from Hand Paint, -20 to find, -22 Open Lock) in the north wall at the west end allows successful candidates to exit the testing rooms back to the surface.

End of the Ruins of Lindoran



WEATHER IN THE VALE

Winter

Enter the Vale	Light Snow, Light Winds, 27°
First Night	Clear, Strong Winds, 5°
Second Day	Clear, Light Winds, 25°
Second Night	Light Clouds, Light Winds, 10°
Third Day	Partly Cloudy, Moderate Winds, 22°
Third Night	Overcast, Moderate Winds, 10°
Fourth Day	Partly Cloudy, Moderate Winds, 30°
Fourth Night	Occasional Snow, Light Winds, 15°
Fifth Day	Clear, Light Winds, 33°
Fifth Night	Clear, Full Moon, Moderate Winds, 8°
Sixth Day	Partly Cloudy, Moderate Winds, 19°
Sixth Night	5 inches Snow, Moderate Winds, 18°
Seventh Day	Clear, Moderate Winds, 10°
Seventh Night	Clear, Light Winds, 0°
Eighth Day	Clear, Light Winds, 20°
Eighth Night	Clear, Moderate Winds, 10°
Ninth Day	Partly Cloudy, Moderate Winds, 24°
Ninth Night	Mostly Clear, Moderate Winds, 16°
Tenth Day	Partly Cloud, Strong Winds, 26°
Tenth Night	2 inches Snow, Moderate Winds, 20°

Summer

Enter the Vale	Clear, Light Winds, 84°
First Night	Clear, Full Moon, Moderate Winds, 68°
Second Day	Clear, Light Winds, 86°
Second Night	Cloudy, Late Shower, Light Winds, 63°
Third Day	Partly Cloudy, Light Winds, 82°
Third Night	Partly Cloudy, Strong Winds, 66°
Fourth Day	Partly Cloudy, Strong Winds, 85°
Fourth Night	Cloudy, Moderate Winds, 70°
Fifth Day	Occasional Rain, Light Winds, 80°
Fifth Night	Occasional Rain, Light Winds, 64°
Sixth Day	Mostly Cloudy, Moderate Winds, 84°
Sixth Night	Mostly Clear, Light Winds, 62°
Seventh Day	Clear, Strong Winds, 77°
Seventh Night	Clear, Light Winds, 60°
Eighth Day	Clear, Strong Winds, 81°
Eighth Night	Partly Cloudy, Strong Winds, 63°
Ninth Day	Mostly Cloudy, Moderate Winds, 85°
Ninth Night	Cloudy, Light Winds, 66°
Tenth Day	Severe Thunderstorm afternoon, 84°

Spring

Drizzle, Light Winds, 57°
Overcast, Strong Winds, 45°
Overcast, Strong Winds, 60°
Partly Cloudy, Light Winds, 41°
Clear, Moderate Winds, 63°
Clear, Full Moon, Calm Winds, 40°
Clear, Calm Winds, 66°
Partly Cloudy, Strong Winds, 45°
Fog, Calm Winds, 59°
Overcast, Light Winds, 48°
Light Rain, Light Winds, 55°
Light Rain, Moderate Winds, 50°
Overcast, Moderate Winds, 59°
Partly Cloudy, Light Winds, 49°
Clear, Moderate Winds, 66°
Clear, Calm Winds, 54°
Clear, Strong Winds, 62°
Mostly Clear, Moderate Winds, 55°
Mostly Cloudy, Light Winds, 67°
Heavy Rain, Light Winds, 51°

Autumn

Periodic Fog, Calm Winds, 69°
Mostly Cloudy, Light Winds, 53°
Partly Cloudy, Moderate Wind, 72°
Mostly Clear, Calm Winds, 56°
Clear, Moderate Winds, 70°
Clear, Full Moon, Light Winds, 50°
Partly Cloudy, Light Winds, 74°
Partly Cloudy, Strong Winds, 53°
Steady Rain, Light Winds, 67°
Light Rain, Light Winds, 55°
Overcast, Moderate Winds, 71°
Partly Cloudy, Moderate Wind, 52°
Mostly Clear, Light Winds, 68°
Clear, Light Winds, 49°
Partly Cloudy, Strong Winds, 67°
Partly Cloudy, Moderate Wind, 51°
Partly Cloudy, Light Winds, 57°
Overcast, Foggy, Calm Winds, 63°
Steady Rain, Moderate Winds, 59°

ENCOUNTERS IN THE VALE

2d12	Winter	Spring	Summer	Autumn
2	Ice Lizard	Giant Ants	Giant Ants	Warrior Ants
3	Giant Bat	Giant Spider	Stag Beetles	Furry Death Beetle
4	Rat	Rat Pack	Praying Mantis	Giant Badger
5	Giant Rat	Giant Rat	Monitor Lizards	Giant Wolverine
6	Wolf	Huge Wolf	Toads	Giant Boar
7	Huge Wolf	Weasel	Weasel	Giant Rats
8	Arrowhawk	Giant Badger	Assassin Bug	Giant Weasel
9	Mountain Lions	Grizzly Bear	Grizzly Bear	Rabid Dogs
10	Centaurs	Giant Boar	Giant Boar	Cockatrice
11	Manticore	Giant Weasel	Giant Weasel	Spectral Bats
12	Nightmare	Giant Wolverine	Lightning Bug	Greater Vulture
13	Giant Worm	Coyote Pack	Dopplegangers	Dragon
14	Winter Wolf	Centaurs	Centaurs	Centaurs
15	Arctic Lynx	Chimera	Catoblepas	Griffons
16	Furry Death Beetle	Griffons	Spider Wasps	Armorpeckers
17	Cold Crocodile	Manticore	Manticore	Manticore
18	Greater Vulture	Incorporeal Spiders	Hippogriff	Killer Hares
19	Ice Plant	Wild Dogs	Assassin Vines	Rat Swarm
20	Frost Spider	Rifle Beetle	Stirges	Locust Swarm
21	Garm	Calygreyhound	Calygreyhound	Shadow Mastiff
22	Ice Mantis	Paralysis Flowers	Sleeping Poppies	Anger Flowers
23	Giants	Scorpion Fly	Komodo Dragon	Giants
24	Humanoids	Humanoids	Humanoids	Humanoids

Encounters on the Rivers and Lake

2d8	Winter	Spring	Summer	Autumn
2	Cold Crocodile	Giant Crocodile	Giant Crocodile	Cold Crocodile
3	Arrowhawk	Aboleth	Aboleth	Arrowhawk
4	Giant Bat	Vampire Bat	Vampire Bat	Spectral Bat
5	Water Elemental	Hippogriffs	Hippogriffs	Air Elemental
6	Vodiannoi	Stigae	Stigae	Hell Wasp Swarm
7	Sea Dragon	Sea Dragon	Wyverns	Wyverns
8	Undine	Undine	Undine	Undine
9	Hell Owl	Giant Clam	Giant Clam	Sea Lions
10	Greater Vulture	Scorpion Crab	Scorpion Crab	Dark Naga
11	Giant Squid	Poison Octopus	Kraken	Giant Squid
12	Devil Fish	Swamp Leeches	Swamp Leeches	Devil Fish
13	Devil Fish	Devil Fish	Devil Fish	Devil Fish
14	Rusulki	Rusulki	Rusulki	Rusulki
15	Humanoids	Humanoids	Humanoids	Humanoids
16	Humanoids	Humanoids	Humanoids	Humanoids

ENCOUNTERS IN THE VALE, SEARCHES

Encounters in the City Ruins

2d12	Winter	Spring	Summer	Autumn
2	Rat Swarm	Rat Swarm	Rat Swarm	Rat Swarm
3	Bat Swarm	Giant Spider	Giant Spider	Bat Swarm
4	Wolves	Wolf Pack	Wolf Pack	Wolf Pack
5	Huge Wolves	Constrictor Snake	Constrictor Snake	Giant Weasel
6	Winter Wolf	Rifle Beetle	Assassin Bug	Explosive Fungus
7	White Pudding	Black Pudding	Grey Ooze	Ochre Jelly
8	Ice Plant	Paralysis Flowers	Sleeping Poppies	Ice Plant
9	Ice Mantis	Poison Gnats	Lightning Bug	Giant Biting Flies
10	Ice Lizard	Bombardier Beetle	Assassin Vine	Rust Mold
11	Cold Crocodile	Stag Beetle	Incorporeal Spiders	Psychic Mold
12	Air Elemental	Giant Wasp	Mimic	Hanging Fungus
13	Frost Spider	Grizzly Bear	Nightmare	Recluse Spider
14	Giants	Giant Boar	Rabid Dogs	Giants
15	Ice Spirit	Water Elemental	Achaierai	Vodianoi
16	Ghost	Ghost	Spirit	Banshee
17	Ghouls	Ghouls	Ghouls	Dopplegangers
18	Skeletons	Skeletons	Zombies	Zombies
19	Specter	Mahr	Shadows	Greater Shadows
20	Wight	Undine	Undine	Wight
21	Banshee	Wraith	Wraith	Dread Wraith
22	Humanoids	Humanoids	Humanoids	Humanoids
23	Humanoids	Humanoids	Humanoids	Humanoids
24	Humanoids	Humanoids	Humanoids	Humanoids

Humanoids (1d20): (1) Humans, (2) Gnomes, (3) Dwarves, (4) Elves, (5) Goblins, (6) Half-Elves, (7) Black Annis/Horrid Hags, (8), Leprechauns, (9) Dryad/Slyph (10) Medusa, (11) Minotaurs, (12) Centaurs, (13) Lycanthropes (Wolf), (14) Lycanthrope (Rat), (15-20) Mixed Race Group

Giants (1d12): (1) Ettin, (2) Frost Giant, (3) Hill Giant, (4) Ogres, (5) Mountain Giant, (6) Cloud Giant, (7) Common Trolls, (8) Berg Trolls, (9) Fe'uer Trolls, (10) Cyclops, (11) Stone Giant, (12) Ice Giant

Structures

When exploring sections of the ruins that are not detailed, the following table can be used to generate structures of interest in an area, 300 FT by 300 Ft perform 1d6 rolls using 4d12: (4) Amphitheater or Arena, (5) Aqueduct, (6) Bath House, (7) Bench/es [stone], (8) Bell Tower, (9) Bricks and Stones [loosely piled], (10) Bridge [piece or segment], (11) Building Wall [1d100 FT segment], (12) Canal or Ditch section, (13) Door or Gate, (14) Decorative Stonework Piece, (15) Building [multi-story], (16) Building [single-story], (17) Arch, Obelisk, Statue or Monument, (18) Cemetery, (19) Cistern, (20) Column section [incomplete], (21) Fence or Dividing Wall, (22) Forge, (23) Flagpole or Road Marker, (24) Fountain, (25) Granary, (26) Hitching Post and Trough, (27) Lamp Post, (26) Machine, (27) Market Area [stalls], (28) Other Stonework, (29) Outhouse [public], (30) Park Area, (31) Platform [stone], (32) Portcullis or lifting mechanism, (33) Paving Stones, (34) Shed [stone], (35) Siege Weapon [partially destroyed], (36) Sewer Opening, (37) Signpost or Mile-Marker Obelisk, (38) Tower [1d6 stories remaining], (39) Wagon [partially destroyed], (40) Waterwheel, (41) Well, (42) Adventurer's Camp [1d100*1d100 months old], (43) Athletic Field or Course, (44) Corral or Stable, (45) Defensive Earthworks, (46) Open-Air Kitchen or Ovens, (47) Private Gardens or Greenhouse, (48) Temple.

The status or stability of an individual structure can be determined using 1d100: (01-08) Unburied & Sturdy, (09-13) Partially-Buried & Sturdy, (14-34) Exposed & Unstable, (35-50) Partially Buried & Unstable, (51-60) Leaning, (61-75) Falling, (76-88) Collapsed, (89-100) Shell [exterior walls only, unroofed]. The physical condition of the structure is determined using 1d100: (01-12) Unmarked, (13-33) Burnt, (34-40) Defaced, (41-60) Decayed [chipped paint, crumbling mortar, etc.], (61-80) Vegetation Covered [live from mid-Spring through mid-Autumn, dead otherwise], (81-90) Damaged, (91-100) Broken. A sturdy building partially or

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fully collapses after hp250, or on 1d100 rolls of 99 or 100 when entered, checked every 100 minutes; an unstable building partially or fully collapses after hp75, or on 1d100 rolls GTET 40 when entered, checked every 5 minutes; a leaning building partially or fully collapses after hp50, or on 1d100 rolls GTET 20 when entered, checked every 5 minutes; a falling building partially or fully collapses after hp25, or on 1d100 rolls GTET 10 when entered checked every 5 minutes.

The condition of a Cistern, Fountain, Well, Bath, or other structure designed to hold, pump, or spray water is given by 1d100: (01-12) Dry & Empty & Free of Debris, (13-50) Dry & Empty & Debris Filled, (51-78) Operating with Contaminated Water, (79-82) Operating with Potable Water, (83-100) Filled with semi-liquid Mud and Muck. Persons drinking or bathing in contaminated water contract (1d6) cholera, dysentery, filariasis (round worm parasite), polio, river blindness, or scarlet fever, 2d100 hours after water contact (resist disease on 1d20 rolls GTET [24-Stamina], checked after every contact).

The amount of vegetation over a building or rubble pile is given by 1d100: (01-25) Clear/None, (26-33) Light Coverage, (34-77) Moderate Coverage, (78-90) Thick/Heavy Coverage, (91-100) Dead Vegetation. Apply a -1 'to find' penalty for light vegetation, a -3 penalty for moderate coverage, and a -6 penalty for thick or heavy vegetation. From mid-Spring to mid-Autumn the vegetation is green with colorful leaves, otherwise the vegetation is brown and withering. In Summer vegetation includes poison ivy and poison sumac on 1d10 rolls GTET 8, checked for each building.

Searches

Searches are made in areas about 25 FT by 25 FT square, and succeed on 1d20 rolls GTET [25-Intelligence], checked every 10 minutes (apply a +2 bonus when digging). The following 2d20 table may be used to identify search results: (2) Wagon or Cart [1d100+6 months old, usable], (3) Camp Site [1d100+3 months old], (4) Campfire or Fire Pit [1d20+1 months old], (5) Butchered Animal [1d100+4 weeks old], (6) Bell [cracked, dented, broken], (7) Hand Mirror [cracked], (8) Glass Jar [empty vial, canning jar, pickling jar, paint jar], (9) Metal Lock [without key, nonfunctional], (10) Loose Bricks [broken, charred], (11) Fabrics [moldy, blankets, clothing, curtains], (12) Metal Pieces [rusty, nails, brackets, hooks, hinges, latches], (13) Metal Lamps or Lantern, (14) Leather Straps or Backpacks [old, moldy], (15) Wood or Metal Buckets, (16) Pottery [jugs, urns, flower pots, crocks], (17) Fire Pit or Campfire [very old], (18) Nest [bat, bird, bee, wasp], (19) Dugout/Den [animal or monster, 2d100 months old, unoccupied], (20) Bones [animal or monster], (21) Bones [humanoid], (22) Furniture [partially buried, burned, broken], (23) Metal Tools [broken, rusted, dulled], (24) Tent or Campsite [old, rotting, moldy, empty], (25) Ceramic Housewares [plates, cups, mugs, goblets, trivets], (26) Wood Chest [broken, off hinges], (27) Wagon or Cart [old, broken, moldy], (28) Cooking Pot [iron, rusted, various sizes], (29) Machine pieces [wheel, handle, crank, gear, pin, axle, bearing], (30) Churn or Food Press, (31) Tapestry or Rug [torn piece, moldy], (32) Holy Symbol [broken, crushed, damaged], (33) Musical Instrument [cracked, broken, scorched, warped], (34) Riding Tack [moldy, tarnished, brittle], (35) small Kitchen Gadget [grinder, nutcracker, broken], (36) Book or Scroll [written in Elvish; faded, illegible, dirt-smear, grimy, moldy, torn, ripped], (37) Picture in Frame [damaged, torn, sooty, smeared, grimy, moldy], (38) GOODS TABLE, (39) TREASURE TABLE, (40) SPECIAL TABLE. A 25 FT by 25 FT area contains an occupied monster's lair, den, nest, or an active monster on 1d100 rolls GTET 97 (apply a -2 roll modifier in Winter, a +3 modifier in Summer).

GOODS TABLE (use 3d12): (3) Binoculars [Dwarven-made, 10 power], (4) Cooking set [with spices], (5) 1d12 ivory Buttons, (6) vial Holy Water, (7) Elven Rope [25 FT], (8) Breastplate [dented], (9) Shield [2d100 months old, degraded condition, dented or chipped], (10) Hemp Rope [30 FT], (11) steel Helm, (12) Leather Backpack [30 pound capacity], (13) studded-leather Gauntlets, (14) Scabbard [empty], (15) Elven Dirk [silver-bladed], (16) Medium-weight Mace, (17) Elven-made Rapier, (18) Long Sword, (19) Elven-made Long Bow [no string], (20) Elven-made Short Bow, (21) 1d20 Elven hunting arrows, (22) 1d12 Elven war arrows, (23) leather Canteen, (24) leather Scroll tube [empty], (25) 1d10 Candles, (26) Flint & Steel kit, (27) 1d8 Torches, (28) Lantern plus 1d3 oil flasks, (29) Whetstone, (30) 1d12 steel Spikes, (31) metal Candlestick [bronze, brass, copper, silver], (32) 1d4 clay Flasks [empty, intact with stoppers], (33) metal Grapple [4 hook], (34) herb pouch [waterproof; holding dragonsbane, wolvesbane, garlic], (35) rolled Tarp [leather, 8 FT by 10 FT], (36) wood Pipe [carved, fancy] with 1d4 pipeweed pouches. All goods are found in good to excellent condition.

TREASURE TABLE (use 3d12): (3) 1d12 platinum coins, (4) gold Medallion [1d100*1d8*1d4 GP], (5) ivory Comb [1d100*1d12*1d8], (6) 1d6 Emeralds [each 1d100*2d12*1d10 GP], (7) 1d100/10 pounds White Ivory [625 GP/pound], (8) gold Bracelet [5d100*20 + 7500 GP], (9) 1d100 gold coins, (10) platinum Locket [5d100*10 + 5500 GP], (11) 1d8 Diamonds [each 3d20*250 + 1200 GP], (12) jade Necklace [3d100*25 + 250 GP], (13) silver Bracelet [2d100*12 + 500 GP], (14) 1d10 pieces Turquoise [each 1d100*1d4 + 100 GP], (15) gold Locket [1d100*10 + 250 GP], (16) 1d12 pieces Amber [each 1d100+25 GP], (17) 1d12 Opals [each 4d20 GP], (18) 1d100 silver coins, (19) 1d100 copper coins, (20) silver Ring [1d100+40 GP], (21) silver Chain [3d100+50 GP], (22) silver Locket [1d100*6 + 125 GP], (23) 1d10 Pearls [each 1d100*1d6*2 GP], (24) silver Armband [2d100+1500 GP], (25) gold Ring [3d100*20 GP], (26) gold Chain [1d8*500 GP], (27) gold Anklet [1d12*750 + 500 GP], (28) white-gold Brooch [1d20*1100 + 125 GP], (29) platinum Ring [1d20*1500 GP], (30) 1d4 Rubies [each 1d12*1500 + 1000 GP], (31) jeweled gold Pin [garnet, sapphire, moonstone, onyx, sunstone; 1d100*1d100*1d4 GP], (32) platinum Brooch [1d100*2d20*1d6

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GP], (33) jeweled gold Brooch [amethyst, aquamarine, lapis lazuli, spinel; 1d100*1d100*1d8 GP], (34) platinum Tiara [emerald, ivory, topaz, turquoise, zircon; 1d100*1d100*1d12 GP], (35) jeweled Choker [amber, citrine, heliodor, jade, black opal; 1d100*1d100*1d20 GP], (36) 1d6 platinum coins. All treasure is found in very good to excellent condition.

SPECIAL TABLE (use 3d12): (3) *Life-Returning Salve*, (4) *Disease Antidote Potion*, (5) *Elven Bracers* [armor AC+4], (6) *Restore Sight Potion*, (7) *High Jump Potion*, (8) *Liqueur of Heroism* +3, (9) *Shapeshifting Potion* (Bear), (10) 1d6 Arrows [*sleep*], (11) 1d10 *Holy Water* vials, (12) *Insect Repelling Powder*, (13) *Gauntlets of Melee* +1, (14) small metal Shield (*Gaze Reflecting*), (15) *Elven Bracers* [armor AC+2], (16) *Blanket of Heat*, (17) *Missile Targeting Gloves* +1, (18) Elven-made Leather Armor [AC+8], (19) Elven-made Leather Armor [AC+6, fire resistant], (20) *Talisman of Protection* +1, (21) *Infrared Spectacles*, (22) *Banish Paralysis Balm*, (23) *Goblin Cleaving Axe* +1, (24) *Far Seeing Potion*, (25) *Butcher's Cleaver* +1/+3 *versus Beasts*, (26) *Antidote Ring*, (27) *Endless Feedbag*, (28) *Mosho's Mask*, (29) *Lock Pick* +1, (30) *Armoire Charm*, (31) Open-Face Helm (*versus Illusion*), (32) *Gauntlets of Melee* +2, (33) *Lock Pick* +2, (34) *Elven Bow* +2, (35) *Ring of Climbing* +4, (36) *Ring of Regeneration* hp1/round. All special items are found in good to excellent condition.

Other Information

Spell: Aversion, Category: Shaman, Lesser Magic; **Casting Time:** 1 round; **Range:** Touch; **Effect:** causes beasts and intelligent creatures to avoid (shun) the designated person or object; **Duration:** (1 day)*Level; **Saving Throw:** 1d20 GTET [32-Will]; **Description:** Persons coming within 20 FT of a person or object enchanted with this spell unconsciously turns from, avoids, or fails to notice the subject; the person only recognizes the aversion on a Will save, then consciously forces themselves to touch or interact with the subject only after making another Will save. *Components:* 1 ounce skunk musk, half-ounce vinegar, piece red chalk, saliva.

Hypothermia, Incubation Period: 1d100*1d6 minutes after unprotected exposure to temperatures LTET 32°F; Active Disease: Until the body is warmed; Not Contagious; Symptoms: cold and clammy skin, deadened or lessened senses, loss of feeling in toes and finger and ears, running nose, rosy or reddened face, ears, and other exposed body parts; reduce the Agility statistic of affected persons by -3 points; apply a -1 penalty to Stamina and Will saves; affected persons suffer hp1 damage every half-hour of exposure (limit hp12). Affected persons become unconscious 2d20 minutes after 6 hours of active hypothermia (save 1d20 roll GTET [28-Stamina] checked every subsequent 30 minutes; Fatality: Not Fatal. Untreated hypothermia becomes frostbite after [1d12*30]+30 minutes. Affected persons suffer an additional -1 penalty when performing any physical skill or activity.

DENIZENS, ALDADAERRIS TO BARROG

Aldadaerris; Crusader L4; 33 years; **Race**: female Human; **Moral**: Evil; **STATS**: Agility 19, Intel 17, Stamina 18, Strength 19, Will 18, hp 22; **Special Power Modifier** +3; **AC** 4; **Religion**: Cliona, Goddess of Death and the Other World; **Religious Ability**: Unconscious Touch (1d100 minutes, save 1d20 GTET [28-Stamina], 1/day; **Lift/Carry**: 350 pounds; **Languages**: Common, Elvish, Infernal Cant (35%); **Weapon Proficiencies**: Dirk, Staff, Cutlass, War Axe, Heavy Mace, Spear, Short Bow, Unarmed Combat; **TH Modifier** +2; **TD Modifier** +2; **1d20 Detect Active Spells**: 20; **1d20 Detect Active Prayers**: 13; **1d20 Move with Stealth**: 9; **1d20 Detect Stealthy**: 8; **1d20 Negate Surprise**: 14; **Listen**: whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door**: whisper 10/speech 7/shout 3; **Weapons**: None; **Armor**: None; **Other Gear**: None; **Description**: A fair-skinned blonde woman standing 5 FT 6 IN, with a delicate face, long thin nose, light hazel eyes, having an athletic but slender frame, small bust, long legs, and large hands; **Found at**: Found in the Life-Trapping Mirror at location #64 (Dungeon Level One); she has been trapped for 42 years.

Aldina, wife of Brogan Mouric; **HD/Level**: 8; 44 years; **Race**: female Ogress; **Moral**: Evil; **STATS**: Agility 11, Intel 9, Stamina 18, Strength 21, Will 14, hp 49; **Special Power Modifier** +0; **AC** 30 (hide+leather); **Religion**: None; **Lift/Carry**: 850 pounds; **Languages**: Common, Ogre, Giantish (70%), Goblin (50%); **Attacks**: Bite 1d3, Punch 1d10, Strangle 3d8; **Special Abilities**: Low Light vision, Ultraviolet vision, +3 save versus poison, +2 save versus magic; **Weapon Proficiencies**: Dirk, Club, Spiked Club, Staff, Short Sword, War Hammer, Javelin, Sling; **TH Modifier** +0; **TD Modifier** +3; **1d20 Move with Stealth**: 19; **1d20 Detect Stealthy**: 15; **1d20 Negate Surprise**: 12; **Listen**: whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door**: whisper 10/speech 7/shout 3; **Weapons**: Dirk, 1d10 Great Club, Bullwhip, Javelin; **Armor**: Leather Cap, Leather Armor; **Other Gear**: 1d10 Cure Wounds Potion, 2x Unholy Water, flint/steel; **Description**: A female humanoid standing 9 FT 4 IN, 610 pounds, with dirty dull brown skin, long scraggly braided hair with a copper hair pin, wide shoulders, moderate bust, and large thick hands and feet. She is dressed in a knee-length dress made of sewn hides and wears moccasins; **Found at**: Temple of Finndal.

Aphroed; Warlock L6; 116 years; **Race**: male Elf; **Moral**: Evil; **STATS**: Agility 17, Intel 14, Stamina 17, Strength 14, Will 13, hp 21; **Special Power Modifier** +2; **AC** 30; **Religion**: None; **Lift/Carry**: 225 pounds; **Languages**: Common, Elvish, Archaic Elvish (60%), Archaic Dwarvish (15%); **Special Abilities**: Low Light vision, navigation by stars, +1 save versus poison. +1 with Bow; **Weapon Proficiencies**: Dirk, Long Sword, Rapier, Cutlass, Single-Blade War Axe, Light Mace, Staff, Long Bow, Crossbow; **TH Modifier** +1; **TD Modifier** +0; **1d20 Detect Active Spells**: 13; **1d20 Move with Stealth**: 9; **1d20 Detect Stealthy**: 10; **1d20 Negate Surprise**: 14; **Listen**: whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door**: whisper 10/speech 7/shout 3; **Weapons**: Silver-bladed *Dirk* +1, Long Sword (*Armor Ripper*), Cutlass, Long Bow (30x War Arrows, 5x +1, *Arrow of Slaying*); **Armor**: Steel Cap, Padded Shirt, Leather Armor AC+6, Studded Leather Gauntlets AC+4, small wood Shield; **Other Gear**: 125 GP gold Ring, 40 GP diamond, 85 GP silver-amber Brooch, Wizard's scroll (Water, *Amphibian Form*, *Brain Freeze*, *Detector Poison*, *Protect versus Venom*, *1d6 Sleet Storm* 1d12 rounds), Wizard's scroll (Fire; *1d6 Fire Attack*, *Double*, *1d8+1 Fire Arrow*, *1d12 Magic Grenade*, *See Invisible*), *Cloak of Charisma*, 2x *1d12 Cure Wounds Potions*, *2d8 Cure Wounds Potion*, *Invisibility Potion*, *Poison Antidote*, *Potion of Heroism* +2; **Spells**: {free 8} *Bind Tongue*, *Breath Shield*, *1d12 FT Displacement*, *Flame Up*, *Hero's Race*, *Ignite*, *Mage's Torch*, *Object to Hand*; **Description**: A male Elf standing 6 FT 10 IN, with dark blue eyes, thin brows, high cheeks, and a long face, with a slender frame (almost gaunt), muscular arms, wide hands, and large feet. He is dressed in a short-sleeved green shirt, a dark green vest, a wide brown leather belt with a silver clasp shaped like a stage, brown wool pants, and low leather boots; in winter he also wears a knitted cap, a white hooded cloak, and fur gloves; **Found at**: Elven Camp, one of the party supporting Lalhael.

Baldobek; Warrior L3; 34 years; **Race**: male Elf; **Moral**: Neutral; **STATS**: Agility 14, Intel 15, Stamina 13, Strength 13, Will 13, hp 17; **Special Power Modifier** +0; **AC** 30; **Religion**: Saorla; **Lift/Carry**: 250 pounds; **Languages**: Common, Elvish, Foreign Language (50%), Foreign Language (20%); **Special Abilities**: Low Light vision, navigation by stars, attuned to small beasts (felines, canines, livestock), detects poisonous plants; **Weapon Proficiencies**: Dirk, Long Sword, Rapier, Staff, Short Bow, Long Bow, Sling, Throwing Stars, Spear, Pole Arm, Club, War Hammer; **TH Modifier** +0; **TD Modifier** +0; **1d20 Move with Stealth**: 18; **1d20 Detect Stealthy**: 20; **1d20 Negate Surprise**: 18; **Listen**: whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door**: whisper 10/speech 7/shout 3; **Weapons**: Silver-bladed Dirk, Silver-bladed Rapier, *Long Sword* +1, Short Bow, 28x War Arrows; **Armor**: Padded Hood, Open Helm, Padded Shirt, Chain Mail Shirt AC+6, Studded Leather Arm Protection, Studded Leather Gloves, medium steel Shield with spines; **Other Gear**: *Double Time Potion*, *Potion of Great Leaps*, *Elixir of Visions*, *Water Breathing Ring*; **Description**: A male Elf standing 6 FT 7 IN tall, with close-cut thick brown hair, blue-brown eyes, a long nose, and wide cheeks, with a stocky build, wide waist, burly arms, and heavy calloused hands. He wears a long-sleeved light grey shirt, woven rope belt, calf-length leather trousers, and high black leather boots; in Winter he also wears a grey-green elven hooded cloak, a fur vest, and fur gloves; he is likely to act arrogantly and haughty towards humans, dislikes half-elves, is an excellent chess player and likes word puzzles; he is an excellent comic with bawdy jokes; **Found at**: found at the Elves' Camp, one of the party supporting Lalhael, .

Barrog; Priest of Waiquill L6; 104 years; **Race**: male Elf; **Moral**: Good; **STATS**: Agility 14, Intel 15, Stamina 13, Strength 13, Will 16, hp 17; **Special Power Modifier** +3; **AC** 59; **Religion**: Waiquill; **Lift/Carry**: 175 pounds; **Languages**: Common, Elvish, Sylvan, Goblin (40%), Foreign Language (35%); **Special Abilities**: Low Light Vision, navigate by stars, immune to sleep magic, +2 save versus enchantments; **Weapon Proficiencies**: Dirk, Heavy Mace, Staff, Fighting Rod, Cutlass, War Hammer, Javelin, Spear; **TH Modifier** +0; **TD Modifier** +0; **1d20 Detect Active Spells**: 11; **1d20 Detect Active Prayers**: 7; **1d20 Move with Stealth**: 15;

DENIZENS, BARROG TO DONAEL

Barrog, continued...1d20 Detect Stealthy: 12; 1d20 Negate Surprise: 9; **Listen:** whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door:** whisper 10/speech 7/shout 3; **Weapons:** Silver-Bladed Dirk, Silver-Headed Heavy Mace +2, Metal-shod Staff, War Hammer +1 (+4 damage to Undead); **Armor:** Padded Hood, Open Helm, Studded Leather Armor, Studded Leather Gauntlets, small wood Shield; **Other Gear:** 3x 1d10 Cure Wounds Potions, 2d8 Cure Wounds Potion, Displacing Potion, Priest's scroll (*Armorskin AC+10, Blur Sight, 1d8 Cure Wounds, 1d10+2 God's Missile, Minor Escape 50 FT, Sword Blessing +3*), Priest's scroll (*Animate Body, Banish Disease, Banish Spells, 2d8+3 God's Fire, 1d8+1d6 Heal Wounds, Knock Out*); **Prayers:** {Devotions free 10} *Armorskin AC+12, Bar Creature, Command Minor Undead, 1d8 Cure Wounds, 1d10+1 God's Missile, God's Sword, Know Creature, Minor Escape, Minor Prayer, Speak to Animals*; {Mysteries free 8} *Animate Body, Banish Confusion, Banish Paralysis, Banish Spells, Deflect Magic, Detoxify Poisons, God's Hammer, 2d12 God's Strike, Knock Out, Minor Regeneration, Restore Sight*; {Majesties 6} *Break Curse, Creature's Form, 2d8 Cure Wounds, 5d12 God's Smite, Extraordinary Escape, Kill, Walk on Air*; **Description:** A dark-haired male standing 5 FT 3 IN tall, with grey flecked eyes, a long upturned nose, and pointed chin (without facial hair), with a slender body and long hands and legs. He dresses in a long-sleeved white shirt worn under a colored vest with a gold Holy Symbol on a chain, with knee-length pants, and soft brown leather boots; on cold or wet days he also wears a green-grey hooded (elven cloak); Barrog is quiet around non-Elves, and does not socialize much; he has expert knowledge about wines; **Found at:** the Waiquill Monastery.

Brogan Mouric: Wizard L10 (Air, Shaman); 49 years; **Race:** male Ogre; **Moral:** Neutral; **STATS:** Agility 11, Intel 17, Stamina 18, Strength 19, Will 16, hp 36; **Special Power Modifier** +6; **AC** 36; **Religion:** None; **Lift/Carry:** 1050 pounds; **Languages:** Common, Ogre, Minotaur, Giantish (50%), Dwarvish (40%); **Attacks:** Punch 1d12, Kick 1d8; **Special Abilities:** Infrared vision; **Weapon Proficiencies:** Dirk (Short Sword), Club, Spiked Club, Staff, Pole Arm, War Hammer; **TH Modifier** +0; **TD Modifier** +2; **1d20 Detect Active Spells:** 3; **1d20 Detect Active Prayers:** 7; **1d20 Move with Stealth:** 15; **1d20 Detect Stealthy:** 6; **1d20 Negate Surprise:** 7; **Listen:** whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door:** whisper 10/speech 7/shout 3; **Weapons:** Spiked Great Club, Pole Arm, Huge Hammer; **Armor:** Leather Cap, Leather Shirt, Large Wood Shield; **Other Gear:** *1d12 Cure Wounds Potion, 2d8 Cure Wounds Potion, Darkness Oil, Double Time Potion, Wizard's Scroll (Air, Fog Bank, Magnify Hearing, Putrid Scent, Sound Blast, Target Missiles +2, Waken)*; **Spells:** {Basic free 15} *Call Breezes, Confuse Weapons, Dominate Person, Foul Wings, Mind Speech, Putrid Scent, Remote Push, Remove Panic, See Invisible, Telekinesis, Unhearing Ears*; {Lesser free 12} *Area Silence, Arrow Volley, Breath Poison Fumes, Choke, Cloud the Mind, Control Storm, Disperse Magic, Fear the Reaper, 3d6 Hail Storm, Levitation, Stun*; {Greater 5} *Clone Person, Flight, 5d20 Imminent Mortality, Magic Gate, Minor Time Walk, Toxic Fume Cloud, Protective Wards, Summon Weather*; **Description:** A pale humanoid standing 9 FT 8 IN tall, with light green hair, green eyes, a wide face, thick neck, broad shoulders, and thick hands and feet. He wears a rough long-sleeved leather shirt, skin pants, and black leather shoes. In winter he wears a fur cape and gloves. Brogan was permanently transformed from a human into an Ogre 23 years ago, and found that he liked being an Ogre, while not losing his wizardly abilities; **Found at:** Temple of Finndal.

Chelsor: Warlock L4; 84 years; **Race:** male Elf; **Moral:** Evil; **STATS:** Agility 17, Intel 17, Stamina 16, Strength 14, Will 19, hp 20; **Special Power Modifier** +2; **AC** 10; **Religion:** None; **Lift/Carry:** 250 pounds; **Languages:** Common, Elvish, Sylvan (30%), Centaur (50%); **Special Abilities:** Low Light Vision, navigation by stars, +3 save versus venoms, +2 to climbing; **Weapon Proficiencies:** Dirk, Long Bow, Rapier Scimitar, Short Bow, Dart, Blowgun; **TH Modifier** +1; **TD Modifier** +0; **1d20 Detect Active Spells:** 13; **1d20 Detect Active Prayers:** 20; **1d20 Move with Stealth:** 12; **1d20 Detect Stealthy:** 8; **1d20 Negate Surprise:** 14; **Listen:** whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door:** whisper 10/speech 7/shout 3; **Weapons:** None; **Armor:** None; **Other Gear:** None; **Spells:** {free 7} *Bind Breath, Bind Weapon, Charley Horse, Displacement, Great Leap, Hold Up, Mage's Torch, Object to Hand, Reveal, Spell Shield*; **Description:** A tanned Elf standing 6 FT 9 IN, with thick curly brown hair and beard, gold-brown eyes, and a wide broken nose; he has a thick muscular frame, long legs, and large feet. A maple leaf is tattooed on the back of his right hand, and an eagle on his right shoulder. He is a jolly laughing person, fond of ethnic and racial jokes, and a bit of a ladies-man; he is not fond of Gnomes (after some experiences with thieves); he is neutral toward Dwarves; **Found at:** the Life-Trapping Mirror at location #64 (Dungeon Level One); he has been trapped for 339 years.

Donael: Priest L6; years; **Race:** male Elf; **Moral:** Good; **STATS:** Agility 14, Intel 15, Stamina 15, Strength 14, Will 14, hp 19; **Special Power Modifier** +2; **AC** 30; **Religion:** Priest of Ailbhne, Goddess of Lakes, Rivers, and Rains; **Lift/Carry:** 250 pounds; **Languages:** Common, Elvish, Dwarvish (40%), Lycanthrope; **Special Abilities:** Low Light vision, navigation by stars, +1 save versus spells, move silently; **Weapon Proficiencies:** Dirk, Heavy Mace, Long Bow, Rapier, Sling, Staff, Cudgel; **TH Modifier** +0; **TD Modifier** +0; **1d20 Detect Active Spells:** 20; **1d20 Detect Active Prayers:** 7; **1d20 Move with Stealth:** 8; **1d20 Detect Stealthy:** 10; **1d20 Negate Surprise:** 14; **Listen:** whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door:** whisper 10/speech 7/shout 3; **Weapons:** Dirk, Silver-Headed Heavy Mace +1, Long Bow +1, Silver-Bladed Rapier; **Armor:** Padded Shirt, Plate Armor AC+5, Padded Hood, Visor Steel Helm AC+2, Studded Leather Gauntlets, medium wood Shield; **Other Gear:** 2x 1d8 Cure Wounds Potion, 2d8 Cure Wounds Potion, Levitation Potion, Elixir of Truth, Restore Sight Potion, 2x Holy Water, Amulet of Protection +2, Magic Bag 500 pounds, Ever-Smoking Bottle, Meditation Beads, Flute, carved ivory Pipe, pouch of Pipeweed, 30x Shot, 2x silver flask of Brandy, 30 FT Elven rope; **Prayers:** {Devotions free 1} *Animate Bones, Command Animals, Compel Truth, 1d8 Cure Wounds, Detect Poisons 1d4 God's Fist 5 rounds, Immunity to Disease, Minor Escape, Minor Prayer, Waken*; {Mystery free 7} *Aura of Calm, Banish Confusion, Banish Paralysis, Detoxify Poisons, God's Hammer 15 rounds, God's Serpent, 2d6 Cure Wounds, Minor Regeneration*; **Description:** A male Elf standing 6 FT 9 IN tall, with long silver-white hair, thick brows, a wide nose

DENIZENS, DONAEL TO HONOACK

Donael, continued...(previously broken), scars on his left cheek, wide muscular shoulders, narrow waist, and long legs. He is dressed in a dark blue long-sleeved knee-length robe worn over dark trousers, low black leather boots, a woven blue leather belt with a silver clasp, a silver Holy Symbol on a platinum chain, a white-gold ring inlaid with sapphire, and a blue skullcap; in Winter he also wears a thick blue hooded cloak, fur gloves, and fur leggings; in the dungeon he wears a long-sleeved shirt and fur vest instead of the robe; **Found at:** found at the Elves' Camp, one of the party supporting Lalhael,

Faltain: Warrior L3; 63 years; **Race:** male Elf; **Moral:** Good; **STATS:** Agility 18, Intel 15, Stamina 19, Strength 19, Will 15, hp23; **Special Power Modifier** +1; **AC** 5; **Religion:** None; **Lift/Carry:** 375 pounds; **Languages:** Common, Elvish, Dryad (40%), Sphinx (50%); **Special Abilities:** Low Light vision, navigation by stars, +2 climbing, +2 jumping; **Weapon Proficiencies:** Dirk, Long Bow, Long Sword, Scimitar, War Axe, Staff, Blowgun, Bolo, Club, Cudgel; **TH Modifier** +1; **TD Modifier** +2; **1d20 Move with Stealth:** 15; **1d20 Detect Stealthy:** 13; **1d20 Negate Surprise:** 14; **Listen:** whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door:** whisper 10/speech 7/shout 3; **Weapons:** None; **Armor:** None; **Other Gear:** None; **Description:** A thin sandy-haired Elf standing 6 FT 5 IN, with a long narrow face, gold-green eyes, and a goatee; he is somewhat foppish and vain but is also brave and loyal; **Found at:** Found in the Life-Trapping Mirror at location #64 (Dungeon Level One); he has been trapped for 476 years.

Georan; Crusader L4; 51 years; **Race:** male Elf; **Moral:** Neutral; **STATS:** Agility 16, Intel 14, Stamina 16, Strength 17, Will 14, hp20; **Special Power Modifier** +2; **AC** 28; **Religion:** Waiquill, Elvish Goddess of Winds and Flying Creatures; **Lift/Carry:** 300 pounds; **Languages:** Common, Elvish, Dwarvish (60%), Sylvan (40%); **Weapon Proficiencies:** Dirk, Long Sword, Heavy Mace, Staff, Scimitar, Long Bow, Sling, Javelin, Crossbow, War Axe, Spear; **TH Modifier** +0; **TD Modifier** +1; **1d20 Detect Active Prayers:** 10; **1d20 Move with Stealth:** 9; **1d20 Detect Stealthy:** 12; **1d20 Negate Surprise:** 14; **Listen:** whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door:** whisper 10/speech 7/shout 3; **Weapons:** Dirk, Long Sword +1 (Undead detecting), silver-headed Heavy Mace, Metal-Shod Staff (+3 damage versus Spiders); **Armor:** Padded Hood, Chain Mail Hood AC+3, Padded Shirt, Chain Mail Shirt, Studded Leather Arm Protector, Leather Gloves AC+4, Studded Leather Skirt; **Other Gear:** *1d12 Cure Wounds Potion, Double Time Potion, Displacement Potion, Wizard's Scroll (Earth, Harden Muck, Open Lock, Open Lock, Remove Paralysis, Telekinesis, Breathe Poisonous Fumes, Disperse Magic)*; **Description:** A handsome Elf standing 6 FT 8 IN tall with dark blue eyes, long silver-white hair, a jutting chin, muscular frame, long delicate hands, and long legs. He is usually dressed in a long-sleeved shirt worn under a leather vest with a Holy Symbol on a chain, with black wool pants, and ankle-length black boots. Georan rather likes Dwarves and Gnomes; **Found at:** the Elven Monastery.

Hincmar; 274 years; **Race:** HD11 Ghost; **Moral:** Neutral; **STATS:** Agility 19, Intel 22, Stamina 16, Strength 15, Will 18, hp70; **AC** 40 (requires silver weapon or enchanted weapon GTET +3); **Religion:** None; **Lift/Carry:** n/a; **Languages:** Common, Archaic Elvish, Dwarvish, Draconic; **Special Abilities:** Detect living creatures 100 FT, detect good creatures 75 FT, *rejuvenation* (reforms 2d4 days after being "killed"), turn resistance (+4 bonus against clerics); **Special Attacks:** *corrupting gaze* (2d10 damage, 30 FT, 1d20 GTET [30-Stamina]), *corrupting touch* (1d6), *draining touch* (1d4 versus selected statistic, save 1d20 GTET [26-Will], regenerates hp4), *frightful moan* (2d8*30 seconds panic, 30 FT, save 1d20 GTET [28-Will]), *horrific appearance* (reduces Strength, Stamina, Agility each 1d4 points, 60 FT, save 1d20 GTET [28-Will]), *malevolence* (joins/controls a physical body; save 1d20 GTET [30-Will]), *telekinesis* (30 seconds, 25 pounds, 30 FT); **1d20 Negate Surprise:** 7; **Spells:** Shaman {*Basic free 10*} *Confuse Weapons, Dominate Animal, Illusion, Minor Sleep*; {*Lesser free 7*} *Cloud the Mind, Disperse Magic, Fear the Reaper, Gregor's Mage Drain, Stun*; {*Greater 3*} *4d12 Meteor Shower 30x20 FT, Minor Time Walk, Sleep Zone*; **Description:** An incorporeal male Elf standing 6 FT 6 IN tall with four long braided ponytails, a long narrow face, thin brows, high cheeks, glowing blue eyes, with a slender frame, and long delicate hands. He wears a long-sleeved shirt under a sleeveless wool vest, a wide leather belt with a clasp shaped like a guitar, and dark trousers tucked into high boots; **Found at:** Found in Jaennoess' Tomb in Lindoran.

Honoack (Servant of Lalhael), Warrior L1, 32 years; **Race:** male Elf; **Moral:** Good; **STATS:** Agility 12, Intel 14, Stamina 15, Strength 17, Will 12, hp19; **Special Power Modifier** +0; **AC** 10; **Religion:** None; **Lift/Carry:** 450 pounds; **Languages:** Common, Elvish, Draconic (45%), Foreign Language (50%); **Special Abilities:** Low Light vision, navigate by stars; **Weapon Proficiencies:** Dirk, Staff, Club, Cudgel; **TH Modifier** +0 **TD Modifier** +0; **1d20 Move with Stealth:** 20; **1d20 Detect Stealthy:** 20; **1d20 Negate Surprise:** 20; **Listen:** whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door:** whisper 10/speech 7/shout 3; **Weapons:** Dirk, Cudgel, Staff; **Armor:** Leather Shirt; **Other Gear:** *1d8 Cure Wounds Potion, invisibility Potion, Ring of Animal Friendship, Wizard's scroll (Shaman, Detection, Dominate Animal, See Enchantments, Understand Animal, 1d6 Heal Animal, Track Animal)*; **Description:** A male Elf standing 6 FT 7 IN tall with short sandy hair, blue-green eyes, a wide face, high ruddy cheeks, having a stocky frame, thick waist, burly arms, wide hands, long muscular legs, and large feet. He wears a long-sleeved brown shirt, brown leather belt with a silver clasp shaped like a stag's head, dark-colored wool trousers, and moccasins; in Winter, he also wears a fur-lined Elven cloak, a fur cap, a fur vest, insulated black leather gloves, oiled leather waders over this pants, and high black leather boots; **Found at:** He is found in the Elves' Camp (does not enter the Vaults); he usually beds down in the stable with the animals. Honoack is secretly spying on Lalhael for a faction of Elves opposed to him, he gives coded messages to Goeran to be sent back to the Elven city of Hurviun.

DENIZENS, LELHAEL TO MAEGWYN

Lelhael, Crusader L7, 123 years; **Race**: male Elf; **Moral**: Good; **STATS**: Agility 16, Intel 18, Stamina 16, Strength 14, Will 16, hp20; **Special Power Modifier** +3; **AC** 42; **Religion**: Ailbhne, Goddess of Lakes, Rivers, and Rains; **Lift/Carry**: 300 pounds; **Languages**: Common, Archaic Elvish, Elvish, Centaur, Giantish; **Special Abilities**: Low Light Vision, navigate by stars, +2 save versus poisons; **Weapon Proficiencies**: Dirk, Long Sword, Rapier, Scimitar, Heavy Mace, Long Bow, Short Bow, Crossbow, Rapier, Spear, Pike, Bolo, Blowgun, Throwing Stars, Cudgel; **TH Modifier** +0; **TD Modifier** +0; **1d20 Detect Active Spells**: 20; **1d20 Detect Active Prayers**: 17; **1d20 Move with Stealth**: 11; **1d20 Detect Stealthy**: 10; **1d20 Negate Surprise**: 9; **Listen**: whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door**: whisper 10/speech 7/shout 3; **Weapons**: gold-bladed *Dirk* +2, *Long Sword* +1, silver-headed *Heavy Mace* +1 (+3 damage, critical hits versus Vampires), Staff, 3x Throwing Knives, Long Bow, 25 War Arrows (*Arrow of Slaying*); **Armor**: Padded Hood, Open Helm AC+4 (Telepathy 25 FT), Padded Shirt, Plate Mail AC+6 (Electricity Resistant), steel Gauntlets AC+2, Studded Leather Leggings, medium metal Shield AC+1; **Other Gear**: *Magic Bag* 800 pounds, *Traceless Shoes*, *Flying Carpet* (2 person), *Telekinesis Ring*, *1d8 Cure Wounds Potion*, *1d8 Cure Wounds Potion*, *Darkness Dust*, *Armorskin Potion* AC+8, Wizard's Scroll (Air; *Lighten Load*, *Fog Bank*, *See Invisible*, *Target Missiles*, *Arrow Shield*, *Breath Poisonous Fumes*), Priest's Scroll (*Blur Sight*, *1d6 Cure Wounds*, *1d6 Cure Wounds*, *Detect Poisons*, *1d10 God's Missile*, *Minor Escape* 25 FT); **Prayers**: {*Devotions free 7*} *1d6 Cure Wounds*, *God's Sword*, *Minor Prayer*, *Reveal Hidden*, *Speak to Animals*; {*Mystery free 3*} *Banish Confusion*, *Banish Paralysis*, *Banish Spells*, *God's Serpent*; **Description**: A male Elf standing 6 FT 10 IN tall, with green eyes flecked with gold, thick tawny hair cut short, a long noble nose, high cheeks, pointed chin, and a unicorn's head tattoo on his right cheek; he has a slender but muscular frame, long arms, long fingers, and small feet. He is dressed in a short-sleeve knee-length green tunic (collar and sleeves hemmed in gold), dark green wool trousers, knee-high black boots, light green cape, dark green tri-corner hat, black leather belt with a gold clasp shaped like a crown, and a platinum Holy Symbol on a platinum chain; he is generally jovial with a quick mind, he likes puns, is an excellent gambler and card player, performs daily calisthenics, and does not drink alcohol; **Found at**: He leads the group of Elves found at the Elves' Camp and contends to become King of the Elves of the North at Hurviun City.

Lekka Ojdo (wife of Brogan Mouric); 39 years; **Race**: HD8 Ogress; **Moral**: Neutral; **STATS**: Agility 13, Intel 9, Stamina 22, Strength 20, Will 11, hp 51; **Special Power Modifier** +0; **AC** 15; **Religion**: None; **Lift/Carry**: 850 pounds; **Languages**: Common (40%), Ogre, Giantish, Dwarvish (25%); **Attacks**: 1d4 Bite, 1d8 Punch, 1d6 Kick; **Special Abilities**: Low Light Vision, Detect Good 50 FT, +3 climb, +2 jump; **Special Attacks**: Great Club Smash (1/day, -2 TH, triple damage on hit); **Weapon Proficiencies**: Dirk (Short Sword), Staff, Club, Flail, Bastard Sword, War Axe, Javelin; **TH Modifier** +0; **TD Modifier** +3; **1d20 Move with Stealth**: 18; **1d20 Detect Stealthy**: 8; **1d20 Negate Surprise**: 8; **Listen**: whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door**: whisper 10/speech 7/shout 3; **Weapons**: Spiked Club, Short Sword, War Axe, Staff; **Armor**: Leather Shirt, large wooden Shield; **Other Gear**: *1d8 Cure Wounds Potion*, *Unholy Water*; **Description**: An ugly female humanoid standing 8 FT 11 IN with a broad face, scarred skin with ugly purple boils, matted long grey hair, a squashed pug nose, double chin, thick neck, wide shoulders, very large bust, thick waist, long heavy hands, and large feet. She is dressed in a short-sleeve wool shift worn under a knee-length sleeveless leather dress, and hide moccasins. In winter she also wears a fur cap, fur cape, and fur mittens; **Found at**: Temple of Finn-dal.

Lynorlea; Priestess L4; 59 years; **Race**: female Elf; **Moral**: Neutral; **STATS**: Agility 15, Intel 17, Stamina 19, Strength 14, Will 17, hp 23; **Special Power Modifier** +3; **AC** 59; **Religion**: Atti, God of Mind and Will; **Lift/Carry**: 250 pounds; **Languages**: Common (70%), Elvish, Thief's Cant (30%), Dwarvish (30%); **Special Abilities**: Low Light Vision, navigate by stars, Bows +1, expert swimmer/diver, good at handling animals +3; **Weapon Proficiencies**: Dirk, Long Sword, Light Mace, Club, Short Bow, Machete, Staff; **TH Modifier** +0; **TD Modifier** +0; **1d20 Detect Active Spells**: 17; **1d20 Detect Active Prayers**: 13; **1d20 Move with Stealth**: 15; **1d20 Detect Stealthy**: 14; **1d20 Negate Surprise**: 14; **Listen**: whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door**: whisper 10/speech 7/shout 3; **Weapons**: None; **Armor**: None; **Other Gear**: None; **Prayers**: {*Devotions free 7*} *1d6 Cure Wounds*, *Detect Poisons*, *1d8 God's Bolt*, *1d8 God's Sword* 4 rounds, *Immunity to Disease*, *Know Creature*, *Minor Prayer*, *Reveal Hidden*, *Waken*; {*Mysteries free 4*} *1d12 Cure Wounds*, *1d8 God's Hammer* 12 rounds, *Inflict Panic*, *Restore Sight*; **Description**: A silver-haired Elf whose hair is waist-length, standing 6 FT 3 IN tall with purple-blue eyes, a thin petite face with pert nose, a thin frame, and long slender fingers. She is favorable towards dwarves (had a dwarf tutor as a child), is a terrible cook, and is afraid of heights (save 1d20 GTET [26-Will]); **Found at**: Found in the Life-Trapping Mirror at location #64 (Dungeon Level One); she has been trapped for 97 years.

Maegwyn; Priest L4; 103 years; **Race**: male Dwarf; **Moral**: Evil; **STATS**: Agility 14, Intel 16, Stamina 20, Strength 20, Will 13, hp 24; **Special Power Modifier** +1; **AC** 59; **Religion**: Judta (God of Crafts); **Lift/Carry**: 550 pounds; **Languages**: Common, Dwarvish, Archaic Dwarvish, Gnome, Goblin; **Special Abilities**: Low Light vision, Infrared Vision, determine direction underground, determine depth underground, appraise +2, Climb +1; **Weapon Proficiencies**: Dirk, War Axe, War Hammer, Heavy Mace, Club, Crossbow, Cudgel, Short Staff, Rapier, Flail; **TH Modifier** +0; **TD Modifier** +3; **1d20 Detect Active Spells**: 17; **1d20 Detect Active Prayers**: 13; **1d20 Move with Stealth**: 18; **1d20 Detect Stealthy**: 14; **1d20 Negate Surprise**: 14; **Listen**: whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door**: whisper 10/speech 7/shout 3; **Weapons**: None; **Armor**: None; **Other Gear**: None; **Prayers**: {*Devotions free 7*} *Armorskin* AC+10, *Create Minor Food*, *1d6 Cure Wounds*, *1d4+1 God's Fist* 3 rounds, *Minor Escape* 20 FT, *Minor Prayer*, *Sword Blessing* +2 3 minutes; {*Mysteries free 5*} *2d6 Cure Wounds*, *Deflect Magic*, *Element Shield*, *2d8 God's Fire* 10x10 FT, *Knock Out*, *Know Enemy*; **Description**: A burly Dwarf standing 4 FT 2 IN tall, with a bald head and dark red beard, thick round nose, thick brows over flecked green eyes, having broad shoulders, short legs, and wide hands. He is generally

DENIZENS, MAEGWYN TO RICIMER

Maegwyn, continued...wary of humans but not unfriendly; while gruff with strangers, he is generous and roots for an underdog. He is partial to mead and Healgwin wines. He was married to Naellina, with sons Gerog and Klenn; he is a rope maker; **Found at:** Found in the Life-Trapping Mirror at location #64 (Dungeon Level One); he has been trapped for 602 years.

Nossarsa; Warrior L2, 40 years; **Race:** female Gnome; **Moral:** Evil; **STATS:** Agility 13, Intel 12, Stamina 15, Strength 13, Will 12, hp 19; **Special Power Modifier** +0; **AC** 9; **Religion:** None; **Lift/Carry:** 200 pounds; **Languages:** Common, Gnome, Dwarven (90%), Goblin (50%); **Special Abilities:** Infrared vision, +3 save versus poisons, speak with animals (felines, canines, birds); **Weapon Proficiencies:** Dirk Long Sword, Short Sword, War Hammer, Short Bow, Light Crossbow, Blowgun, Light Mace; **TH Modifier** +0; **TD Modifier** +0; **1d20 Move with Stealth:** 17; **1d20 Detect Stealthy:** 15; **1d20 Negate Surprise:** 17; **Listen:** whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door:** whisper 10/speech 7/shout 3; **Weapons:** None; **Armor:** None; **Other Gear:** None; **Description:** A stocky dark tanned woman standing 4 FT 1 IN with long dark grey hair worn waist long, grey-green flecked eyes, with long arms and delicate fingers. She is surly towards humans and elves and neutral towards Dwarves. She is very fond of harp music, is an excellent camp cook, and has some experience at blacksmithing and as a stone mason; **Found at:** Found in the Life-Trapping Mirror at location #64 (Dungeon Level One); she has been trapped for 63 years.

Onnem (monastic Brother); Warrior L3; 44 years; **Race:** male Elf; **Moral:** Good; **STATS:** Agility 17, Intel 13, Stamina 15, Strength 17, Will 15, hp 19; **Special Power Modifier** +2; **AC** 18; **Religion:** Waiquill, Elvish Goddess of Winds and Flying Creatures; **Lift/Carry:** 350 pounds; **Languages:** Common, Archaic Elvish, Elvish, Dryad (70%), Goblin (50%); **Special Abilities:** Low Light vision, navigate by stars, Balance +4; **Weapon Proficiencies:** Dirk, Staff, Long Sword, Long Bow, Light Mace; **TH Modifier** +1; **TD Modifier** +1; **1d20 Move with Stealth:** 13; **1d20 Detect Stealthy:** 13; **1d20 Negate Surprise:** 14; **Listen:** whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door:** whisper 10/speech 7/shout 3; **Weapons:** Silver-bladed Dirk, Light Mace +1, Long Bow, 20x Hunting Arrows, 20x War Arrows; **Armor:** Padded Hood, Leather Cap, Padded Shirt, Leather Armor, Black Leather Gloves, small wooden Shield; **Other Gear:** 3x Holy Water, 1d10 Cure Wounds Potion, Priest's scroll (1d8 Cure Wounds, 1d8 Cure Wounds, Minor Escape, Reveal Hidden, Reveal Hidden), Priest's scroll (1d12 Cure Wounds, Banish Paralysis, Detoxify Poisons, 2d8+2 God's Fire 10x10 FT, God's Serpent); **Description:** A male Elf standing 6 FT 4 IN with a long oval face, dark brown hair with light highlights worn in a braided ponytail, blue-green eyes, slender build with muscular arms and legs, narrow waist, long legs, and narrow feet. He wears a short-sleeve blue shirt under a yellow-gold knee-length tunic with a gold Holy Symbol on a chain, light blue leggings, and blue leather boots; in winter he also wears a fur cap, long dark blue hooded cloak, and fur gloves. He has very good knowledge about religious matters (Elvish Pantheon, +2); **Found at:** the Elven Monastery.

Raendor (monastic Brother); Warrior L4 years; **Race:** male Elf; **Moral:** Neutral; **STATS:** Agility 19, Intel 14, Stamina 14, Strength 18, Will 15, hp 18; **Special Power Modifier** +0; **AC** 22; **Religion:** Waiquill, Elvish Goddess of Winds and Flying Creatures; **Lift/Carry:** 400 pounds; **Languages:** Common, Elvish, Archaic Elvish (35%), Dwarvish (40%); **Special Abilities:** Low Light vision, navigate by stars, save +2 versus plant-based poisons, understand birds, move without traces; **Weapon Proficiencies:** Dirk, Long Sword, Rapier, Long Bow, Short Bow, Staff, Crossbow, War Boomerang, War Hammer; **TH Modifier** +2; **TD Modifier** +1; **1d20 Move with Stealth:** 13; **1d20 Detect Stealthy:** 11; **1d20 Negate Surprise:** 14; **Listen:** whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door:** whisper 10/speech 7/shout 3; **Weapons:** Dirk, Rapier +1 (Armor Ripper), Short Bow, 18x Hunting Arrows, 15x War Arrows, 6x Silver-headed Arrow; **Armor:** Padded Hood, Chain Mail Hood, Padded Shirt, Leather Armor, Studded Leather Gauntlets, small wood Shield; **Other Gear:** 1d10 Cure Wounds Potion, 4x Holy Water, Wizard's scroll (Fire; 1d8+1 Fire Arrow, Flare, 1d12 Magic Grenade, See Invisible, 1d12 Exploding Glyph, Shield versus Fire), Priest's scroll (Sword Blessing +3, Walk Through Fire, Aura of Belief, Deflect Magic, Divine Armor AC+16, Banish Confusion); **Description:** A male Elf standing 6 FT 8 IN with long brown hair with silver ends, a wide nose, high cheeks, long jutting chin, with broad muscular shoulders, small waist, long arms, and delicate hands. He is dressed in a white long-sleeved tunic worn over dark blue trousers, a gold Holy Symbol on a gold chain, high black boots, a black belt with a silver buckle shaped like a stallion, a silver bracelet inlaid with amber, and a platinum-emerald ring (*protection* +1). Obriad, a Noble Elf of the House of Aelchor [distant relatives of the Royal House], is an ancestor eight generations removed. He is a studious person with a fondness for practical jokes and bawdy stories, has a love of music, is an excellent cook, and is an enthusiastic (though poor) singer; **Found at:** the Elven Monastery.

Ricimer; Warlock L4; 37 years; **Race:** male Human; **Moral:** Evil; **STATS:** Agility 20, Intel 16, Stamina 15, Strength 18, Will 14, hp 19; **Special Power Modifier** +2; **AC** 59; **Religion:** None; **Lift/Carry:** 325 pounds; **Languages:** Common, Seaman's Cant (60%), Trade Cant (40%), Elvish (15%), foreign language (40%); **Weapon Proficiencies:** Dirk, Long Sword, Saber, Cutlass, Staff, Club, Cudgel, Heavy Mace, Light Mace, Morning Star, Javelin, Short Bow; **TH Modifier** +3; **TD Modifier** +1; **1d20 Move with Stealth:** 13; **1d20 Detect Stealthy:** 11; **1d20 Negate Surprise:** 13; **Listen:** whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door:** whisper 10/speech 7/shout 3; **Weapons:** None; **Armor:** None; **Other Gear:** None; **Spells:** (free 8) *Bind Tongue, Breath Shield, Extinguish, Great Leap, Hold Up, Mists of Fate, Object to Hand, Spell Shield Basis*; **Description:** A dark-skinned man standing 5 FT 7 IN with a rounded face, blue eyes, and light brown hair, a muscular frame, and long legs. He has a boar's head tattoo on his right shoulder, and is an initiated member of the Boar's Head Lodge. He was engaged to Gabriella and they had a 2 year old daughter, Ilcimra. Ricimer is generally quiet and observant; he is an expert whistler, swims well, and is very good with ropes and lashings; **Found at:** Found in the Life-Trapping Mirror at location #64 (Dungeon Level One); he has been trapped for 511 years.

DENIZENS, ROLTOANNE TO SZALOEK

Roltoanne; Rascal L4; 67 years; **Race**: female Elf; **Moral**: Neutral; **STATS**: Agility 19, Intel 16, Stamina 14, Strength 13, Will 13, hp 18; **Special Power Modifier** +1; **AC** 25; **Religion**: Saorla (Elvish Goddess of Stars and the Night); **Lift/Carry**: 175 pounds; **Languages**: Common, Elvish, Archaic Elvish (25%), Goblin, Troll (35%), Giantish (35%), foreign language; **Special Abilities**: Low Light vision, navigate by stars; **Weapon Proficiencies**: Dirk, Rapier, Saber, Short Bow, Long Bow, Short Bow; **TH Modifier** +2; **TD Modifier** +0; **1d20 Move with Stealth**: 8; **1d20 Detect Stealthy**: 10; **1d20 Negate Surprise**: 10; **Listen**: whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door**: whisper 10/speech 7/shout 3; **Weapons**: 2x Dirk, *Rapier* +2, Saber (+2 damage versus canines), Short Bow, 30x Hunting Arrows, 10x War Arrows, 5x silver-headed Arrows; **Armor**: Padded Hood, Studded Leather Cap, Black Leather Gloves, Leather Armor AC+8 (Fire Resistance), Leather Leggings, small wood Shield; **Other Gear**: *Magic Bag 1000 pounds*, *Magic Bag 600 pounds*, *Traceless Boots*, *Spider Climbing Gloves*, *Lock Picks* +2, *Invisibility Potion*, *Levitation Potion*, steel grapple, Wizard's scroll (Earth; *Disperse Magic*, *Disperse Magic*, *Magic Bridge*, *Maze Trail*, *Singing Swords* +3, *Find in the Earth*, *Tunnel*), whetstone, skinning knife, hatchet, bullseye lantern, 3x oil flasks, bagpipes; **Description**: She stands 6 FT 3 IN with long gold-brown hair worn in a ponytail, she has blue eyes, thin brows, a small round nose, a dimpled chin, wide shoulders, narrow waist, long legs, wide hands with long thin fingers, and small feet. In camp she wears a short-sleeve knee-length leather dress over black leather trousers, moccasins, and a 400 GP pearl necklace; in Winter she also wears a fur-lined Elven cloak, fur gloves, and fur leggings. She is an excellent musician (harp, guitar, bagpipes), a good rider and swimmer, and has some knowledge of butchering and tanning; **Found at**: She is one of the party supporting Lalhael, found at the Elves' Camp.

Russlenko; Warrior L5; 80 years; **Race**: male Gnome; **Moral**: Neutral; **STATS**: Agility 17, Intel 15, Stamina 16, Strength 15, Will 16, hp 20; **Special Power Modifier** +0; **AC** 59; **Religion**: None; **Lift/Carry**: 225 pounds; **Languages**: Common, Gnomish, Goblin, Elvish (20%), Dwarvish (60%), Lycanthrope (50%); **Special Abilities**: Infrared vision; **Weapon Proficiencies**: Dirk, Long Sword, War Hammer, War Axe, Saber, Short Sword, Cavalry Bow, Gnome Polearm, Light Crossbow, Sling; **TH Modifier** +1; **TD Modifier** +0; **1d20 Move with Stealth**: 8; **1d20 Detect Stealthy**: 8; **1d20 Negate Surprise**: 10; **Listen**: whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door**: whisper 10/speech 7/shout 3; **Weapons**: None; **Armor**: None; **Other Gear**: None; **Description**: A dark-haired Gnome standing 3 FT 8 IN with grey eyes, rectangular face, missing part of his left ear (partial deafness), with long-healed whip scars on his back (escaped goblin slave). He dislikes Elves and hates Goblins. He has experience as a miner and a blacksmith; **Found at**: Found in the Life-Trapping Mirror at location #64 (Dungeon Level One); he has been trapped for 810 years.

Skurn Warrior (Kal'Erk'Trook); Warrior L9; 58 years; **Race**: (aliens on the Material Plane); **Moral**: Neutral; **STATS**: Agility 19, Intel 16, Stamina 23, Strength 22, Will 14, hp 29; **Special Power Modifier** +0; **AC** 12; **Religion**: Gar'Eph'Wekee (Great Mother Skurn, Goddess); **Lift/Carry**: 550 pounds; **Languages**: Skurn Mother Tongue, Common (40%), Dwarvish (25%); **Attacks**: Bite 1d3, 2x Claws 1d8, Strangle 2d8; **Special Abilities**: Low Light vision, Infrared vision, extraordinary ability to scent 100 FT, immune to alcohol, +50% visual range compared to humans, +25% range of hearing compared to humans and higher audible range (like canines), move silently +4; carnivores – very limited ability to digest grains/fruits; **Special Attacks**: Berserk Fury (+3 TH, +5 TD, 2d12 rounds, 1/day, unable to use weapons while berserk); **Weapon Proficiencies**: Dirk, Scimitar, Club, Heavy Mace, War Hammer, Long Bow, Staff; **TH Modifier** +2; **TD Modifier** +4; **1d20 Move with Stealth**: 5; **1d20 Detect Stealthy**: 8; **1d20 Negate Surprise**: 4; **Listen**: whisper 60 FT/speech 250 FT/shout 500 FT; **1d20 Listen at Door**: whisper 6/speech 3/shout 2; **Weapons**: None; **Armor**: None; **Other Gear**: None; **Description**: A bipedal furry humanoid race standing between 7 FT and 8 FT 4 IN whose head is similar to a gorilla's with four prominent upper fangs and a thick mane of hair, and a dark brown body covered in a thick pelt similar to a grizzly's bears with a longer tail and a clawed five-fingered hand with opposing thumb. Skurn have a rigid class structure with an elite warrior class of ruling nobles, a large common class, and numerous slaves made up of criminals and captives of other races. They have roughly the same mental and technological abilities as humans. Skurn are very aggressive and savage, have immense personal honor and pride, and fight amongst themselves as much as against outsiders. 10% of common Skurn read, while 90% of nobles are literate. Skurn speak their own language, speak Common 35%, speak Dwarvish 15%, and speak a human tongue 10%. Common soldiers carry an oversized heavy spiked club and dagger and are usually neutral, nobles carry scimitars and long bows and are neutral or evil in outlook. Common soldiers carry rectangular shields and 15% wear chain mail, officers and nobles always wear enchanted chain mail. One in twenty are born with white or grey fur and are capable of learning Wizard's magic; **Found at**: Found trapped in the mirror at location #64.

Szaloeck; Warrior L6; 55 years; **Race**: male Lycanthrope (Boar) in human shape; **Moral**: Neutral; **STATS**: Agility 13, Intel 13, Stamina 14, Strength 17, Will 12, hp 20; **Special Power Modifier** +2; **AC** 60 (steel), 12 (silver); **Religion**: Camusth (God of Boars); **Lift/Carry**: 350 pounds; **Languages**: Common, Lycanthrope, Elvish (75%), Trade Cant, Seaman's Cant (50%), foreign language (40%); **Attacks**: Boar: Bite 1d3, Gore 1d10, Charge 1d10+1d8; **Special Abilities**: Low Light vision, Ultraviolet vision, Shapechange (Boar 15 minutes at 1/day; involuntary exposed to full moon); **Special Attacks**: bite carries disease *lycanthropy*; **Weapon Proficiencies**: Dirk, Long Sword, Scimitar, Saber, Cutlass, Two-Handed Sword, Short Sword, War Axe, Long Box, Crossbow, Sling, Spear, Javelin, Pole Arm, Lance, Morning Star; **TH Modifier** +0; **TD Modifier** +1; **1d20 Detect Active Spells**: 18; **1d20 Move with Stealth**: 9; **1d20 Detect Stealthy**: 7; **1d20 Negate Surprise**: 9; **Listen**: whisper 50 FT/speech 100 FT/shout 400 FT; **1d20 Listen at Door**: whisper 8/speech 5/shout 2; **Weapons**: None; **Armor**: None; **Other Gear**: None; **Description**: A swarthy man 5 FT 9 IN with short stiff brown hair, high cheeks, a broad nose, thin dark brown beard, having a stocky and muscular body, short legs, and wide feet. He has a mercurial disposition with quickly-changing moods, enjoys carving and woodwork, plays

DENIZENS, SZALOEK TO VODALLIUS

Szaloeck, continued...drums (badly), is a hunter, and plays nine-pins well. He is an experienced carpenter and butcher and does good-quality wood carving; **Found at:** Found in the Life-Trapping Mirror at location #64 (Dungeon Level One); he has been trapped for 536 years.

Thibaun (monastic Brother); Warrior L2; 62 years; **Race:** male Elf; **Moral:** Neutral; **STATS:** Agility 20, Intel 14, Stamina 15, Strength 16, Will 14, hp 19; **Special Power Modifier** +0; **AC** 22; **Religion:** Waiquill, Elvish Goddess of Winds and Flying Creatures; **Lift/Carry:** 250 pounds; **Languages:** Common (40%), Elvish, Goblin (20%), Centaur (70%), Lycanthrope (50%); **Special Abilities:** Low Light vision, navigate by stars, animal handling +4 (canines) persuasion +3, disable devices +4; **Weapon Proficiencies:** Dirk, Long Sword, Scimitar, Rapier, Staff, War Axe, Flail, Long Bow, Crossbow, Blowgun, Bolo; **TH Modifier** +3; **TD Modifier** +0; **1d20 Move with Stealth:** 15; **1d20 Detect Stealthy:** 18; **1d20 Negate Surprise:** 16; **Listen:** whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door:** whisper 10/speech 7/shout 3; **Weapons:** 2x Dirk, *Rapier* +1, Flail (+3 damage versus Giant Insects), Crossbow, 20x Bolts, 5x silver-tipped Bolts; **Armor:** Padded Hood, open steel Helm, Padded Shirt, Leather Armor, black Leather Gloves, studded leather Waist Skirt, small wood Shield; **Other Gear:** 1d8 Cure Wounds Potion, Flying Potion, 3x Holy Water, Priest's scroll (*1d8 Cure Wounds*, *1d12 Cure Wounds*, *Banish Paralysis*, *Detoxify Poisons*, *Restore Sight*, *Knock Out*); **Description:** A male Elf 6 FT 4 IN with glossy black hair worn short, green flecked eyes, a long thin nose, wide cheeks and broad smile, curved chin, with a stocky build, thick muscular arms, a wide waist, long legs, and large feet. He wears silver earrings in each ear, a silver Holy Symbol on a silver chain, a light-blue short-sleeve shirt, dark blue wool pants, black leather shoes, a blue leather belt with 5 GP silver clasp shaped like lightning; in Winter he also wears a thick hooded blue cloak, a fur vest, fur gloves and fur leggings. He has a sunny, cheerful disposition, and is always optimistic; **Found at:** the Elven Monastery. He owns a HD1 trained Dog, Berthron (hp4, AC15, Bite 1d3, Claw 1d2 x2).

Virrim (monastic Brother); Crusader L6; 74 years; **Race:** male Elf; **Moral:** Good; **STATS:** Agility 20, Intel 17, Stamina 20, Strength 15, Will 17, hp 24; **Special Power Modifier** +6; **AC** 59; **Religion:** Waiquill, Elvish Goddess of Winds and Flying Creatures; **Lift/Carry:** 300 pounds; **Languages:** Common, Elvish, Archaic Elvish, Archaic Dwarvish, Centaur, Minotaur, foreign language (50%); **Special Abilities:** Low Light vision, Infrared vision, navigate by stars, detect evil 50 FT, detect Undead 50 FT, save +2 versus Undead special attacks; **Weapon Proficiencies:** Dirk, Heavy Mace, Light Mace, Saber, Cutlass, Staff, War Axe, War Hammer, Club, Flail, Cudgel, Long Bow, Short Bow, Crossbow, Sling, Blowgun, Throwing Knives, Throwing Stars, Javelin, Spear; **TH Modifier** +3; **TD Modifier** +0; **1d20 Detect Active Spells:** 13; **1d20 Detect Active Prayers:** 7; **1d20 Move with Stealth:** 5; **1d20 Detect Stealthy:** 8; **1d20 Negate Surprise:** 7; **Listen:** whisper 40 FT/speech 150 FT/shout 300 FT; **1d20 Listen at Door:** whisper 10/speech 7/shout 3; **Weapons:** Silver-bladed *Dirk* +2, silver-headed *Heavy Mace* +1 (+3 damage versus Undead), Cutlass, Staff, Short Bow, 25x Hunting Arrows, 25x War Arrows, 8x silver-tipped Arrows, 3x Throwing Knives {one *Dwarf-Slaying*, save 1d20 GTET [28-Stamina]}; **Armor:** Padded Hood, closed steel Helm, Studded Leather Armor AC+5, studded leather Gauntlets AC+2, small wood Shield AC+2 (deflect breath weapons), *Cloak of Minor Displacement* (2/day, 50 FT); **Other Gear:** *1d10 Cure Wounds Potion*, *1d6 Cure Wounds Potion*, *1d6 Cure Wounds Potion*, 6x Holy Water, 2x oil flasks, Priest's scroll (), Priest's scroll (), Wizard's scroll (Air); **Prayers:** {*Devotions free 18*} *Blur Sight*, *1d6+2 Cure Wounds*, *1d8+2 God's Bolt*, *Minor Prayer*, *Speak to Animals*, *Sword Blessing* +3, *Waken*; {*Mysteries free 16*} *Banish Confusion*, *Banish Spells*, *Element Shield*, *God's Serpent*, *Walk on Water*; **Description:** A male Elf standing 6 FT 8 IN with short thick silver-white hair and brows, grey-and-blue eyes, a noble nose and chin, high cheeks, with a wiry frame, long legs, wide hands, and long narrow feet. He wears a short-sleeved white knee-length tunic under green robes (open at the front), a green belt-sash, black leather boots, a 70 GP platinum Holy Symbol on a gold chain, a 110 GP white-gold pin inlaid with turquoise shaped like a two-headed fish, and a plain 15 GP gold ring. He leads the group of Elvish Monks trying to reestablish habitation of Lindoran. He is a kind man with a love of risque puns, enjoys philosophical banter/argument, appreciates good food and drink, and is a musician (drums). He also has experience as a brewer, carpenter, and roper. He keeps a housecat, Turyfin; **Found at:** the Elvish Monastery.

Vodallius; Warrior L6; 37 years; **Race:** male Human (barbarian tribesman); **Moral:** Neutral (Good towards tribe); **STATS:** Agility 15, Intel 12, Stamina 17, Strength 17, Will 11, hp 21; **Special Power Modifier** +0; **AC** 6; **Religion:** Juylavax (Tribal Crow Totem); **Lift/Carry:** 300 pounds; **Languages:** Tribal Language, other tribal dialect (70%), Common (80%), Merchant Cant (40%), Elvish (50%), Centaur (30%); **Special Abilities:** Acrobatic +2, Bow +2, extraordinary tracker, excellent swimmer, excellent animal handler (bovines, equines), move silently +5; **Special Attacks:** Automatic Critical (2/day, triple damage); **Weapon Proficiencies:** Dirk, Saber, Machete, Two-Handed Sword, Claymore, Club, Light Mace, War Axe, Hatchet, Blowgun, Short Bow, Net, Nun-chucks; **TH Modifier** +1; **TD Modifier** +2; **1d20 Move with Stealth:** 5; **1d20 Detect Stealthy:** 5; **1d20 Negate Surprise:** 5; **Listen:** whisper 50 FT/speech 225 FT/shout 400 FT; **1d20 Listen at Door:** whisper 8/speech 5/shout 2; **Weapons:** None; **Armor:** None; **Other Gear:** None; **Description:** A 6 FT 2 IN bronze-skinned man with short black hair, light blue eyes, a thin black moustache, a birthmark on his left cheek, having a thin gaunt physique, with long legs and thin feet. He likes to smoke the herb, Green Imoogken (trance inducing), is fond of dark beer, and trains oxen and buffalo; **Found at:** Found in the Life-Trapping Mirror at location #64 (Dungeon Level One); he has been trapped for 278 years (his tribe was virtually wiped out 140 years ago by their enemies, the Balvaika clan).

MONSTERS, ANGER FLOWERS TO CYCLOPS

Creature Type: Anger Flowers; **HD:** hp7/plant; **Special Power Modifier** +2; **AC:** 6; **Special Abilities:** resists ordinary fire, resists Fire magic and Cold magic 1d20 rolls GTET 14; **Special Attacks:** *berserk anger* (uncontrollable killing rage, persists 3d12 minutes; save 1d20 roll GTET [24-Will] at 80 FT/ GTET [26-Will] 65 FT/ GTET [28-Will] 50 FT/ GTET [30-Will] 30 FT/ GTET [32-Will] outside flowers/ GTET [35-Will] inside flowers); **Description:** 5d100 plants are found in a 400 square-FT area; each 8 IN to 10 IN stalk has three-lobed mauve leaves with red veins, the drooping petals are light purple with streaks of black and red, the center is glowing red; **Found at:** Encounters in the Vale.

Creature Type: Avatar of Urgolack, Demon Lord of Chaos; **HD:** Warlock L12; **Moral:** Evil; **STATS:** Agility 22, Intel 18, Stamina 26, Strength 24, Will 20, hp34; **Special Power Modifier:** +5; **AC:** 50 (enchanted/blessed weapon), **Religion:** Urgolack; **Lift/Carry:** 825 pounds; **Languages:** Demonic, Common, Black Elven, Black Annis, Medusa, Sphinx, foreign language, foreign language; **Attacks:** Bite 1d4 (*poisoned*, sleep, save 1d20 GTET [25-Stamina], persists 2d20 minutes), 2x Punch 1d6, Kick 1d6; **Special Abilities:** Infrared Vision, Ultraviolet Vision, See Invisible 50 FT, detect phased-astral-ethereal creatures 50 FT, Spell and Melee in the same round (no TH penalty), +4 save versus poison, immune to venoms, *speed burst* (double movement and attack rates, 2 minutes, 2/day), *spider climb* (5 minutes, 2/day); **Special Attacks:** *ferocious attack* (+1 TH, +3 damage, 10 rounds, 1/day), *mighty shove* (one person pushed back by 2d20 FT, 1d12 impact damage if a wall etc. is hit, avoid 1d20 GTET [30-Agility], 3/day); **Weapon Proficiencies:** Dirk, Long Sword, Cutlass, Rapier, Scimitar, Two-Handed Sword, Bastard Sword, Short Sword, Machete, Cleaver, War Hammer, Club, Heavy Mace, Light Mace, Morning Star, Javelin, Dart, Spear, Pole Arm, Long Bow, Short Bow, Crossbow, Sling, Slingshot, Blowgun, Bolo; **TH Modifier:** +4; **TD Modifier:** +5; **1d20 Move with Stealth:** 4; **1d20 Detect Stealthy:** 5; **1d20 Negate Surprise:** 5; **Weapons:** *Two-Handed Sword* +3 (*Urruhekk*, 1d12 damage, INT 13, WILL 15, dedicated to spreading chaos, *Spellblade* {2/day each: *Confuse Weapons*, *Dominate Person*, *1d10 Shocking Arrow*, *1d10 Arrow Volley* at 1d4/arrow, *Cloud the Mind*}, *Weapon Breaker* {opponent's normal weapon breaks on 1d20 rolls GTET 7}), silver-bladed *Dirk* +2 (*poisoned*, itch ichor, save 1d20 GTET [24-Stamina]/hit, persists 2d6 minutes), *Long Bow* +1 (Wizard Bane, save 1d20 GTET [27-Will]), Heavy Mace +3 *TD* (always critical hit versus Crusader and Priest, avoid 1d20 GTET [26-Agility]), 2x Bolo; **Armor:** Padded Cap, Studded Leather Hood AC+4, Padded Shirt, Leather Armor AC+10, Leather Armor Protection, Studded Leather Gauntlets AC+3 (Web Casting), Studded Leather Waist Skirt AC+2, medium wood Shield AC+3 (deflects Fire Magic); **Other Gear:** *1d10 Cure Wounds Potion*, *1d12 Cure Wounds Potion*, *Repel Rodents Powder*, 4x *Unholy Water*, 3x 1d12 explosive grenades (6 FT diameter), 3x smoke grenades 15x15 FT, 20x Caltrops, 3x flasks oil; **Spells:** {free 15} *Bind Breath*, *Bind Tongue*, *Bind Weapon*, *Displacement* 1d20 FT, *1d8+5 Finger Bolt*, *Flame Up*, *Great Leap*, *Hold Up*, *1d12+5 Icy Spray*, *Ignite*, *Mage's Torch*, *Minor Prayer*, *Mists of Fate*, *Object to Hand*, *Spell Shield*; **Description:** A rust-skinned male humanoid standing 8 FT 2 IN, the Avatar has a long blocky face, thick curly black hair to his neck, a ridged forehead with a long horizontal scar, thick black brows over purple eyes, a long wide nose, dark handlebar moustache, a thin mouth, and a jutting chin. He has a wide frame, large muscular shoulders, broad waist, thick legs, and large feet. He wears a black tunic with a red whirlwind emblem over his armor; **Found at:** Summoned using Scroll found at Distracting Hoard (#124).

Creature Type: Class D Demon; **HD:** Warrior 8-10, Wizard L1d6+3 (Water); **Moral:** Evil; **STATS:** Agility 21, Intel 16, Stamina 25, Strength 25, Will 20, hp 68; **Special Power Modifier** +4; **AC** 80, 30 (enchanted weapon), 20 (blessed weapon); **Religion:** N/A; **Lift/Carry:** 850 pounds; **Languages:** Common (40%), Demonic; **Attacks:** Bite 1d3, 2x Claws 1d10; **Special Abilities:** Infrared vision, Ultraviolet vision, immune to chemical-based poisons, detect good 100 FT, detect mortals 100 FT, *Displacement* 1d20+20 FT (3/day), object-to-hand 50 FT; **Special Attacks:** overpowering *foul stench* (range 50 FT, 2d20 minutes strong nausea, save 1d20 GTET [30-Stamina] checked every 3 minutes; affected persons reduce effective Agility and Strength 2 points and effective Will 1 point), *poisoned* fangs (fatal in 1d12 rounds, save 1d20 GTET [26-Will], Elves -3 penalty); *Aura of Fear* (50 FT, save 1d20 GTET [25-Will] checked per round), *Bind Tongue* (mute, range 50 FT, save 1d20 GTET [28-Will]); **Weapon Proficiencies:** Long Sword, Two-Handed Sword, Claymore, Pole Arm, Bill Hook, Pitchfork, Spiked Club, Boar Spear, Morning Star; **TH Modifier** +3; **TD Modifier** +5; **1d20 Move with Stealth:** 10; **1d20 Detect Stealthy:** 8; **1d20 Negate Surprise:** 8; **Listen:** whisper 80 FT/speech 350 FT/shout 700 FT; **Weapons:** *Flaming 1d12 Two-Handed Sword* (+1d4 fire), *Pitchfork* +2 (Wizard and Priest Bane, save 1d20 GTET [28-Will]); **Other Gear:** *Flash Powder*, *1d8 Cure Wounds Potion*, *Darkness Dust*, *Invisibility Potion*; **Spells:** Water {*Basic free* 10} *1d6 Cold Attack*, *Amphibian Form*, *Brain Freeze*, *Drench*, *Instant Dry*, *Parch*, *1d6 Sleet Storm* 30x30 FT 10 rounds, *Summon Haze*; {*Lesser free* 8} *2d6 Cold Attack*, *1d6 Attack* {acid, fire, lightning, energy}, *Disperse Magic*, *3d6 Hail Blast* 25x25 FT, *Ice Encasement*, *Shield versus Lighting*; {*Greater* 6; if L8+} *2d6 Attack* {acid, fire, lightning, energy}, *1d12 Blizzard* quarter-mile 10 minutes, *Chain Lightning* {d20-d12-d10-d8-d6-d4}, *Wall of Ice*, *3d12 Water Attack* 75x75 FT; **Description:** A 6 FT 3 IN humanoid figure with a Gibbon's multi-colored face, three *poisoned* fangs, asses' upright ears, it's body oozes a sickly yellow-green ichor except on its eight-fingered palm. It has two yellow-feathered Vulture's wings 8 FT wide. It typically wears a black leather belt with several leather pouches; **Found at:** Summoning Evil, #59, Vault First Level.

Creature Type: Cyclops (male, Kylbeard); **HD:** 1d6+10; **Moral:** Neutral; **STATS:** Agility 16, Intel 16, Stamina 21, Strength 25, Will 15, hp (1d6*3)+65; **Special Power Modifier** +3; **AC** 14; **Religion:** Kurklosi, God of Cyclops; **Lift/Carry:** 850 pounds; **Languages:** Common, Infernal Cant; **Attacks:** Bite 1d6, 2x Gigantic Hands (crush 1d12), Kick 1d10; **Special Abilities:** Low Light vision, Ultraviolet vision, immune to Earth magic, resists Basic magic 1d20 roll GTET 14/Lesser magic GTET 19, -8 save penalty versus sleep magic; **Special Attacks:** Body Slam (both hands hit, throw down for +1d20 damage); **Weapon Proficiencies:** Dirk (Short Sword), Giant's Sword, Giant's Club/Spiked Club, Cyclops' Mattock, Large Javelin, Large Spear, Bill Hook, Pole Arm; **TH Modifier** +1; **TD Modifier** +5; **1d20 Move with Stealth:** 19; **1d20 Detect Stealthy:** 10; **1d20 Negate Surprise:** 14;

MONSTERS, CYCLOPS TO GOLD-ARMED SKELETON

Cyclops, continued... **Weapons:** None; **Armor:** None; **Other Gear:** None; **Spells:** Earth {*Basic free 6*} 1d6 Acid Attack, Bog Down, Hole 5 FT diameter, 1d8+2 Steam Vent; {*Lesser free 3*} 2d6 Acid Attack, 1d6 Attack (fire, cold, lightning), Create Quicksand, Disperse Magic, 4d6+2 Lava Eruption 10x10 FT, Small Quake; **Description:** A muscular one-eyed humanoid 12 FT 6 IN with well-tanned skin, thick curly black hair, high forehead, large pale green eye, a long crooked nose, narrow chin and thick grey beard. He has broad shoulders, thick waist, long legs with very large feet, and huge arms. He wears a leather smock over a blue, knee-length, wool tunic (*blending*) with a metal belt, leather gloves, wide leather belt, a wool cap, and knee-high laced skin boots (*jumping*). If encountered outdoors he carries a mattock and a leather sack and has a leather purse on his belt; **Found at:** Found trapped in the mirror at location #64.

Creature Type: Four-Armed Bear Golem; **HD:** 10; **STATS:** Agility 15, Intel 9, Stamina 22, Strength 28, Will 18, hp 60; **AC** 34 (piercing), 50 (edged); **Lift/Carry:** 1250 pounds; **Attacks:** Bite 1d10 plus poison, 2x Paws 1d12+1, Stinger 1d10 plus poison, Kick 1d8, Thrown Gold Bowls (12 FT, hp1d4); **Special Abilities:** resists Basic magic 1d20 GTET 14/Lesser magic GTET 18, see invisible 25 FT, Infrared vision 25 FT, *Displacement* (2d20 FT, once in 4 rounds), *triple vision* (two duplicate images of golem, 1d20 rounds, 1d20 GTET [24-Intelligence] to identify actual creature), *double speed* (2 minutes, also doubles attack rate, 3/day); **Special Attacks:** *poisoned bite* (reduce to half speed/attack, persists 5d10*5 minutes, save 1d20 GTET [28-Stamina]), *poisoned stinger* (1d4/round for 1d8 rounds after each sting, save 1d20 GTET [26-Stamina]), *choking stinger* (on critical hits wraps around neck for 1d10/round, avoid 1d20 GTET [30-Agility], break free 1d20 GTET [26-Strength] checked/round); **TH Modifier** +0; **TD Modifier** +5; **Other Gear:** wears glowing 14,100 GP platinum-rube necklace; wears silver twelve-charm *Bracelets* on each wrist (3x *fireball* charms {2d8, 20 FT}, 3x *lightning* charms {2d8, 20 FT}, 3x *1d12 Magic Arrow* charms {25 FT}, 3x *2d10 Cold Spray* charms {25 FT}); **Description:** An 7 FT 6 IN adamantine metal construct of a grizzly bear having four burly arms each ending in curved sharp bone claws and thick legs ending in heavy bone claws, covered in bear's fur and standing on two legs; a 7 FT scorpion's tail is *invisible*; **Found at:** Found at location #89 (Second Vault Level).

Creature Type: Gas Spore; **HD:** 1d3+6; **Moral:** N/A; **STATS:** Agility 16, Intel 11, Stamina 14, Strength 14, Will 10, hp 1d6+20; **Special Power Modifier** +4; **AC** 20; **Lift/Carry:** 150 pounds; **Languages:** Spore Language (below human hearing range), Common (1d20 roll of 20), Elvish (1d20 roll of 20); **Attacks:** Bite 1d3, 4x Tentacle Claw 1d4 (+1d6 shock on 1d12 roll GTET 7), Choke 1d8+1; **Special Abilities:** Low Light vision, Ultraviolet vision, see invisible 50 FT, *Fly* 20 FT/round, move silently, extraordinary hearing, *ghost sounds* 3/day, summon haze/mist; **Special Attacks:** *gas breath* (1/minute, 5 FT, *unconsciousness* 4d12*15 seconds, save 1d20 roll GTET [30-Stamina]), *explosive death* (gas-filled body explodes for 1d12 damage when reduced to hp0, 8 FT, half damage 1d20 roll GTET [28-Agility]), *putrid fumes* (50x50 FT, 1/day, 2d20 minutes); **TH Modifier** +0; **TD Modifier** +0; **1d20 Detect Stealthy:** 11; **1d20 Negate Surprise:** 14; **Listen:** whisper 80 FT/speech 350 FT/shout 700 FT; **Description:** Floating globes 3 FT to 4 FT diameter, with a dark grey scaly hide, three small black eyes, a slit mouth with upper fangs, and three spiked ridges from the forehead over the top; six thin black 4 FT to 6 FT tentacles hang from the underside of the globe. Gas Spores are social creatures; **Found at:** Found in the hallway at location #63, First Vault Level.

Creature Type: Giant Slug; **HD:** 5; **STATS:** Agility 15, Intel 9, Stamina 26, Strength 25, Will 12, hp 30; **Special Power Modifier** +0; **AC:** 16, 40 (blunt); **Attacks:** Bite 1d6+1, Tongue 1d6 (16 FT), Crush 4d8, ; **Special Abilities:** +5 bonus all Stamina saves, cold magic does +50% damage, good swimmer, breathes underwater, dives to 250 FT, Low Light vision, Infrared vision; **Special Attacks:** *gangrene bite* (disease, save 1d20 GTET [25-Stamina]/bite, affected person has one limb rot/fall off after 1d20*10 minutes with 2d10 damage; fatal, save 1d20 GTET [30-Stamina], requires two *Banish Disease* to cure), *tongue wrap* (+hp1d6, tongue wraps a limb on rolls GTET 15, break free 1d20 roll GTET [24-Strength], if underwater affected person drowns after Stamina number of rounds), *sticky spit* (stick to floor/ground, 35 FT break free on 1d20 roll GTET [25-Strength] checked/round, dissolved by alcohol); **TH Modifier:** +0; **TD Modifier:** +3; **Description:** An invertebrate 7 FT by 2 FT wide having a thick, rubbery, dark grey skin with white strips along the bottom and underside, and a thin foot-wide mouth on the front edge of its body, two large eye stalks each 2 FT long (6 inch diameter eyeball with a red pupil in a grey or yellow ball). A carcass produces 3d100+450 pounds of blubber plus 1d100+125 pounds of poor quality meat. Giant Slugs hibernate during winter months; **Found at:** #2, Building West-2.

Creature Type: Gold-Armed Skeleton; **HD:** 12; **STATS:** Agility 19, Intel 14, Stamina 18, Strength 21, Will 14, hp 75 (*regeneration* hp2/round); **Special Power Modifier** +5; **AC:** 38; **Lift/Carry:** 450 pounds; **Attacks:** Bite 1d3+2, Punch 1d8+1, Strangle 1d12; **Special Abilities:** detect living creatures 100 FT, see invisible 75 FT, +10 save versus Basic magic/+4 save versus Lesser magic, +8 save versus Priest/Crusader actions; **Special Attacks:** *1d8 Magic Arrow* (30 FT, 5/day), *fatigue touch* (Stamina becomes 4 for 1d20*20 minutes, save 1d20 GTET [28-Will]), *chilling touch* (2d8 cold damage, save 1d20 GTET [30-Stamina], 1/day); **Weapon Proficiencies:** Rod, Staff, Javelins, War Hammer; **TH Modifier:** +2; **TD Modifier:** +3; **1d20 Move with Stealth:** 8; **1d20 Detect Stealthy:** 13; **1d20 Negate Surprise:** 10; **Weapons:** 1d12 Fighting Rod (+2 damage versus Priests, +4 damage versus Wizards, unconscious 2d20 minutes on natural 20 roll {save 1d20 GTET [28-Stamina]}); 3x *Javelins* +1 (one Human-Slaying, one Dwarf-Slaying, one Gnome-Slaying; save 1d20 GTET [30-Stamina]); **Armor:** Tower Shield (*shatters normal weapons*, 1d20 roll GTET 8); **Other Gear:** *Ring of Normal Missile Protection* (left hand), *Animated Gold Arm*; **Description:** A white skeleton with purple glowing eyes, standing 7 FT 8 IN with a solid gold forearm on the left side. The gold forearm acts in every way like a flesh arm, and when attached to an elbow stump immediately grafts itself and becomes functional while its host lives.; **Found at:** Found at #73, Vault Level Two.

MONSTERS, HELL WASPS TO POISON GNATS

Creature Type: Hell Wasps; **HD:** 1d3+3; **STATS:** Agility 17 ground/29 airborne, Intel 10, Stamina 22, Strength 15, Will 14, hp 1d10+20; **Special Power Modifier** +0; **AC** 40; **Attacks:** Bite hp4, Claws 1d3 (x6 when airborne); **Special Abilities:** extraordinary hearing 1000 FT, Infrared vision, Low Light vision; **Special Attacks:** *paralyzing stinger* (1d10, effect in 1d8 rounds, persists 4d10+10 hours, save 1d20 GTET [28-Stamina], 20/day); **1d20 Detect Active Prayers:** 7; **Description:** A six-legged, four-winged insect with slender cylindrical body divided into two sections connected by a thin waist, the rear segment has a larger diameter and curves downward. The Wasp is 3-3½ FT long with two pairs of thin and nearly clear wings with a pattern of fine gold lines and veins up to 2½ FT long with rounded tips. Wasps have a large head with two large golden-yellow compound eyes, a thick wiry pair of black antennae to 32 inches long, a rounded mouth, a long thin tongue to 20 inches long, and a pair of thick, curved, pincers. Female Wasps have a straight and smooth stinger to 20 inches long with sacs of poison in their abdomen. Wasps also have a golden hardened shell over their front segment and legs and a yellow-brown color on their rear segment. In darkness the Wasp glows with a pale blue light; **Found at:** Chest from Hell, #62, First Vault Level.

Creature Type: Invisible Spider; **HD:** 1d3+2; **STATS:** Agility 20, Intel 9, Stamina 18, Strength 14, Will 12, hp 26; **Special Power Modifier** +4; **AC:** 26; **Attacks:** Bite 1d8 plus poison, Claws 1d3 (x8 if from above); **Special Abilities:** sticks to vertical surfaces, *invisibility* (10 minutes then 30 minute recharge), always moves silently; **Special Attacks:** *poisoned bite* (save 1d20 GTET [30-Stamina], hp1d2 acid damage for 1d12 rounds {save 1d20 GTET [26-Stamina]/round}, reduce Strength by 1d8 1d8*30 minutes {save 1d20 GTET 26-Stamina}), paralyze 1d10*30 minutes on save roll 1-2-3), *tangled web casting* (20 FT, break free 1d20 roll GTET [28-Strength], 10/day); **TH Modifier:** +2; **TD Modifier:** +0; **1d20 Move with Stealth:** 9; **1d20 Detect Stealthy:** 13; **1d20 Negate Surprise:** 17; **Listen:** whisper 80 FT/speech 350 FT/shout 700 FT; **Description:** Pale white spiders 54 inches high by 50 inches long, with silver compound eyes, thick white fur on their back, black legs and black mandibles; **Found at:** Refreshment Stop, #38, First Vault Level.

Creature Type: Night Elemental; **HD:** 10; **STATS:** Agility 13, Intel 9, Stamina 22, Strength 26, Will 14, hp 68; **Special Power Modifier:** +4; **AC:** silver enchanted weapon required to damage; **Lift/Carry:** 1200 pounds; **Attacks:** 2x Punch 1d12, Kick 1d8; **Special Abilities:** detect living creatures 25 FT; **Special Attacks:** *Negative Bear Hug* (2d8+2, third damage if 1d20 GTET [28-Agility], once/3 minutes); **Weapon Proficiencies:** Club, War Hammer, Flail, Morning Star; **TH Modifier:** +0; **TD Modifier:** +5; **1d20 Detect Stealthy:** 9; **1d20 Negate Surprise:** 12; **Weapons:** black metal 1d10 *Flail* +2 (*Wizard Bane*, save 1d20 GTET [26-Will]); **Armor:** black metal Breastplate AC14; **Spells:** {free 6} *Confuse Weapons*, *Dominant Person*, *Jaco's Mesmerize*, *Zone of Darkness*, *Minor Sleep*, *Cloud the Mind*; **Description:** A 12 FT 4 IN featureless humanoid figure, its skin is jet black with thousands of winking points of light, a glowing partial moon is on its back, its toes are the pink color of dawn; it radiates negative energy (15 FT); **Found at:** Testing Begins, #11, Saorla Temple.

Creature Type: Paralysis Flowers; **HD:** N/A; **Special Abilities:** immune to ordinary fire, tenth-damage from enchanted fire, blunt weapons do no damage; **Special Attacks:** *paralyzing perfume* (25 FT, save 1d20 GTET [28-Stamina] checked per round {Dwarf/Gnome -2 penalty}, effect in 1d6 rounds persists 2d12*10 minutes, permanent loss 1 point Stamina {save 1d20 GTET [30-Stamina]}); *strangling vine* (after paralyzed vine wraps around neck then into body openings, 1d4/round); **Description:** Red flowers growing from a thick woody vine typically found wound around trees, rocks and buildings, the flower is 3 inches across with overlapping pink oval petals with a red center with flecks of white; two flowers grow from each four-inch stem; each stem has three long thin blue-green leaves. The flowers are known for their distinctive cinnamon perfume; **Found at:** Perilous Flowers, #118, Second Vault Level.

Creature Type: Psychic Mold; **HD:** 8; **Moral:** Neutral; **STATS:** Intel 12, Stamina 19, Will 22, hp 32; **Special Power Modifier** +5; **AC:** 14; **Special Abilities:** immune to fire and acid, quarter damage from fire magic or earth magic, suffers double damage from cold magic; **Special Attacks:** *mold allergy* (persons allergic to mold suffer incapacitating coughing fit persists 1d20*10 minutes, save 1d20 GTET [30-Stamina] checked 1 minute), *psychic attack* (50 FT, begins with opponent of lowest Will statistic, save 1d20 GTET [28-Will], affected persons suffer hp1d6 mental damage and are *confused* 1d12 rounds, if the opponent is already confused then hp1d12 mental damage and mentally dominated {attack companions, save 1d20 GTET [28-Will]}); the Mold can command 4 persons {150 FT, 4d12 minutes}), *oil spray* (25 FT, slippery substance reduces Agility by 3 points, 4/day); **Weapons:** None; **Armor:** None; **Other Gear:** None; **Description:** Appears as a tan or light-brown-colored surface crust organized in a honeycomb structure marked in thin yellow lines, with an area 2d100+120 square-FT by 3 inches thick. It has a wet or damp surface appearance that glistens. Generally a mildly acidic or acrid aroma surrounds the mold, somewhat musty and unpleasant but not overpowering; **Found at:** Transit Tunnel, #116. Second Vault Level/Cistern Building tunnel to the Vault.

Creature Type: Poison Gnats; **HD:** 5; **STATS:** Swarm Agility 20, Swarm Intel 6, Stamina 12, Strength 25, Will 12, Swarm hp 50; **AC** 25; **Attacks:** Bite hp1 (swarm 1d12); **Special Abilities:** double damage from fire/cold magic; **Special Attacks:** *poison venom* (bitten GTET five times in 1 hour, reduce Strength-Agility-Stamina statistics 1d8 for 1d20*20 minutes, save 1d20 GTET [25-Stamina] checked every minute; bitten GTET 10 times in 1 hour poison is fatal after 1d8 rounds, save 1d20 GTET [28-Stamina] checked per round); **1d20 Detect Active Spells:** 13; **1d20 Detect Active Prayers:** 17; **Description:** 8d100 six-legged insects up to

MONSTERS, POISON GNATS TO SPECTACULAR ZOMBIE

Poison Gnats, continued... three inches long, each with four slender elongated cigar-shaped wings and a jaw with tearing teeth; they have black bodies with yellow lesions or pods on their back. They appear as part of a large swarm of individuals filling a 1000 cubic-FT volume; **Found at:** Pump Room Access Shaft, #5, Cistern Building.

Creature Type: Recluse Spider; **HD:** 4; **STATS:** Agility 15, Intel 9, Stamina 12, Strength 11, Will 10, hp 20; **Special Power Modifier** +0; **AC:** 20; **Lift/Carry:** 100 pounds; **Attacks:** Bite 1d4 plus poison, Claws hp1 (8x from above, doubles damage); **Special Abilities:** excellent climber, *blend* into environment 1d20 rolls GTET 13, Infrared vision; **Special Attacks:** *neck crunch* (2d8, surprise attack from above dropping on victim's back with bite to the spine, performed at -3 TH, *paralysis* 1d100 days {save 1d20 GTET [28-Agility]}), *poisoned bite* (strong neurotoxin, hp2 immediate and hp1d4 for 2d20 rounds, affected body area swells then turns red then black within 1d20 rounds {save 1d20 GTET [25-Stamina] checked every 3 rounds}, gangrene occurs after 1d6*45 minutes {save 1d20 GTET [28-Stamina] checked every 5 minutes, any save roll of 1 is immediately fatal, if two or more bites fatal in 1d12 rounds {save 1d20 GTET [25+{# bites}-Stamina]}); **Listen:** whisper 80 FT/speech 350 FT/shout 700 FT; **Description:** An eight-legged creature with an round/oval body, a flat circular head, a pair of large, curved, pincers surrounding a circular mouth full of small teeth, and two large red compound eyes. The Recluse Spider is 3 FT long its legs are attached on the underside and end in a small three-pronged foot, with a leathery hide sparse covered in long hairs. It is colored a drab medium-brown with a red spot on its chest, and red stripes on its upper legs. It does not produce webs. It is most active during night hours, and is typically not aggressive, trying to retreat whenever possible. A Recluse Spider carcass produces 2+1d12 ounces of liquid poison valued at (1d3 GP plus 1d8 SP)/ounce, and 2d20 ounces of blood valued at (1d4 SP plus 1d20 CP)/ounce; **Found at:** Encounters in the Vale; Spiders and Mold, #43, Vault First Level; Saorla's View, #94, Vault Second Level.

Creature Type: Sleeping Poppies; **STATS:** hp 3/plant; **Special Power Modifier:** +3; **AC:** 8; **Special Abilities:** immune ordinary fire, resists Fire mage 1d20 rolls GTET 13; **Special Attacks:** *field of dreams* (deep slumber waking after 1d12 hours, must save to move out of the area-of-effect to recover, save 1d20 GTET [23-Will] at 40 FT/ GTET [25-Will] 30 FT/ GTET [27-Will] 20 FT/ GTET [30-Will] 10 FT/ GTET [34-Will] within the planted area); *toxic smoke* (if burned: range 200 FT, hp1d4 round/exposure, save 1d20 GTET [24-Stamina], on save roll of 1 then hp1d12+1d6); **Description:** Group of sunflower-like flowers to 3 FT high, each on a slender blue stalk 2 inches in diameter with ten large blue-green leaves at the base (leaf's surface is rough with several sharp thorns on the stems), topped with a 4 inch diameter yellow flower surrounded by 20-25 small bright yellow petals each 2 inches long, a rough brown circle in the middle with four large blue dots; 4d100 appearing in areas to 200 FT across; **Found at:** Perilous Flowers, #118, Second Vault Level.

Creature Type: Special Skeleton Guard; **HD:** 8; **Moral:** Evil; **STATS:** Agility 19, Intel 7, Stamina 16, Strength 17, Will 12, hp 34 (*regenerate* hp1/round); **Special Power Modifier** +3; **AC:** 22; **Lift/Carry:** 375 pounds; **Attacks:** Punch 1d6, Kick 1d4, Strangle 1d8; **Special Abilities:** detect living creatures 50 FT, detect evil 75 FT, resist Basic Fire Magic 1d20 rolls GTET 13/resist other Basic magic 1d20 GTET 18, see invisible 50 FT, +8 save versus Priest/Crusader actions, *1d8 Magic Arrow* (30 FT, 3/day), *repulse opponent* (back 1d8 FT, 1d12 rounds, save 1d20 GTET [28-Will]); **Special Attacks:** *Eye Gouge* (1d6, blindness 3d10*30 seconds, avoid 1d20 GTET [28-Agility]); **Weapon Proficiencies:** Long Sword, Scimitar, Saber, Cutlass, Two-Handed Sword, War Axe; **TH Modifier:** +2; **TD Modifier:** +1; **1d20 Move with Stealth:** 10; **1d20 Detect Stealthy:** 10; **1d20 Negate Surprise:** 8; **Weapons:** one of: Scimitar (Chain Mail Ripper), *Cutlass +1 (Warrior Bane, save 1d20 GTET [26-Will])*, *War Axe +2 (Priest Bane, save 1d20 GTET [26-Will])*; **Armor:** Steel Cap, Leather Jerkin, small round spiked bronze Shield (*ordinary weapons break* on 1d20 rolls GTET 10); **Other Gear:** flask flammable oil, *putrid scents grenade* (5 FT, retching 1d20+1d12 rounds, save 1d20 GTET [26-Stamina]), smoke grenade, 350 GP gold-sapphire Ring with King's Emblem right hand; **Description:** Dark grey humanoid skeletons standing 5 FT 4 IN to 9 IN, with pink teeth, glowing purple eyes, and black splotches on their limbs; **Found at:** Throughout the Vault; **Guard Skeletons** always appear in pairs.

Creature Type: Spectacular Zombie Guard; **HD:** 8; **Moral:** Evil; **STATS:** Agility 19, Intel 8, Stamina 19, Strength 21, Will 12, hp 48 (*regenerates* hp1/round); **Special Power Modifier** +4; **AC:** 33; **Lift/Carry:** pounds; **Attacks:** Bite 1d4, Punch 1d6+2, Strangle 2d8; **Special Abilities:** detect life 75 FT, immune to ordinary fire, reduce blunt weapon damage by 3, reduce piercing weapon damage by 1, +3 bonus to Stamina saving rolls, see invisible 50 FT, *double speed* movement/attacks (15 rounds, 4/day), *blur sight* (20 FT, persists 10 minutes, save 1d20 GTET [26-Stamina], 1/day), moves silently; **Special Attacks:** *diseased touch* (develops after 1d20 hours, lasting {34-Stamina} days, save 1d20 GTET [28-Stamina], leaves disfigured face/-6 reaction, save 1d20 GTET [30-Stamina]), *death's stench* (16 FT, incapacitating smell of rotting flesh causing uncontrollable nausea, save 1d20 GTET [28-Will] checked every round), *mesmerize* (30 FT, save 1d20 GTET [27-Will] checked per round), ; **Weapon Proficiencies:** Short Sword, Scimitar, Rapier, Two-Handed Sword, War Axe, War Hammer, Spear, Sling; **TH Modifier:** +2; **TD Modifier:** +3; **Weapons:** Various; **Armor:** ragged dark-colored knee-length tunic over red Chain Mail Armor, open face adamantine Helm, small spiked bronze Shield; **Other Gear:** 2x oil flask, 1d10 explosive grenade 5 FT; **Description:** A male elven corpse standing 7 FT to 7 FT 8 IN with pale grey skin, scraggly black hair, glowing blue eyes, with curved nails; the zombie is dressed in torn black leather pants with one leather shoe; **Found at:** Found at Vault Level One, location #50.

MONSTERS, STANDARD ZOMBIE TO WOOD GOLEM

Creature Type: Standard Zombie Guard; **HD:** 6; **Moral:** Evil; **STATS:** Agility 17, Intel 8, Stamina 17, Strength 19, Will 11, hp 30; **Special Power Modifier** +1; **AC:** 18; **Lift/Carry:** 400 pounds; **Attacks:** Bite 1d3, Punch 1d4, Strangle 1d12; **Special Abilities:** Low Light vision, immune to ordinary fire, reduce blunt weapon damage by 3; see invisible 30 FT, *double-speed* movement/attack (10 rounds, 1/day), *called critical hit* (-3 TH, 3/day); **Special Attacks:** *diseased touch* (develops after 1d20 hours persisting lasting {24-Stamina} days, save 1d20 GTET [25-Stamina], leave disfigured face/ -4 reaction, requires two Banish Disease prayers), *death's stench* (range 10 FT, incapacitating smell of rotting flesh causing uncontrollable nausea, save 1d20 GTET [24-Stamina] checked every round exposure), *hold intruders* (hold-in-place 1d20 rounds, 15 FT, save 1d20 GTET [26-Will], 3/day); **Weapon Proficiencies:** Short Sword, Saber, Cutlass, Staff, Spear, Sling; **TH Modifier:** +1; **TD Modifier:** +2; **Listen:** whisper 80 FT/speech 350 FT/shout 700 FT; **Weapons:** Various; **Armor:** ragged dark-colored knee-length tunic over red metal Chain Mail Armor, Leather Helm, small bronze Shield; **Other Gear:** 2x oil flask, lighter ball; **Description:** An animated male Elven corpse standing 7 FT to 7 FT 8 IN with pale grey skin, scraggly black hair, glowing green eyes, and curved nails; **Found at:** Throughout the Vaults; **Zombie Guards** always occur in pairs.

Creature Type: Undine; **HD:** 10; **Moral:** Neutral; **STATS:** Agility 14, Intel 13, Stamina 22, Strength 25, Will 14, hp 72; **Special Power Modifier** +6; **AC:** 80 (blunt), 40 (other); **Religion:** N/A; **Lift/Carry:** pounds; **Languages:** Elemental, Common (35%); **Attacks:** Tongue 1d8, Charge 2d8; **Special Abilities:** immune Water magic, resists electricity/lightning on 1d20 rolls GTET 6, triple damage Cold magic, *invisible* in water, breathes underwater, exceptional swimmer, silver weapons +3 TD, Planar Portal to the Elemental Plane of Water (1/week, 20 minutes); **Special Attacks:** *water spray* (breath weapon 1d12, 20x8 FT, 2 rounds to recharge, avoid 1d20 GTET [28-Agility]), *dripping water* (within 20 FT condensing water decreases effective Agility 3 points, temperature drops 15°), all fires extinguish 50 FT; **TH Modifier:** +0; **TD Modifier:** +5; **1d20 Move with Stealth:** 10; **1d20 Detect Stealthy:** 7; **1d20 Negate Surprise:** 9; **Listen:** whisper 80 FT/speech 350 FT/shout 700 FT; **Description:** A large snail-like creature with a humanoid head up to 8 FT long by 3 FT wide with a muscular body 24 to 30 inches thick, four 50 inch eye stalks above the head, and a spiral segmented shell to 5½ FT in diameter. The Undine has a large mouth with many black teeth, dark grey eyeballs, and a 40-inch dark blue tongue, its body is dark green with a wet, slimy, texture to it and a covering of a mucus-like substance, the Undine's shell is a blue-green color and is semi-transparent. The Undine has a salt-water odor about it; **Found at:** Treasure Antechamber, #94, Vault Second Level.

Creature Type: Wistanrangag, Adult Red Dragon; **HD:** 14; 280 years; **Moral:** Evil; **STATS:** Agility 12 (ground)/20 (airborne), Intel 16, Stamina 26, Strength 33, Will 18, hp 150 (*regenerate* hp2 every third round until killed); **Special Power Modifier** +8; **AC:** 65; **Religion:** Tiamat, Evil Mother of Dragons; **Lift/Carry:** 2500 pounds; **Languages:** Draconic, Arcanan, Common, Elvish (80%), Archaic Elvish (20%), Giantish (50%); **Attacks:** Bite 2d8, 2x Claw 2d6, Wings 1d8, Tail Sweep 2d6, Slap 2d8, Crush 4d8; **Special Abilities:** immune regular fire, immune Fire magic, locate object 500 FT (hoard), immune to sleep/paralysis, save +6 versus poisons, Low Light vision, Ultraviolet vision, Infrared vision, see invisible 100 FT, extraordinary scent ability (250 FT), double damage Cold magic, reduce edged weapon damage hp2; **Special Attacks:** *Fire Breath* (10d10, 80 FT Cone, avoid 1d20 GTET [30-Agility], half damage 1d20 GTET [30-Stamina], 5/day), *frightful awe* (continuous, 75 FT, panic 2d100 minutes, save 1d20 GTET [34-Level-Will]), *dominate person* (50 FT, avoid eyes 1d20 GTET [27-Will], save 1d20 GTET [30-Will], 1d100 hours, 1/day), *compel/sense truth* (50 FT, 1d12 minutes, save 1d20 GTET [26-Will], 3/day); **TH Modifier:** +2 airborne; **TD Modifier:** +6; **Listen:** whisper 120 FT/speech 750 FT/shout 1500 FT; **Other Gear:** see Hoard at the Dragon Hoard Building; **Spells:** Wizard L7 (Fire); {*Basic free 10*} *1d6 Fire Attack, Call Flames, Command Fires, Double, 1d8+6 Fire Arrow, Fireworks, Flare, 1d12+6 Magic Grenade, Smokescreen 20x20 FT; {Lesser free 7} 2d6 Fire Attack, 1d6 Attack (acid, cold, lightning, energy), Blindness, Darkness Zone, Disperse Magic, 1d12+6 Exploding Glyphs, 1d10 Fire Ring, 1d12 Fire Trap, Mesmerize*; **Description:** A muscular dragon about 63 FT long, his head 18 FT above the ground, with deep red-colored scales with a dull but strong finish; his neck and frill are colored purple-grey and his fangs are black. He has a 5 FT scar along his lower right flank about half-way along his length (this area is AC24). He is haughty and arrogant, egocentric, and very confident in his physical and mental abilities. Unlike many other dragons of his type he often talks to his victims before devouring them. During Spring/Summer he may enslave creatures, to eat them during the Winter. Because he is unable to enter the Vaults, he will at least promise to make a deal with Adventurers, while intending to eventually cheat and kill them; **Found at:** King's Plaza, Dragon Hoard Building.

Creature Type: Wood Golem; **HD:** 8; **STATS:** Agility 20, Intel 9, Stamina 24, Strength 24, Will 18, hp 55; **Special Power Modifier** +6; **AC** requires enchanted weapon to damage; 80 (blunt), 48; **Lift/Carry:** 1050 pounds; **Attacks:** 2x Punch 1d10 (critical roll GTET 16), 2x Claw 1d8 (permanent reduce armor AC-4/hit), 2x Kick 1d6; **Special Abilities:** immune to ordinary fire, quarter-damage from fire magic, slowed to three-quarter speed by cold magic, triple damage from electricity, *summon fog* (3d12 minutes, visibility 5 FT, 5/day); **Special Attacks:** *summon vine* (20 FT, avoid entangle 1d20 roll GTET [28-Agility], break free 1d20 GTET [24-Strength], 5/day), *splinter spray* (2d8 hp½ projectiles, 15 FT, 4/day), *flame blade* (+1d10 fire damage, 6 rounds, 3/day), *summon monster* (**Poison Gnat** swarm, 15 minutes, 1/day); **TH Modifier** +2; **TD Modifier** +4; **1d20 Detect Stealthy:** 8; **1d20 Negate Surprise:** 8; **Other Gear:** 13,000 GP platinum ring on the left hand is inlaid with blue spinel-amethysts-lapis lazuli-sunstones (replica of the Elven King's *Ring of Healing*, blessed aura, 4x *1d8 Cure Wounds*); **Weapons:** *Huge Gold-Bladed Scimitar* +2 (1d12 damage, wounds bleed hp1/round for 1d8 rounds/hit, save 1d20 GTET [25-Stamina] checked per hit, critical hit on 17, *Spell Blade* {5x *Blindness*, save 1d20 GTET [28-Stamina]}); **Description:** An 8 FT tall by 20 inches thick humanoid figure made of ironwood, adamantine blades are attached to each finger on its four-fingered hands and adamantine spikes are on each elbow and knee; **Found at:** Found at location #127 (Third Vault Level).

MONSTER, YELLOW MOLD; ENCHANTED ITEMS

Creature Type: Yellow Mold; **HD:** 6; **STATS:** Stamina 25; **Special Abilities:** immune to Air magic, double damage from Fire magic, grows 50% if attacked by electricity/lightning (explosive growth); **Special Attacks:** *electrical discharge* (hp1d12+2 affects nearest 4 creatures, 50 FT, 1/minute), *allergic reaction* (hp 1d8 and 1d20+5 minute immobilizing coughing spell, save 1d20 GTET [24-Stamina]), *spore cloud* (1d6/round exposure, 25 FT, 2/day, affected persons reduce effective Stamina by 1d4 for 2d100*10 minutes, save 1d20 GTET [30-Stamina]); **Weapons:** None; **Armor:** None; **Other Gear:** None; **Description:** A mustard-yellow coating between 150 square FT and 400 square FT, 2 inches thick, covered with numerous knobs or bumps spaced at 10 to the square inch; **Found at:** Pump Room, #5, Cistern Building.

Enchanted Items and Artifacts

Annal of Identification, Enchanted Book; **Attack:** Not Applicable. **Additional Abilities:** When this book is opened within 8 FT of an enchanted or blessed object, the book opens to a page completely describing that item on a successful 1d20 roll GTET 6 (on failure the Annal will never identify the item); it can be used once per hour. The bearer gains a +4 bonus to recognize an item is enchanted/blessed and to appraise the value of objects. The bearer succeeds in identifying that an item is cursed on 1d20 rolls GTET 15 (on failure the curse on that item will never be identified); if the bearer dons a cursed item they gain a +3 bonus to recognizing the curse and a +2 bonus to remove it promptly. **Appearance:** A book 7 inches wide by 10 inches long by 3 inches thick, with a black leather cover, a grey spine, dark blue metal corners, and an opal on the cover; mystic symbols are written along the spine in dark blue script. **Background:** The very aged Elven wizard, Clementius Noth, transferred all of his arcane knowledge into a book of this type on his deathbed ~1860 years ago. **Weight:** 2.2 pounds. **Value:** 22,750 GP.

Babel Tome, Enchanted Book; **Attack:** Not Applicable. **Additional Abilities:** The reader immediately loses all knowledge of known spoken and written languages (save 1d20 GTET [33-Will]). They gain a speaking-only knowledge of a randomly-determined language providing it is unknown to any of their companions (mutual non-communication is required). Identified by appraisals/research/spells as a *Tome of Understanding*. **Appearance:** A book 4 inches across by 12 inches tall, 1 inch thick, with a black cover, gold covers on the front covers, a gold plate on the front cover etched with a picture of a tower under construction. **Background:** Thought to be first created ~1400 years by Vizier Undale of Renallia as a tool to attack the royal family and leave the throne open for a coup. **Weight:** 1.7 pounds. **Value:** 9,200 GP.

Bottle of Life-Trapping, Wondrous Object; **Attack:** soul trap (range 30 FT). **Additional Abilities:** When the open neck of an empty bottle is pointed at a living creature, that creature's soul is captured and transferred into the bottle, their physical form is absorbed (any worn or carried objects fall to the ground); save/resist on a 1d20 roll GTET [42-Level or HD-Will] (within 10 FT apply a -3 penalty, from 11-20 FT apply a -1 penalty). The bottle only holds once creature at a time; when the stopper is removed the captive's naked body is reformed. A captured creature is released if the bottle is not corked within (30-Will)*10 seconds. A captured creature ages one day for every one hundred days that pass while they are trapped in the bottle. A creature may escape the bottle by pushing on the cork from the inside, requiring a 1d20 roll GTET [32-Strength] checked every 24 hours. A trapped person cannot hear or see outside the bottle. **Appearance:** A cylindrical silver bottle with an adamantine base, 9 inches long by 4 inches wide with a tapered neck, capped by a 3 inch thick adamantine stopper; the bottle pictures the sun, the moon surrounded by stars, and a Pegasus. **Background:** This bottle was created ~1750 years ago by the mad Wizard, Aldrassmus, as a way to collect monsters to study in his anatomical laboratory; Aldrassmus was also an accomplished taxidermist who maintained a museum of stuffed monsters. **Weight:** 1.23 pounds. **Value:** 25,118 GP.

Coronet of the Queen of the Elchanim Elves, Wondrous Jewelry, Elven Artifact; **Attack/Defense:** AC+2, the wearer is immune to mental domination. **Additional Abilities:** The Coronet does not exhibit any enchanted properties unless it is worn by a female Elf. The Coronet recognizes a Half-Elf but does not recognize a person with a quarter or less Elven blood. The wearer has Infrared vision and true sight (50 FT, continuous), sees invisible (30 FT), detects evil (30 FT, save 1d20 GTET [30-Will]), detects scrying on 1d20 rolls GTET 10, detects hidden observers on 1d20 rolls GTET 6, and is protected from blindness. **Spells:** *Unseen Floating Eyes* (6 hours, 300 FT range, 100 charges), *Flame Trap* (100x), *1d12 Exploding Glyphs* (100x), *25x25 FT Blinding Cloud* (50x), *Eye on the Wall* (72 hours, 1000 FT range, 50x), *2d8 Magic Timed Blast* (to 24 hours, 25x). **Appearance:** A platinum Coronet with gold backing, it has eight interlocking loops mounted on a platinum circlet. The loops support a variety of diamonds, rubies, sapphires, garnets, amethysts, polished jade, and polished jet. **Background:** Crafted ~1600 years ago in Loraent by Tueshu Fasflower, granddaughter of Elven craftsman Huysgam, for the wedding of her cousin Nyphallia to King Brosherand. **Weight:** 0.75 pounds. **Value:** 25,600 GP. Found in the Queen's Parlor, First Vault Level.

Crown of the Elchanim Elves, Wondrous Jewelry, Elven Artifact; **Attack/Defense:** Armor AC+4, protects against Basic spells on 1d20 rolls GTET 12. **Additional Abilities:** The Crown has no apparent enchanted abilities when worn by a non-Elf (the Crown recognizes a Half-Elf but not one with a quarter or less Elven blood). While the Crown is worn the wearer gains extended hearing (range +50 FT, Listen +4), extended sight (range +150 FT, +4 to find), *telepathy* (with Elves) 250 FT, the ability to *see invisible* (100 FT), and continuous *true sight* (100 FT). While the Elchanim Crown and the Signet Ring are worn together the wearer has the continuous

ENCHANTED ITEMS, ELCHANIM CROWN TO ROYAL MEDALLIONS

Elchanim Crown, continued...ability to discern lies, identify magic effects, remove confusion, remove panic, and see enchantments. *Spells: Dominate Animals* (40 charges), *Dominate Person* (40x), *Aura of Heroism* (25x), *Dominate Creature* (25x), *Mental Whisper* (25x, hypnotic suggestion). *Appearance:* A pointed crown with a gold frame, covered by overlapping gold leaves, sized for a tall Elf, lined with green silk and satin, having six gold arches, topped by the 80 carat Ergrat Diamond, inlaid with emeralds, white ivory, amber, garnets, opals, and green jade. *Background:* The crown was crafted ~2300 years ago in Falvienan by the Elven master Ilmo Kloviss and the human brothers Carollus and Roland; legends claim that gold from Saorla's Star, a 150 pound meteorite of purest gold that fell about 3200 years ago, was used in its making. *Weight:* 5.65 pounds. *Value:* 194,000 GP. Found in location #154 (Third Dungeon Level, Signet Ring Sub-Level).

Elven King's Ring of Healing, Wondrous Jewelry, Elven Artifact; *Attack/Defense:* Armor AC+2, the wearer is protected against Shaman magic. *Additional Abilities:* The Ring has no apparent enchanted abilities when worn by a non-Elf (the Ring recognizes a Half-Elf but not one with a quarter or less Elven blood). While the Ring is worn the wearer is immune to diseases, poisons are detected (30 FT), a +2 bonus is applied to healing using first aid kits, they have knowledge/skill equivalent to fully-trained Physician/Healer and Surgeon and knowledge equivalent to a student Beast Healer, and they gain the ability to create poultices and medicines (75% success). When the Ring is worn by a Crusader or Priest the wearer gains 2 additional 'lay-on-hands' per day and all healing is a hp+2. When the Ring is donned the wearer is immediately healed hp8 (1/day). *Prayers: 1d6 Cure Wounds* (6/day), *2d6 Cure Wounds* (3/day), *1/day: Waken-Banish Paralysis-Restore Hearing-Restore Sight*, plus *Waken* (50 charges), *Banish Disease* (200x), *Banish Paralysis* (100x), *Restore Sight* (100x), *Body Restoration* (50x), *Restore from Petrify/Stone* (50x). *Appearance:* A platinum ring inlaid with blue spinel, amethysts, lapis lazuli, and sunstones. *Background:* Crafted ~1900 years ago by High Priest Callodair of the Temple of Orm (Elven Goddess of Healing) at Alderbridge, along the banks of the River Leahah. *Weight:* 0.43 pounds. *Value:* 143,500 GP (jewelry value 45,000 GP). Found at location #143 (Third Dungeon Level, Ring of Healing Sub-Level).

Lawful Charm, Wondrous Jewelry (Cursed); *Attack:* Not Applicable. *Additional Abilities:* While the charm is worn the wearer is compelled to act lawfully, observing every promise, oath, commitment, and all known or implied laws for whatever place they are. A 1d20 roll GTET [30-Will] must be made to allow performing an unlawful act (checked every opportunity). This charm's cursed nature is detected when first donned on a 1d20 roll GTET [28-Will] and can be immediately removed on a 1d20 roll GTET [24-Agility]; if not removed within 1 minute the charm cannot be removed. This charm is identified by appraisals/research/spells as *Charm of Protection* or other beneficial jewelry. *Appearance:* A gold bracelet charm 2-inches across, depicting an open scroll marked with the Elvish Glyphs for "law" and "tradition," with a small diamond chip in the center. *Background:* This charm was crafted ~780 years ago by the Witch, Esmeraldi Vesprin, for her son, Ghandbrun, after he had been locked in the Port Olgull City Prison several times. *Weight:* 0.31 pounds. *Value:* 8,082 GP.

Mind Numbing Tome, Cursed Book; *Attack:* Not Applicable. *Additional Abilities:* The reader is immediately confused 1d100 hours (no save). Their Intelligence and Will statistics are also permanently reduced by 4 points, apply a -2 penalty to any activities/skills related to Intelligence or Will. The Tome is identified by appraisal/research/spells as a *Manual of Clear Thought*. *Appearance:* A book 7 inches wide by 12 inches tall by 1 inch thick, with white metal corners, an unlocked brass key lock, bound in soft white leather with a moonstone on the cover, and marked on the spine in gold elven runes. *Background:* A book of this sort was sent to Karjas-ses of Lome ~430 years ago by Zandormoss, his rival for the position of Arch-Mage of Vellos,. *Weight:* 3.75 pounds. *Value:* 34,400 GP.

Orb of Arddur, Wondrous Object, Elven Artifact; *Attack:* Not Applicable. *Additional Abilities:* The globe shows no enchanted properties when held by a non-Elf (the Orb recognizes a Half-Elf but not one of quarter or less Elven blood). The orb glows with a soft green light when held by an Elf (royal blue if an Elven King). In the Vault traps glow orange when the Orb is held (20 FT), the correct key/lock combinations on doors glow yellow (20 FT), all portcullis unlatch, and guards are *paralyzed* (25 FT). Outside of the Vaults the bearer has a +4 Open Lock bonus, +3 Disarm Trap/Disable Device bonus, +2 Find Hidden bonus {door, trap, etc.}, and +1 bonus in searching, and the bearer always knows their compass heading and when underground their depth. A candidate for Elven King can *teleport* himself plus one from the Temple of Saorla to the Lindoran Vaults (and vice versa), one way, once per day. *Spells: Rumble* (3/day), *Telekinesis* (5 minutes, 3/day), *Darksight* (15 minutes, 3/day), *Disperse Magic* (30 charges), *Magic Bridge* (30 charges, 2500 pounds, 30 minutes), *Maze Trail* (30 charges), *Terra's Wrath* (30 charges), *Command Gravity* (10 charges), *Gaze of Stone* (5 charges). *Appearance:* A multi-faceted polished crystal ball, 8 inches in diameter, with a flat spot on the bottom and a one-inch wide gold crown on top. *Background:* Crafted 1743 years ago by the Elven Sage, Euronewas, for the coronation of the ninth Elvish King, Arddur Tologanthis. *Weight:* 2.34 pounds. *Value:* 18,435 GP.

Royal Officer's Medallions (6), Wondrous Jewelry, Elven Artifacts; *Attack/Defense:* AC+2, detect murderous intent (25 FT, save 1d20 GTET [32-Will]). *Additional Abilities:* The Medallions have no apparent enchanted abilities when worn by non-Elves (the Medallions recognize Half-Elves but not persons with a quarter or less Elven blood). While any medallion is worn the wearer *intimidates* Elves (30 FT, save 1d20 GTET [38-Level-Will], non-Elves GTET [32-Level-Will]), can *bind the tongue* (30 FT, 1 hour, save 1d20 GTET [30-Will]), is able to *sense the motive* of Elves on 1d20 rolls GTET 12 (GTET 17 non-Elves), wearers are immune to mental domination, sees the invisible, breathes poisonous fumes, *reveals* hidden traps/doors/mechanisms 1d20 rolls GTET 4 (3/day)

ENCHANTED ITEMS, ROYAL MEDALLIONS TO RODS OF OFFICE

Royal Office Medallions, continued... The following abilities are medallion specific: **Champion General**: *Weapon-to-Hand* (50 FT, continuous), *Know Enemy* (continuous), *Know Creature* (continuous), *Displacement* 1d20+5 FT (3/day), wearer applies +3 TH and +1 damage bonuses, wearer gains a no-miss critical hit (1/day), the wearer becomes an Elven Hero (additional +3 TH and +1 damage bonuses, additional AC+8, 15 minutes, 1/day), *Aura of Heroism* (allies +3 TH, 250 FT, 30 minutes, 1/day). **First Counselor**: *Read Languages* (continuous), *Detect Good and Evil* (continuous, 10 FT, save 1d20 GTET [42-Level-Will]), *Command Animals* (continuous, 30 FT, 15 minutes), *Compel Truth* (3/day, save 1d20 GTET [40-Level-Will]), *Aura of Belief* (+5 bonus to persuasion, save 1d20 GTET [30-Will], 3/day), *Aura of Calm* (negates anger, +3 bonus to persuasion, save 1d20 GTET [30-Will]), *Minor Escape* (teleportation 1d100+25 FT, 25 charges), temporary Intelligence boost (+3 points, 15 minutes, 1/day). **Council Regent**: wearer gains +3 bonus to puzzle-solving abilities, *command voice* (Elves immediately carry out simple direct commands, 15 FT, save 1d20 GTET [40-Level-Will], non-Elves GTET [34-Level-Will], 3/day), *Detect Good and Evil* (continuous, 10 FT, save 1d20 GTET [42-Level-Will]), *Compel Truth* (3/day, save 1d20 GTET [40-Level-Will]), *Minor Escape* (teleportation 1d100+25 FT, 25 charges), *Hold Person* (30 FT, 10 minutes, save 1d20 GTET [30-Strength], 25x), *Enhanced Sleep* (1d8 creatures totaling Level/HD up to 80, 30 FT, save 1d20 GTET [32-Will], 2d100 minutes, 25x). **Chief Scribe**: *Read Languages* (continuous), *detects forgeries* on 1d20 rolls GTET 4 (continuous, 5 FT, if undetected then always undetected), *reads ciphers* on 1d20 rolls GTET 8 (continuous, 5 FT, if unread then always unread), gains knowledge/skill equivalent to a Master Forger, *Mage's Torch* (10 minutes, 10 FT, 3/day), *Extinguish Flames* (25 FT, 3/day), *Ignite* (one item, 25 FT, 1/day), *Make Object Invisible* (1 day, 10 FT, 1/day), *Levitation* (50 FT, 5 minutes, 1/day), *Remove Confusion* (50 charges), *Cloud the Mind* (50x). **Steward**: *Open Lock* (5 FT, 3/day), *Sense Prying Ears/Eyes* (detect spying magic, hidden observers, 50 FT, 3/day), *magnify hearing* (continuous, higher/lower frequencies, double distance), *Unhearing Ears* (30 FT, 30 minutes, save 1d20 GTET [30-Will], 3/day), *Invisible Scribe* (30 minutes, 1/day), *Remote Push* (30 FT, 50 charges), *Invisibility* (50x), *Vision* (50 FT, 50x), *Ear on the Wall* (remote listen 24 hours, 500 FT, 50x), *Protective Wards* (12 hours, 50x). **Treasurer**: applies a +4 bonus to appraise objects, gains knowledge/skill equivalent to a Master Counterfeiter, gains knowledge/skill equivalent to a Master Gem Cutter and Jeweler, detects counterfeits on 1d20 rolls GTET 5 (if undetected, always undetected), *Open Lock* (5 FT, 3/day), *Compel Truth* (3/day, save 1d20 GTET [40-Level-Will]), *Protective Wards* (12 hours, 50 charges), *Telekinesis* (50 FT, 50 pounds, 5 minutes, 1/day), *Transform Earth* (copper-tin-bronze-iron, 10 cubic-FT, 1/day), *Temporary Window* (50x), *Transform to Gold* (1 cubic-FT, 50x).

Appearances: An adamantine neck chain with a 4-inch diameter platinum medallion edged in gold, embedded with a gem of the type associated with the Officer's Ring. The Champion's medallion depicts a rearing stallion, the Counselor's depicts an owl, the Regent's depicts a cornucopia, the Chief Scribe's depicts crossed quill pens, the Steward's depicts a mailed fist, and the Treasurer's depicts three overlapping coins. **Background**: The medallions were crafted in Lindoran between 1620 and 2010 years ago by the Elven craftsmasters Eliam the Older, and his son, Eliam the Younger, with help from the Younger's daughter, Ellahyam. **Weight**: 0.875 pounds. **Values**: 64,200 GP. Found in location #154 (Third Dungeon Level, Signet Ring Sub-Level).

Royal Officer's Rings of Office (6), Wondrous Jewelry, Elven Artifacts; **Attack/Defense**: AC+2, wearer *regenerates* hp1/round, wearer gains +1 TH in melee and unarmed/brawling. **Additional Abilities**: The Ring has no apparent enchanted abilities when worn by a non-Elf (the Ring recognizes a Half-Elf but not one with a quarter or less Elven blood). When a Ring is worn the wearer can *call flames* (15 FT, continuous), *extinguish lights* (25 FT, continuous), *summon* lit glow balls (3 at 3 candles each, 1 hour, 1/day), and assumes an *illusory appearance* (viewer saves 1d20 GTET [30-Will], 30 minutes, 1/day). The Rings also have 50 charges each of a spell associated with each Royal Office: Champion General (*1d12 Lightning Bolt*), First Counselor (*Dominate Person*), Council Regent (*Ice Encasement*), Chief Scribe (*Summon Earth Elemental*), Steward (*Walk through Walls*), and Treasurer (*Deflect Magic*). **Appearance**: Platinum rings sized for an Elf/Human, the inside finger surface is gold. Each Ring has a mounted gemstone associated with the Royal Office, one side of the ring is carved with the King's Crest, the other side carved with the Officer's Crest: Champion General (Bloodstone), First Counselor (White Pearl), Council Regent (Purple Amethyst), Chief Scribe (silver ore), Steward (Cat's Eye), Treasurer (gold ore). **Background**: Crafted in Lindoran ~1750 by Ellahyam, oldest daughter of Elven Craftmaster Eliam the Younger. **Weight**: 0.35 pounds. **Value**: 8950 GP. Found in The Final Goal (#154 (Third Dungeon Level, Signet Ring Sub-Level)).

Royal Officer's Rods of Office (6), Wondrous Weapons, Elven Artifacts; **Attack/Defense**: +2 Weapon (confers proficiency), 1d10 damage, *stun* (touch, 3d12 minutes, save 1d20 GTET [28-Stamina], 50 charges), *3d6 lightning bolt* (10 charges half damage 1d20 GTET [28-Stamina], 25 FT, 25x). **Additional Abilities**: The Rods have no apparent enchanted abilities when wielded by a non-Elf (the Rods recognize a Half-Elf but not one with a quarter or less Elven blood). While the rod is held the bearer projects their voice to 1000 FT (normal to shout), can light up the rod as *daylight* (15 minutes, 3/day), can perform a *minor escape* (teleportation 100 FT, 1/day), and the rod protects the wielder from Basic spells on 1d20 rolls GTET 5 (15 minutes, 1/day). The also Rods have 50 charges each of a spell associated with each Office: Champion General (*2d8 Fireball*), First Counselor (*Disperse Magic*), Council Regent (*Gregor's Mage Drain*), Chief Scribe (*Invisible Scribe*), Steward (*Freedom/Break Bonds*), Treasurer (*Vaporise*). **Appearance**: 28-inch half-inch diameter adamantine rods tipped with the same gemstone as on the associated Royal Officer's Ring, the King's Crest and the Officer's Crest are engraved on the shaft. **Background**: Crafted 1825 years ago in Eithgenhame by the Elven craftsman, Huysgam. **Weight**: 1.42 pounds. **Value**: 26,424 GP. Found in The Final Goal (#154 (Third Dungeon Level, Signet Ring Sub-Level)).

ENCHANTED ITEMS, ROYAL SCEPTER TO ULTRAVIOLET SPECTACLES

Royal Scepter of the Elchanim Elves, Wondrous Jewelry, Elven Artifact; *Attack/Defense*: +3 Weapon (confers proficiency), 1d10 damage; opponent's ordinary weapons are broken on 1d20 rolls GTET 14 checked per round, AC+2 (parry), protects against Basic spells on 1d20 rolls GTET 12. *Additional Abilities*: The Scepter has no apparent enchanted abilities when held by a non-Elf (the Scepter recognizes a Half-Elf but not one with a quarter or less Elven blood). The Scepter glows with a white aura while held by an Elf and can be commanded to produce *daylight*. While the Scepter is held the bearer can project their voice to 2500 FT (whisper to shout), *intimidates* Elves (30 FT, save 1d20 GTET [38-Level-Will], non-Elves GTET [32-Level-Will]), and can *bind the tongue* (30 FT, 1 hour, save 1d20 GTET [30-Will]). *Spells*: *2d8 Lightning Bolt* (40 charges), *Bar Good or Evil* (40x), *Levitation* (30x), *Astral Gate* (10x), *Minor Time Walk* (10x, 24 hours), *Teleportation* (10x, 300 miles). *Appearance*: A platinum scepter, 34 inches long by 3 inches diameter, topped by the white ivory figure of Pegasus, with an adamantine snake wrapped around the bottom, a grip is wrapped in tanned Hippogriff hide, and inlaid with amber, moonstone, onyx, turquoise, and topaz. *Background*: Crafted in ~2200 years ago in Bazidhar by the Elven craftsmasters Eliam the Older and Niulle Rwoqua. *Weight*: 3.725 pounds. *Value*: 48,350 GP. Found in The Final Goal (#154 (Third Dungeon Level, Signet Ring Sub-Level).

Royal Signet Ring of the Elchanim Elves, Wondrous Jewelry; Armor AC+2; *Attack*: wearer gains +2 TH in melee and brawling/unarmed combat, and +1 TH with missiles; a Priest or Wizard wearing the Ring fights like a Warrior (no penalty). *Additional Abilities*: The Ring has no apparent enchanted abilities when worn by a non-Elf (the Ring recognizes a Half-Elf but not one with a quarter or less Elven blood). While the Ring is worn Elves apply a +5 reaction bonus to the wearer (+2 reaction non-Elves), the wearer is able to sense the motive of Elves on 1d20 rolls GTET 12 (GTET 17 non-Elves), the wearer applies a +2 bonus to physical activities such as climbing and finding/disarming traps, and the wearer can *call objects to hand* (50 FT). The wearer is able to read and speak all Elven dialects and archaic forms of Elvish. *Spells*: *Disperse Magic* (40 charges), *Cloud the Mind* (40x), *Fear the Reaper* (40x), *Hold in Place* (3/day, save 1d20 GTET [30-Will]), *Geas* (10x). When an ordinary (non-enchanted) ring is touched to the Signet for GTET 5 minutes the two rings are *telepathically* linked for 30 days, after which the link must be renewed (range 200 miles). While the Elchanim Crown and the Signet Ring are worn together the wearer has the continuous ability to discern lies, identify magic effects, remove confusion, remove panic, and see enchantments. *Appearance*: An adamantine Ring inlaid with a piece of amber shaped like a maple leaf, surrounded by diamonds alternating with emeralds; it is sized for an Elf/Human hand. *Background*: Crafted ~2100 years ago in Bazidhar by the Elven craftsman Ailgian, and the Dwarven master, Khlorstaed; legends say the blood of Haffenfrod-doorwass, Drake of the Fountain Caves, slain by the Elven Hero, Holkien, was used in its making. *Weight*: 0.43 pounds. *Value*: 110,910 GP (jewelry value 38,446 GP). Found in The Final Goal (#154 (Third Dungeon Level, Signet Ring Sub-Level).

Scepter of the Queen of the Elchanim Elves, Wondrous Object, Elven Artifact; *Attack/Defense*: +1 Weapon (confers proficiency), 1d8 blunt damage, 1d6 spike damage; *stun* (touch, 1d100 minutes, save 1d20 GTET [30-Stamina], 50 charges); 1d12 lightning bolt (30 FT, half damage 1d20 GTET [30-Stamina], 50x); *Additional Abilities*: The Scepter does not exhibit any enchanted properties unless it is wielded by a female Elf. The Scepter recognizes a Half-Elf but does not recognize a person with a quarter or less Elven blood. The Scepter glows with a white aura while held by an Elf and can be commanded to produce *daylight*. While the Scepter is held the bearer can project their voice to 1000 FT (whisper to shout), *intimidates* Elves (30 FT, save 1d20 GTET [35-Level-Will], non-Elves GTET [30-Level-Will]), can *bind the tongue* (30 FT, 1 hour, save 1d20 GTET [28-Will]), calls flames (30 FT, continuous), and commands fires (50 FT, continuous). *Spells*: *Icy Cone* (2d8 cold, 30 FT, avoid 1d20 GTET [30-Agility], 1/day), *Wall of Ice* (to 20 FT by 10 FT tall, 15 minutes, 1/day), *Ice Encasement* (30 FT, 1/day), *Summon Undine* (30 FT, 15 minutes, 1/day). *Appearance*: A 30-inch long by 2-inch diameter platinum Scepter flared on the bottom, it is topped by a 5-inch diameter gold sphere topped with a large sapphire. Five gold rings are on the shaft just below the grip wrapped in Manticore-hide. A 7 inch platinum spike is attached to the bottom. The Scepter is engraved with the King's Crest and the Queen's Crest. *Background*: Crafted ~1600 years ago in Loraent by Tueshu Fasflower, granddaughter of Elven craftsman Huysgam, for the wedding of her cousin Nyphallia to King Brosherand. *Weight*: 2.25 pounds. *Value*: 55,250 GP. Found in the Queen's Parlor, First Vault Level.

Ultraviolet Spectacles, Wondrous Object; *Attack*: Not Applicable. *Additional Abilities*: While worn, these spectacles confer *darkvision* (200 FT) and allow the wearer to ignore any vision and weapon penalties due to the effects of mists, fogs, smokes, or airborne dusts. *Appearance*: A pair of spectacles sized for medium creatures, having platinum frames and glass lenses tinted light purple. *Background*: Spectacles of this type were created ~900 years ago by the Dwarven master craftsman, Ulmorn Broadaxe, for an expedition into the Smoking Pits of Elhm under Mount Redhorn. *Weight*: 0.165 pounds. *Value*: 3428 GP.

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