

A black and white photograph of a cave interior. The ceiling is covered with numerous long, thin stalactites hanging down. The walls and floor are rocky and uneven. The lighting is dim, creating a mysterious atmosphere.

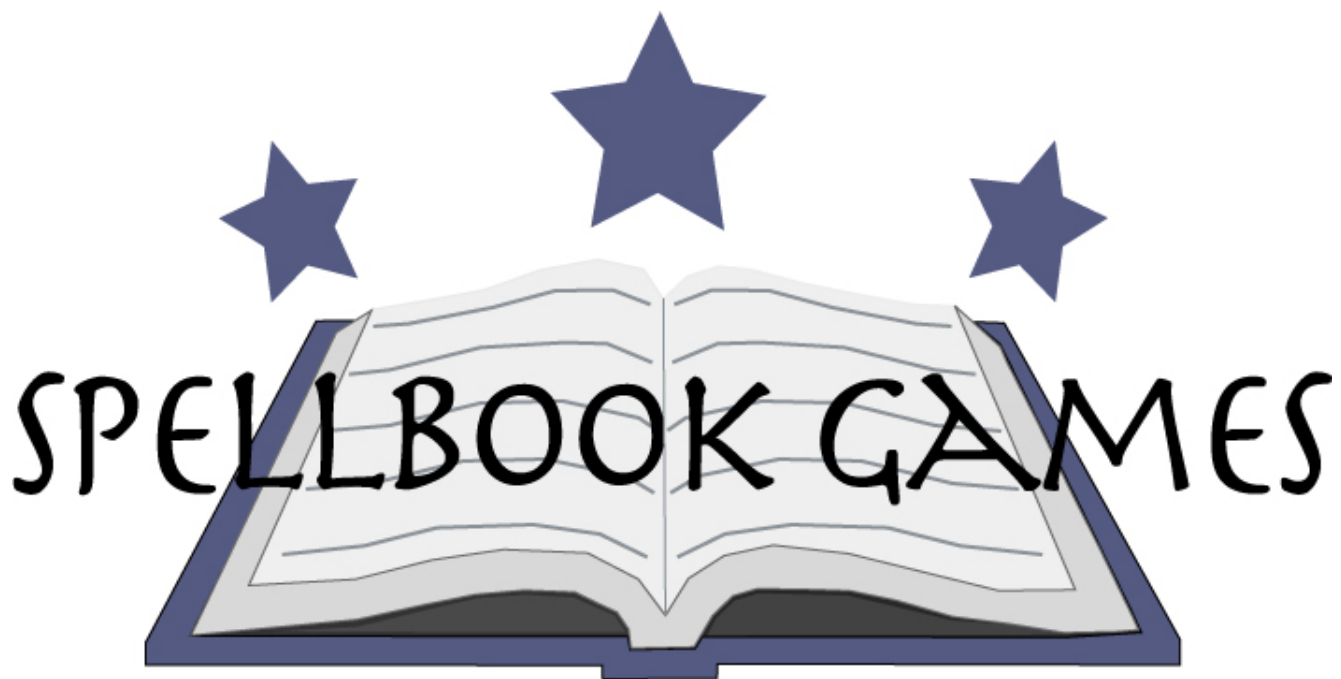
# The Grotto of Saint Rithanaskor

Spellbook Games

# The Grotto of Saint Rithanaskor

Writing and Production by

Paul Elkmann / Geoffrey O. Dale



© October 2013 Spellbook Games. All characters, names, places, items, and text are copyrighted by Spellbook Games. All art is copyrighted by the artist(s) and is licensed to Spellbook Games. All rights are reserved except as described in this notice: permission is granted, (1) to make personal copies of this material, and (2) for non-commercial distribution of this material provided that the material is not altered or added to in any way, and is clearly identified as the work of Spellbook Games. The incorporation of any part of this material into any other product offered for sale or distribution in any other manner without the written permission of Spellbook Games is

# The Grotto of Saint Rithanaskor

## INTRODUCTION

The Grotto is a small, self-contained, adventure location, which can be fully explored in a single game session. It provides the Gamesmaster a large complex underground space, mostly occupied by opponents capable of flight, and who use its vertical geography skillfully against Adventurers who are limited to climbing. When Adventurers are also capable of extended flight the Grotto can turn into a free-wheeling, multi-elevation, aerial dog-fight between Adventurers and the many inhabitants. The Grotto also provides some opportunity for Adventurers to practice a more stealthy approach, if they find and exploit the side rooms. The Grotto also holds two religious artifacts which could be of interest to Adventurers if introduced into a campaign that has significant diabolic opponents.

This adventure location is intended for a mixed-class group of three to five Adventurers, each of Levels 3-6 .

## COMMON ABBREVIATIONS

Armor Class – AC, Class Level – (Class Type) L#, Foot/Feet – FT, Greater than or Equal to – GTET, Gold Pieces – GP, Hit Die – HD, Health Points – hp, Less than or Equal to – LTET, To Hit – TH

## BACKGROUND

Saint Rithanaskor (a Romanny Priest of Anuruck, or Priest of Shodassa, Goddess of Justice, Oaths, Protection, as appropriate to the campaign) died eight hundred twenty years ago after a long life. As a young man Rithanaskor was an apprentice miner and later ministered in mining villages in the Falgrock Highlands. Spe-lunking was his lifelong hobby. He discovered the Grotto bearing his name while in his 30's and periodically used it as a retreat and meditation site later in life.

The Saint was well-known for his pursuit of Devils in the highlands and plateau regions, and was granted a Mask and a Spear by his deity. After his death these artifacts were left on an altar built high in the Grotto, watched over by his students. These students later formed a monastic order dedicated to the pursuit of Demons and Devils. Six hundred forty years ago a group of Devils attacked the Grotto, intending to take the Mask and Spear, killing most of the current Brotherhood membership. A surviving Brother prayed for help and the Deity placed a divine force field around the Grotto, trapping the remaining Devils inside.

Three hundred years ago, Brother Uryabbas devised a ritual that allowed entry into the Grotto. Several groups of Brothers have entered the Grotto since then, without either retrieving the artifacts or being able to kill the remaining Devils.

## ADVENTURE HOOKS

A Priest has been given a vision/quest by their Deity that requires obtaining the Mask and Spear, and delivering them to a Monastery. They are ten days from the Grotto when the vision is received and the monks are twenty days in another direction.

Several powerful Devils have been seen in the {insert name of campaign area} District (an area six to ten days away from the Grotto). The Church has determined the Mask and Spear are needed to combat these Devils and assigned the Priest the task of obtaining the artifacts.

A powerful figure in the campaign world has a beloved relative (wife, daughter, etc.) suffering from an otherwise incurable horrible disease. A divining (or vision) has revealed they can be cured by the Mask. This figure has either offered to pay the Adventurers to retrieve the Mask or has ordered them to do so (and is in a position to back up the order). Ignoring this figure would have undesired consequences for the Adventurers.

A member of the Adventuring party is a candidate for an important position in a chivalric Order associated with the Church. The other candidate(s) are indifferent to the Adventurers or perhaps openly hostile, so that their appointment would not be in the Adventurer's interest. Obtaining the Mask and Spear would be a significant accomplishment likely to secure their position.

A small-scale war is brewing between land-hungry aristocrats along the border in the {name} District. They have been taking land, crops, timber, ores, and daughters from farmers across the border. The aristocrats are secretly being manipulated by Obliorexx, a Class G Demon. The Mask and Spear would be very useful in defusing the situation before riots, lynching, and battles occur.

## RUMORS

The Devils have caused the Grotto to be filled with an unbreathable toxic gas.

The Grotto is infested with huge spiders and webs hang throughout the main room.

The Grotto has 200 FT vertical walls that must be climbed with spikes and ropes.

A huge Gargoyle holds the key to the Grotto, and a mortal must win a riddle contest to earn the key.

A powerful dragon held in stasis in the cavern has awoken and broken free.

A rich gold mine is found under the Grotto.

The Saint used a room under the Grotto to store his extensive wine collection.

The Grotto is found on the far side of a lake of boiling mud.

One cave room holds a rare crystal that wards off the Devils.

One cave room was set on fire by the Devils and the walls still burn.

Several cave rooms off the main Grotto are filled with lethal molds.

The only way out of the Grotto is through a planar portal to the Plane of Earth.

Several Zoybim devils attacked the Brothers of Saint Rithanaskor to obtain the ritual to free their trapped brethren.

Saint Rithanaskor is buried in a room under the main Grotto, in a gold casket concealed inside a wood cover, filled with rubies. His Wraith protects the treasure.

The Devils succeeded in removing Saint Rithanaskor's Mask and Spear, they substituted similar cursed artifacts for the holy ones.

Saint Rithanaskor's Spear is guarded by a female Angel who keeps the Devils away from it.

Saint Rithanaskor's Spear is held by a huge Water Elemental.

Saint Rithanaskor's Spear disintegrates all evil creatures it touches.

Saint Rithanaskor's Mask permanently attaches to the face of the person who dons it, staying in place until they die.

All mortals who see Saint Rithanaskor's Mask flee in fear.

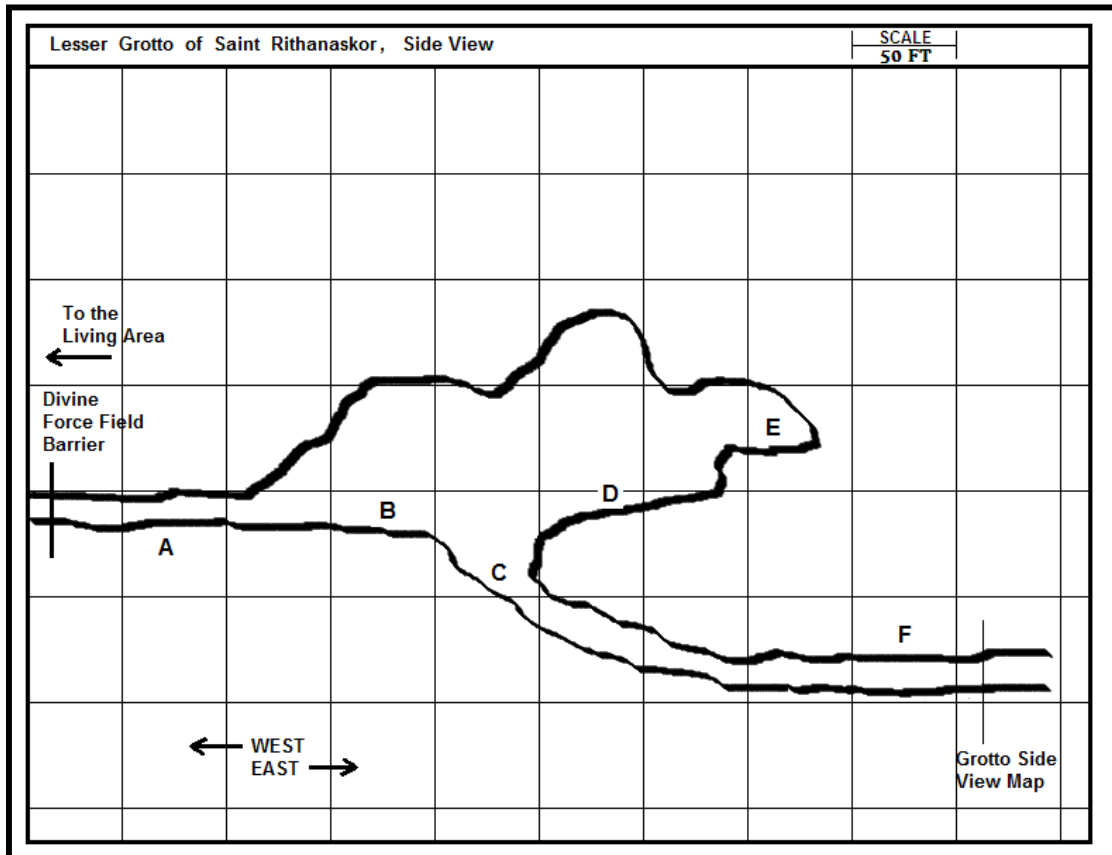
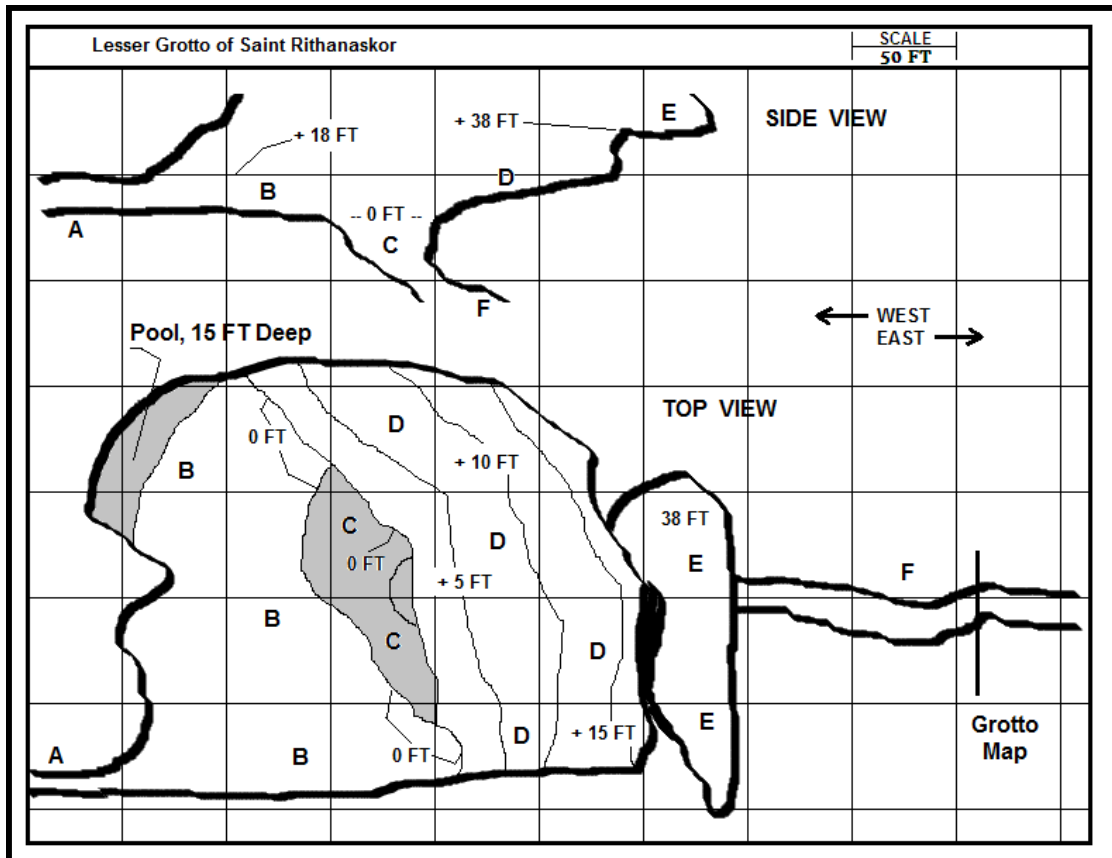
## ENVIRONMENTAL CONDITIONS

The Grotto is a dry cave. The temperature in the Lesser Grotto is a uniform 57 degrees. The temperature in the Grotto lower and side rooms is a uniform 55 degrees. The temperature in the main Grotto room is 50 degrees. The cave walls are mostly limestone, the rooms are a chalky-white color unless described otherwise.

## AREA DESCRIPTIONS

The Grotto is entered through a heavy wood trapezoidal door set into the base of a 500 FT red stone bluff (the bluff could stand alone or be attached to some large hill, ridge, or mountain). The door is surrounded by a dark red wood lintel and has a brass knocker shaped like a cave lantern. The door has an adamantine padlock (-10 open lock); its key can be obtained from Friar Mac-Sporick of the Order of Saint Rithanaskor. Behind the door is a 70 FT rough cave tunnel (8 FT wide, 11 FT high, lit by 2 oil lanterns; *not shown on the Grotto map*) that leads to the Living Chamber.

**Living Chamber.** (Does not appear on map) A 25 FT cave chamber with a sandy floor {*not shown on the Grotto map*}. This room was used as a living area by the Saint and contains a rough stone hearth and oven, three simple wood tables, three wood chairs, two barrels of clean water and four empty wood barrels, a sturdy wood pallet (no bedding), a wood chest contains cooking gear, a wood chest contains blankets, a wood chest contains a variety of simple clothing, a wood chest (keyhole, -3 open lock) contains five climbing ropes, a padded leather headpiece, two spelunking lanterns, two rock hammers, a pry bar, 10 steel spikes, climbing gloves, and a grapple hook, and a wood chest (padlock, -3 open lock) contains 54 religious books (each valued at 1d100\*1d10\*1d6 GP). The Saint owned the books and used some of the climbing gear. A 6 FT by 4 FT cave opening in the east side of the chamber gives access to a passage 8 FT wide by 9 FT tall. The room is occupied by two **Brothers** of the Order of Saint Rithanaskor (Priest L5, Priest's Robe AC40, *Heavy Mace +1*, Dirk, Bladed Staff, 3\**Holy Water*, *Healing Potion*).



**[A] Tunnel to the Lesser Grotto.** (Does not appear on map) A 100 FT tunnel, 8 FT by 9 FT, blocked near its west end by the divine force field. The tunnel has a dry sandy floor mostly free of obstructions. The east end of the tunnel emerges into the southwest corner of the Lesser Grotto through an arch of solid salt. The Ritual of Uryabbas allows mortals to pass the force field (requires 15 minutes, success on 1d20 rolls GTET [12-Priest Level], allows access for number of hours equal to the level of Priest who performs the ritual).

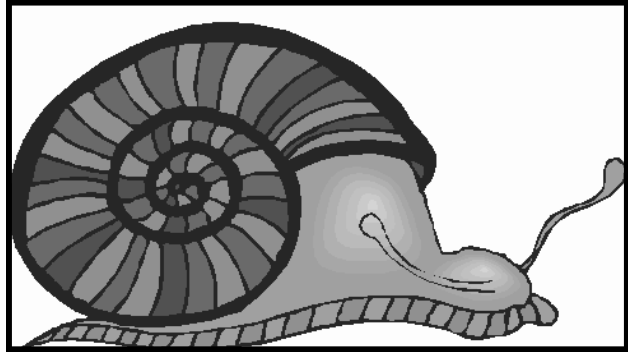
**[B] Lesser Grotto, Entry/West End.** The west end is roughly 200 FT by 120 FT, entered from [A] at the southwest corner. The floor is flat and even with a few pebbles. Stalactites hang from the ceiling. Glowing green crystals embedded in the ceiling give dim light. A pool of black water is in the northwest corner (very cold, causes paralysis to elves {persist 100-2\*Stamina rounds, save 1d20 GTET [34-Stamina]}, restores hp1d6 to dwarves). The center of the room is a sinkhole [C], and eastern section [D] slopes upward and is thickly covered in tall mushrooms.

**[C] Lesser Grotto, Sinkhole.** A sinkhole in the grotto floor, about 120 FT long by 50 FT at its widest point. The west side of the sinkhole is a steep slope down towards the east, with gravel and rocks, difficult to climb down; the north and south ends slope downward to the middle. A rough cave passage [F] leading east towards the main Grotto is at the sinkhole bottom.

**[D] Lesser Grotto, Up-Slope.** The eastern half of the room slopes upward to the east; a 40 FT arched opening is at the slope top (center of the east wall). The east wall is 18 vertical FT higher than the center. The floor here is covered in a muddy purple slime, growing a thick carpet of fungus and mushrooms. A 6 FT wide clear path hugs the north and northeast walls, leading from area [B] to area [E]. The fungus is from 2 FT to 5 FT high. Humans eating the fungus suffer a disfiguring skin disease {save 1d20 GTET [35-Stamina]}.

**[E] Lesser Grotto, Lair of the Psychic Snail.** A flat oval area almost 150 FT long, entered at the northwest end from the Lesser Grotto [D]. The floor here is covered a foot deep in black soil. The room is the home of a giant Psychic Snail (HD10, AC 20 shell, AC18 head, Bite 1d6, Tongue 1d3, Domination {save [34-Will]}, Intelligence 20, Will 18, telepathy, immune Shaman magic). In the room are: broken spear, dented open face helm, three flasks of flat beer, a flask of oil, a leather backpack with 8 meals, a hatchet, a light mace, a small saw, mallet, 10 wood stakes, an iron stake, and a wood staff. The Snail is not hostile towards humanoids and may be curious about elves and dwarves.

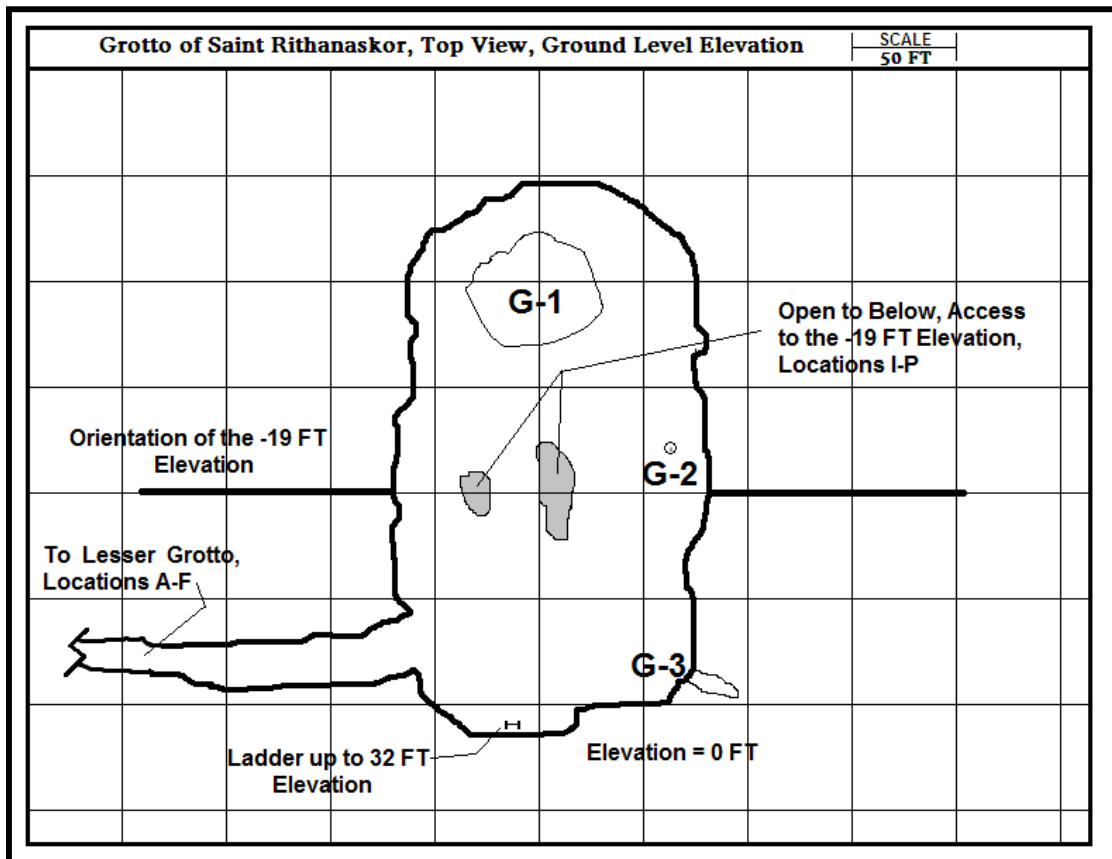
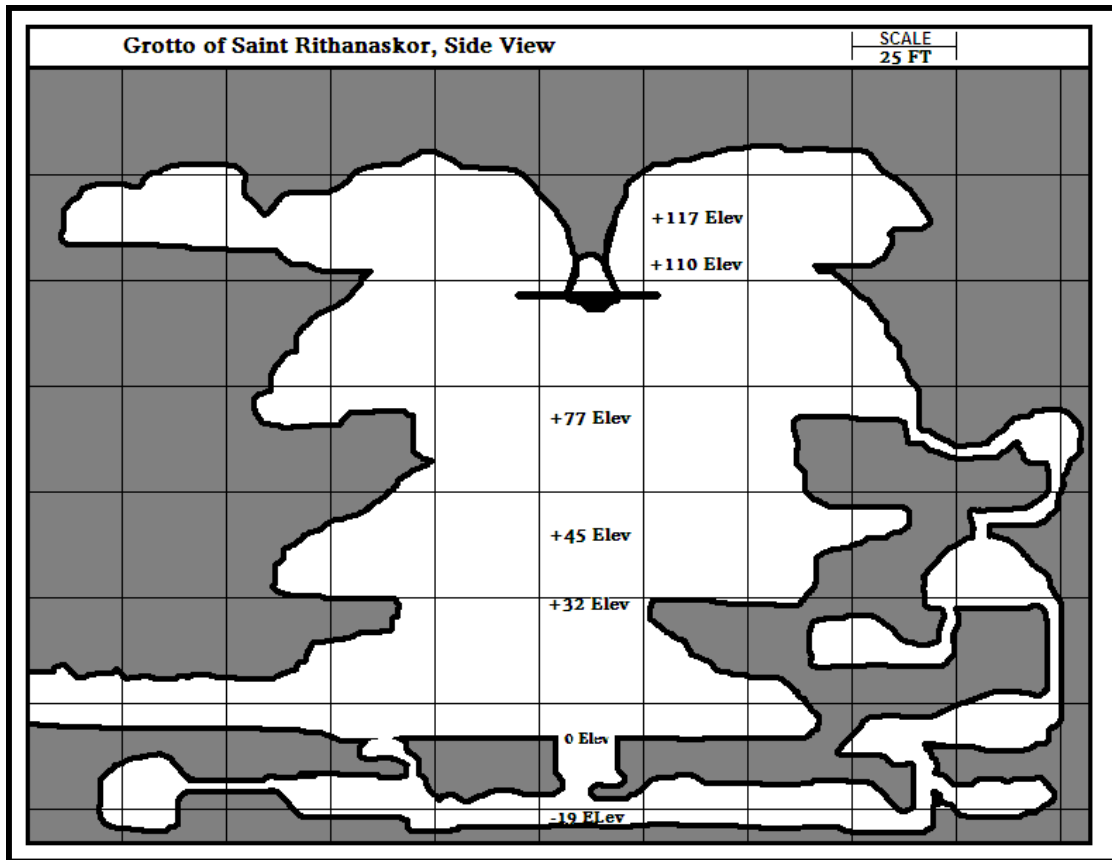
**[E] Lair of the Psychic Snail.** It knew the Saint but has very little actual information about the main Grotto area (1d4 rolls from the Rumors section can be used). It would be grateful if Adventurers would stop and visit for a while and share news. It can grant a +1 increase to one person's Intelligence statistic for 24 hours.



**[F] Tunnel to the Main Grotto.** A natural tunnel, 9 FT wide by 12 FT tall, leads from the bottom of the sinkhole [C] to the main floor of the main Grotto [G]. It passes under the areas marked [D] and [E] on the Lesser Grotto Map. The roof is lined with polished quartz crystals that reflect lights. The western-most 100 FT of the tunnel are very steep, almost at a 45 degree slope; Adventurers lose their footing and fall down (hp1d6) unless succeeding on a 1d20 roll GTET [30-Agility]. The tunnel is occupied by three **Poison Caterpillars** (HD2, hp16-18-18, AC14, Bite 1d4, paralyzing body oil on back {avoid [32-Agility], save [30-Stamina]}, effect 2d100 minutes).

#### Random Encounters in the Lesser Grotto

If the Gamesmaster uses random encounters a check should be made upon entry and every subsequent 30 minutes, determine the result using 1d20. *Encounters:* (1) 1d6 Giant Badgers HD3, (2) 1d6 Giant Must Beetles HD4, (3) 1d8 Rot Beetles HD3, (4) 1d3 Giant Poisonous Iguana HD2, (5) 1d8 Lycanthropes [Rat] HD3, (6) 1d4 Mautherdoogs HD5, (7) 1d4 Monitor Lizards HD3+1d3 [fatal disease], (8) 1d100 Giant Rats HD1, (9) 1d3 King Snakes HD5 [paralyze], (10) 1d6 Rat Snakes HD3 [disease], (11) 1d3 Hell Salamanders HD5, (12) 1d4 Siren Salamander HD4 [mesmerize], (13) 1d10 Giant Scorpions HD1+1d3 [paralyze], (14) Recluse Spider HD2 [fatal poison], (15) 1d6 Wertzels Spiders HD5 [fire breath], (16) 1d8 Yassakko's Spiders HD5 [cold breath], (17) 2d20 Disease Ticks HD2, (18) 1d6 Ice Toads HD4 [cold], (19) 2d20 Fire Flies HD3 [fire], (20) Earth Elemental HD8.



**[G] The Main Grotto.** A rectangular-shaped natural cave room, 150 FT across by 270 FT long, and 130 FT tall in the center. The room is entered from the Lesser Grotto through a floor-level tunnel in the west-southwest corner. Two sinkholes in the room's center give access to the rooms on the -19 FT Elevation and the five rooms above them (between the -19 FT and 77 FT elevations). The westerly floor shaft leads to Location J, and is an easy climb ([24-Agility-Level] without climbing gear, [19-Agility-Level] with gear); the easterly floor shaft leads to Location K, and is a moderate climb ([28-Agility-Level] without gear, [23-Agility-Level] with gear).

The grotto has a shelf around most of the room's perimeter 32 FT off the floor, the shelf being 25 to 50 FT wide. A shelf around the perimeter at 77 FT off the floor is about 35 FT wide; a tunnel connects this elevation with the six side rooms. A 20 FT shelf is on the west and east side, 110 FT above the floor; the west side shelf gives access to a single large cave room at 114 FT. A thick stone column is attached to the roof above the center of the room, 25 FT by 50 FT thick by 35 FT tall – the column is not attached in any way to the sides of the Grotto, with at least a 50 FT gap to the nearest walls on the west and east sides. A 25 FT wide platform is attached to the ceiling column, the location of a rectangular blue stone altar; a rope bridge (2 inch thick metal cable) stretches from the west shelf to the altar platform. A metal ladder attached to the south wall leads up to the 32 FT elevation (fall on 1d20 rolls GTET [22-Agility]; ladder breaks on 1d20 roll GTET 18). The areas labeled G-1 through G-23 describe areas of interest within the Main Grotto. The Grotto walls from floor level to the 110 FT elevation are a very difficult climb ([36-Agility-Level] without gear, [31-Agility-Level] with gear).

### **Cave Floor (0 FT elevation)**

[G-1] Mine Digs: A rectangular pit, 25 FT across by 20 FT deep, the bottom half of each wall is supported by boards (grey, looks rotted from close up). Some gravel and rock diggings are found at the top. A wood ladder on the west side reaches to the bottom (fall unless 1d20 roll GTET [28-Agility]). At the bottom is found an old shovel, a pick with broken blade, knife hilt, dented lantern, a silver nugget (28 GP), a 5 FT piece of rotted cord, and a metal pail with a hole. The pit collapses on 1d20 rolls GTET 14, checked every 5 minutes (2d8).

[G-2] Stone Pillar: A square pillar, 5 FT on a side by 10 FT tall, made of dark blue stone, a 3 FT by 3 FT holy symbol is etched in white in each face; the north symbol is defaced. A Priest touching the intact holy symbols

gains a +1 saving roll against devil spells (1 hour), a good or neutral Priest touching the defaced symbol suffers hp1d10.

[G-3] Nest of 6 **Spitting Cobra** (HD3, hp22-26-29, AC24, Bite d6, Venom Spit range 15 FT d4 for 1d8 rounds, save 1d20 GTET [30-Stamina], paralysis 2d8 hours): A shallow cave, 25 FT deep by 7 FT across by 6 FT high. Inside the cave is found 83 CP, 22 SP, 5 GP, small silver mirror, 10 FT rope, ruined backpack, cracked canteen, short sword (blade breaks on rolls 1-6), and a piece of jade (338 GP).

### **Grotto 32 FT Elevation**

This elevation consists of two ledges; the smaller northeast section is separated from the rest of the elevation perimeter by a 30 FT gap at the north end, and a 20 FT gap in the east-middle.

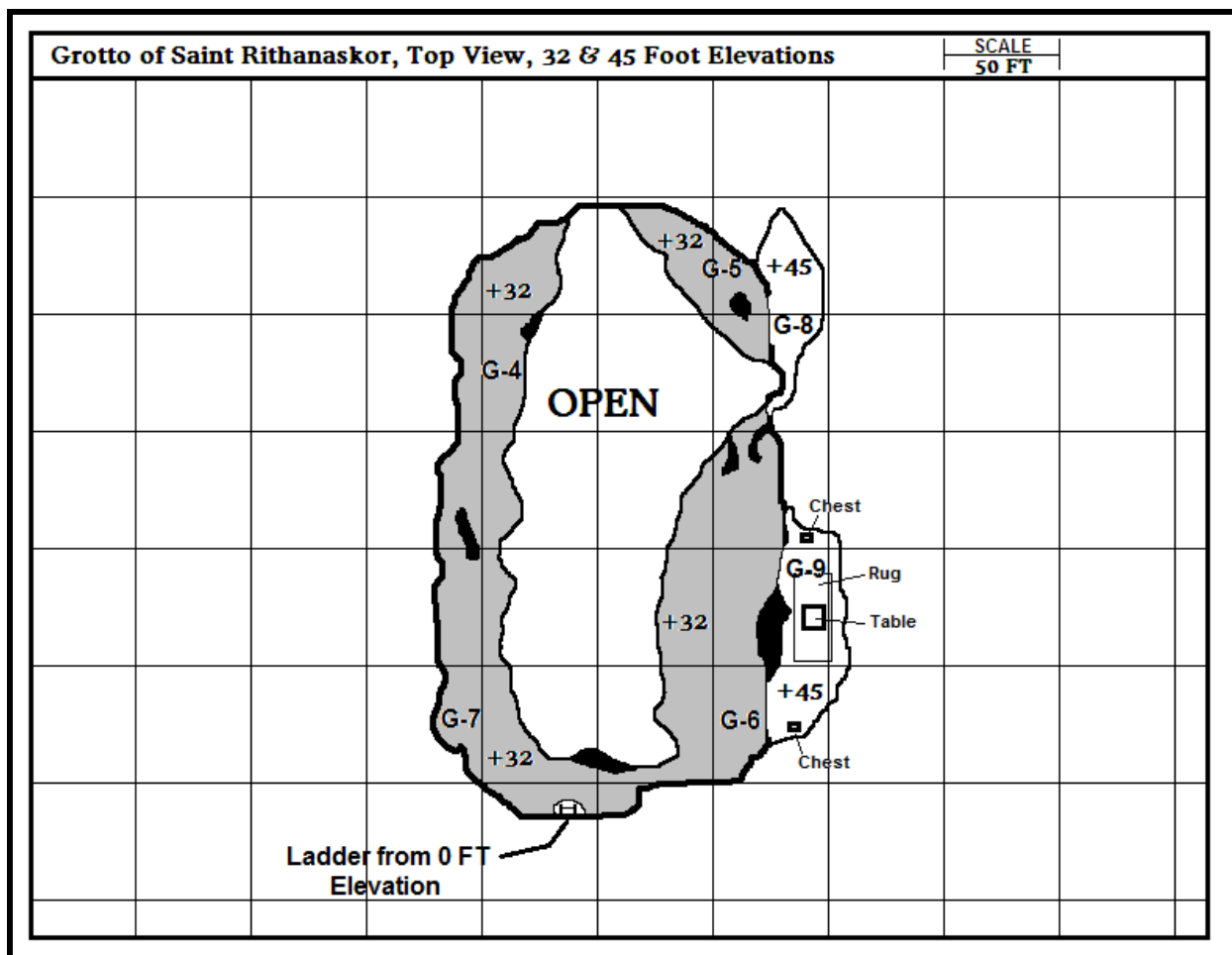
[G-4] A **Tar Golem** (HD4, hp36, AC15, weapon sticks to body 1d20 GTET [34-Strength] to remove, fire explodes in 1d6 rounds at 2d8 damage in 8 FT radius – half on 1d20 GTET [30-Agility]) armed with ten explosive grenades (d12, range 40 FT, 7 FT blast radius, avoid 1d20 GTET [30-Agility]), six smoke grenades (range 40 FT, 10 FT radius, persists 1d20+20 rounds), and two flash grenades (d3 in 3 FT, blind to 25 FT, save 1d20 GTET [32-Stamina], blindness 35-Stamina rounds). It also has a 1d10 Spear.

[G-5] Diamond Seam. The walls of this area are encrusted with raw diamonds, so it glitters and reflects in the light. An Adventurer can loosen a 4d100\*1d8 GP diamond by hand every 2 minutes. The entire area can be mined out in about 4 days, producing about 600 pounds of raw diamond valued at 325,000 GP.

[G-6] Corpse. The partially-eaten corpse of a male Elf lays face-down, wearing a long-sleeved jacket, pants, and boots. None of his gear is present. Gnomes touching the corpse contract a disease [Gamesmaster selection] unless 1d20 GTET [30-Stamina].

[G-7] Hungry Lizards. Three **Basilisk Lizards** (HD1, hp8-8-10, AC16, Bite d4, 2\*Claw d3, paralyzing touch – save 1d20 GTET [32-Stamina], persists 3d100 minutes) are lounging on the shelf, preventing passage.





#### 45 FT Elevation

This elevation consists of two caves accessible only from the east side of the 32 FT elevation.

[G-8] North Cave. This cave can only be reached by climbing up from the 32 FT elevation. A 20 FT wide by 7 FT opening overlooks the northeast section of the 32 FT elevation; the cave wall offers plenty of handholds to climb down (fall unless 1d20 roll GTET [22-Agility]). A narrow passage at the south end overlooks the longer section of the 32 FT elevation ledge; the wall here is smooth and more difficult to climb (fall unless 1d20 roll GTET [32-Agility]). The room is occupied by 11 **Saber Tooth Cat Skeletons** (HD3\*4/4\*3/3\*2/1, hp 38-38-36-34-27-24-24-23-17-15-8, AC7\*30/4\*22, Bite 7\*1d10/4\*1d6, 2\*Claws 1d4) and two ordinary dwarf-sized skeletons. There are two 50# leather backpacks in the cave, (1) 27 CP, 16 SP, dagger in sheath, 15 FT rope, metal lantern, 2 flasks of oil, folding spade, flint-steel, whetstone, 5 wood stakes, 3x magnifying glass, 3\*lock picks, silver Holy Symbol to (insert campaign deity), 26 GP), 1d10 *healing potion*; (2) 13 CP, 2 SP,

quiver with 9 hunting arrows, 5 meal rations, bedroll, magnetic compass, 4 torches, flint-steel, 2 vials Holy Water, prayer beads, metal probe, smoke grenade, silver-bladed rapier.

[G-9] South Cave. The room is about 90 FT by 40 FT, with two openings on the west side, both overlooking the southeast part of the 32 FT elevation. This area can only be reached by climbing up from the south-southeast part of the 32 FT elevation. The cave walls from 32 FT to 45 FT are of moderate difficulty to climb, fall on 1d20 roll GTET [28-Agility]. A rotted rope is tied to a rusted iron spike, hanging down to the 32 FT elevation; the rope breaks on 1d20 GTET 12. A rough wooden table stands in the center of a large area rug (40x25 FT, 227 GP), with three wooden book stands; one stand holds the Saint's personal hymnal (11,052 GP), one stand holds a book of rituals (*destroy demon, commune with deity, command devil*), and one stand holds a book of prayers (Devotions: *Armorskin* {AC+2\*SPM+Level}, *Detect Poisons*, *God's Sword*, *Minor Escape*, *Minor Escape*, *See Undead*, *Sword Blessing*; Mysteries: *Animate Body*, *Banish Disease*, (continued next page)...

Grotto 45 FT Elevation, [G-9] (continued from previous page). ...*Banish Paralysis, God's Hammer, Heal Wounds*; evil persons touching the book suffer 1d12 electrical damage, half if 1d20 GTET [32-Will]).

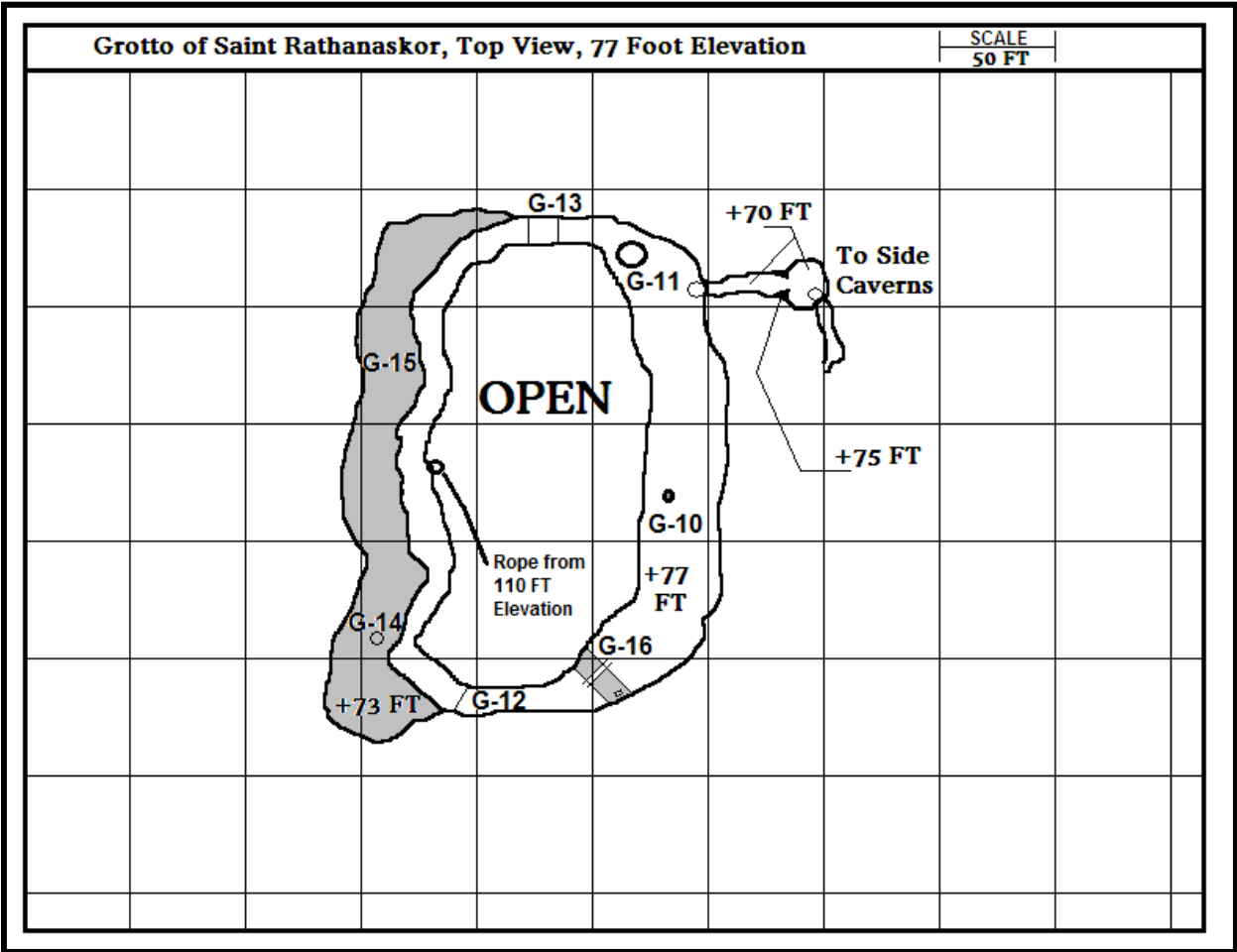
A metal chest is at the south end, a wood chest is at the north end, opening either chest summons three **Mino-  
taur** (HD5, hp47-43-40, AC26) with double-bladed hand axes and small metal shields; they arrive in 1d10 rounds. Metal chest (padlock, -3 open lock, sleeping gas trap – trap goes off on opening unless 1d20 roll GTET [32-Agility]/save 1d20 GTET [32-Stamina]/persists 1d100 minutes) holds: 316 SP, 72 GP, three gold-ruby-amber Holy Symbols (2105, 3002, 4610 GP), four emeralds (622, 1488, 2018, 6139 GP), 6 vials *Holy Water* (glass, cork), superior winter cloak (42 GP), bottle of rare wine (715 GP), 30 FT rope, wood mallet, 5 iron spikes. Wood chest (brass keyhole, -1 open lock) holds: a fancy cape (12 GP), a *Wizard's Robe* (AC22), *Patur's Tonic* (disease banishing), a silver pot of Salve against Sleep (pot 27 GP), a carved ivory pipe (9 GP) with 6 bowls of fine pipeweed, a brass hand bell (8 SP), a sealed clay pot of salt, a sealed clay pot of cinnamon (210 GP), a *Manual of Physical Power* (Strength+1d6,

permanent), a *Belt of Goblin's Strength* (8, cursed, requires 1d20 roll GTET [32-Will] to discard or remove – checked daily), and a *Lock Pick*+2; a glyph of blindness is inscribed on the inside cover (view unless 1d20 GTET [34-Intelligence], save 1d20 GTET [32-Stamina], apply +4 if good, persists 2d20 hours).

77 FT Elevation

When Adventurers are climbing from the 32 FT to the 77 FT elevation they are attacked by five adult and two juvenile **Winged Reptiles** (HD6-5-5-5-4-2-2, hp58-47-45-44-37-16-14, AC28/20, Bite d10/d6, Talons d6/d4 airborne, Wings d3, ramming knocks climber off rope unless 1d20 GTET [28-Agility]). They nest in a hollow in the central column located 20 FT above the altar platform [generally inaccessible]. On 1d20 rolls GTET 16 the **Vampire Bats** roosting on the 110 FT elevation will visit this elevation (see below).

A ledge runs completely around the main room at the 77 FT elevation, varying from 15 FT wide in the southwest, west, and northwest, to 40 FT wide on the east side. (continued on next page)...



Grotto 77 FT Elevation. (continued from previous page)  
A 25 FT-wide area along the west side is at 73 FT, at the lower side of an uninterrupted 4 FT vertical step. An 8 FT vertical shaft against the wall in the northeast quadrant drops into a horizontal tunnel to Location P, with access down to Locations O, N, M, L, and K; this is an easy climb ([24-Agility-Level] without climbing gear. A rope dangles from the 110 FT elevation, with cross-pieces of wood every 3 FT vertical; it is found midway on the west side of the central opening; the rope breaks on 1d20 rolls GTET 16 checked, at 85 FT, 95 FT, and 105 FT.

[G-10] A grey stone column, 8 FT high by 3 FT thick, with a 5 FT stone platform on top; a gilded winged lion statue is on top, with emerald eyes (3108, 4427 GP), wearing a leather collar with pieces of sapphire and onyx (6047 GP); an aura of blessing may be detected in the area but there is no functioning spell/prayer. The column falls over when climbing is attempted unless succeeding on a 1d20 roll GTET [32-Agility]. If the column falls, the lion breaks open on 1d20 rolls GTET 17, releasing sleeping gas (effect in 1d6 rounds persisting 2d100 rounds, save 1d20 GTET [30-Stamina]). A pink pearl (12,280 GP) is concealed in a depression in the top of the column. 1d10 rounds after Adventurers begin to examine the column they are attacked by four **Flying Skulls** (HD6, hp55, AC44, Bite 1d6, Ram 1d3, SPM+3, 4 spells/day {*Confuse Weapons* [32-Will; TH-3], *Dominate Person* [30-Will], *Jaco's Mesmerize* [32-Will], 1d6 *Shocking Arrow*, *Cloud the Mind* [35-Will]}).

[G-11] A 12 FT Blessed Circle is marked on the floor by a glowing purple line, the Devils will be unable to attack the occupants by physical or magical means; mortals are not prevented from entering/leaving regardless of their moral outlook. The circle does not affect ordinary sight or ordinary hearing.

[G-12] An invisible tripwire stretches across the ledge, 3 inches off the ground; an Adventurer snaps the wire unless succeeding on a 1d20 roll GTET [36-Agility], apply a +10 modifier if the wire is detected, apply a -3 modifier to disarming the trap. When the wire is snapped, six **explosive grenades** (hp1d12, 4 FT radius) buried in the floor 8 FT away are ignited, with a 30 second delay fuse; the grenades are in shallow pits covered by a thin layer of rock material (To Find -6 except -2 for Dwarf, Disarm -4).

[G-13] Twenty 5 FT metal poles are set in sockets drilled into the ledge floor, forming two straight lines of ten across the ledge, separated by 16 FT; each pole is topped by a silver Holy Symbol. Neutral or evil persons

must succeed on 1d20 rolls GTET [34-Will to pass either line. A 4 FT diameter glass ball sits in an iron cauldron in the space between lines, the ball engraved with glyphs of holy symbols – a male touching the ball is teleported vertically within the cavern (no effect for a female); on 1d10 rolls 01-07 they are transported vertically upward to the identical location on the 110 FT elevation, on rolls 08-10 they appear on the cavern floor, 0 FT elevation, directly under the ball. If the ball sustains hp10 damage it explodes outward, hp2d8 at a range of 15 FT, hp1d8 15-25 FT.

[G-14] The Fountain of Saint Yves (Aeressam Priest of Anuruck [Monotheistic Deity], or High Priest of Shodassa, Goddess of Justice, Oaths, and Protection). A round white marble basin, 10 FT across by 40 inches high, 4 inches thick; a 6 FT carved column in the center supports three upright blue stone doves with spread wings; the basis is carved with scenes from the Saint's life; the basin is filled 25 inches deep (a phylactery with a piece of finger bone is embedded in the basin wall). A good person sipping from the fountain is healed hp1d6, a second drink has no effect, a third damages 1d3; a neutral or evil person sipping from the found takes 1d3 damage/drink.

[G-15] Nest of **Greater Wasps** (HD2, hp16, AC14, paralyzing venom save 1d20 GTET [32-Stam]). Forty-two vertical tubes are attached to the wall, each 5 FT diameter by 18 FT tall, with openings at the top and bottom. Each tube is made of a thick paper-like substance (cut GTET hp3, resists ordinary fire). 3d6 Wasps are on the nest exterior, each tube holds 1d4 additional wasps. An additional 1d6 Wasps arrive/round for 1d20 rounds. The queen does not fly (HD5, hp54, AC20, venom save GTET [35-Stam]). The following is found among the refuse on the ledge below the nest: 5\*Leather Backpack (3\*50#, 2\*30#), Staff, *Long Sword +1*, silver-bladed Dagger, silver-head Heavy Mace, Rapier, Cutlass, 2 clubs, wood shield, small steel *Shield* AC+6, dented open-face helm, metal cap, 2\*leather hoods, studded leather *Gauntlets* AC-3, chain mail shirt, 3\*quart canteens, 4\*empty flasks, 2\*steel spikes, small pry bar, small hammer, metal vial of *Holy Water*, 7\*torches, 4\*candles, 38 CP, 31 SP, 7 GP, ruby (302 GP), garnets (115, 427 GP), pearls (142, 177, 211, 279 GP), gold-jade brooch (826 GP), silver-amber ring (630 GP), 1d8 *Healing Potion*, *Invisibility Potion*, Salve of Venom Protection.

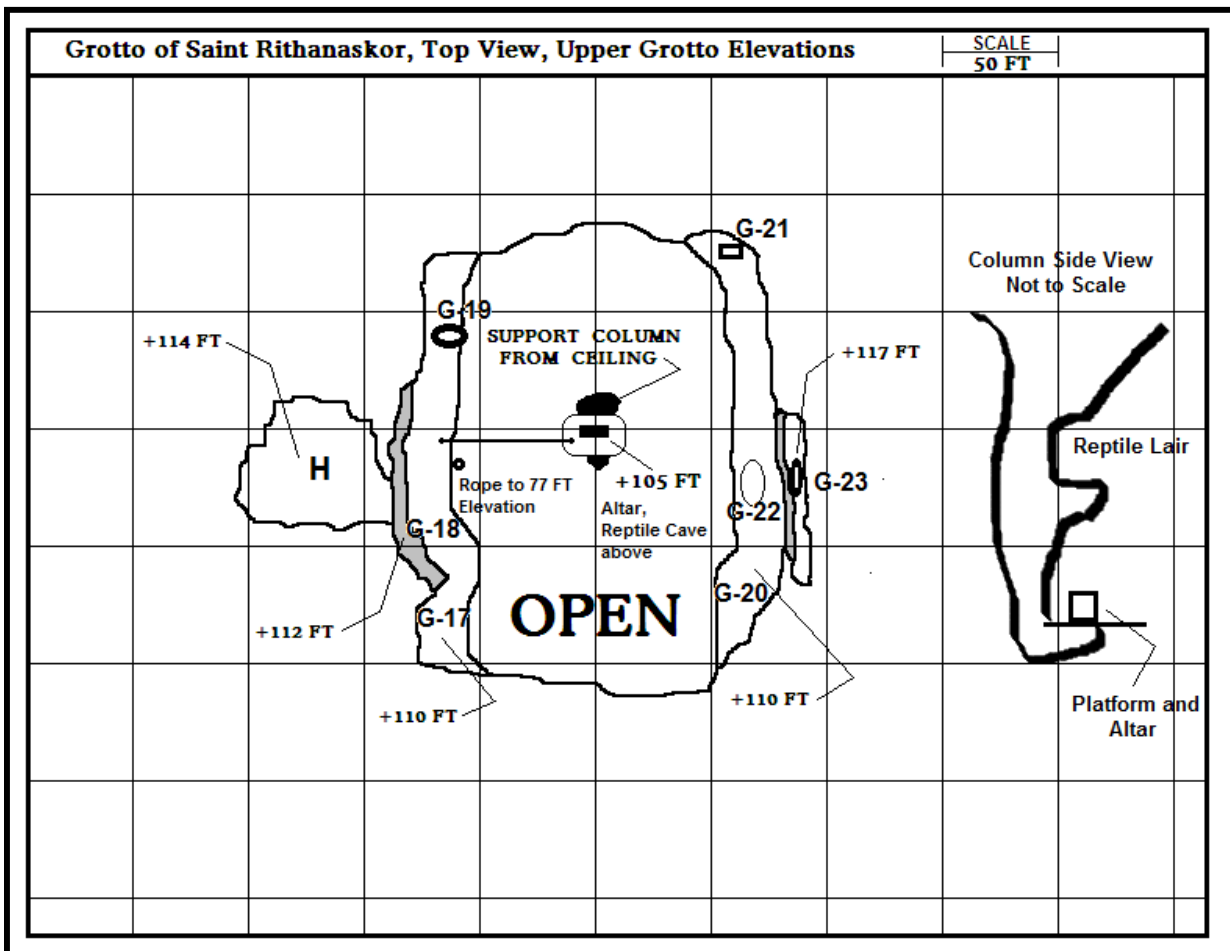
[G-16] A pit is dug across the ledge, 5 FT deep by 12 FT across; two parallel metal cables span the pit 5 FT apart, anchored by iron spikes, a bridge is formed by wood planks between the cables. (continued on next page)...

Grotto 77 FT Elevation, [G-16]. (continued from previous page) The pit is filled with a pale blue liquid (poisonous acid); skin contact for more than 1 round causes hp1d3+4/round, the effectiveness of armor is permanently reduced AC2 per round contact, ingestion is fatal in 1d6 rounds (save 1d20 GTET [38-Stamina]). The planks are secured poorly, and fall when crossed unless an Adventurer succeeds on a 1d20 roll GTET [28-Agility]. Breathing is difficult in the area around the pit, causing chest constrictions; there is an acrid unpleasant aroma. A stone box is submerged in the pit by the cave wall, opening requires a 1d20 roll GTET [28-Intelligence]; it contains a *Delliment's Tome* (reduces SPM), *Language Librams* for Elvish and Centaur, *Olmar's Book* (removes fighting penalties for Priests/Wizards), a *Codicil of Mages* (gain 40,000 XP), and a *Manual of Determination* (permanent Will+2).

### 110 FT to 120 FT Elevations

The uppermost elevation of the Grotto consists of an eastern ledge 15-20 FT wide and a western ledge 20 FT wide, separated by gaps at the north and south of about 100 FT. A section 70 FT long by 10 FT is above the

eastern ledge at an elevation of 117 FT, approximately centered. A 2 FT high step at the western edge of the western section is 80 FT north/south by 6-8 FT wide; a single 70 FT by 50 FT cave room on the west side is reached from the step, the room is at an elevation of 114 FT (4 FT above the ledge). A 30 FT by 15 column attached to the roof is in the middle of the gap, equidistant from either ledge, a section of the column has been removed and a rectangular/oval metal platform attached in the space, the platform at 105 FT elevation (5 FT below the ledge elevations). A black stone altar is on the platform, and the holy Artifacts are on this altar. A single thick metal cable spans the distance between the west ledge and the platform, cable is quite strong (hp30 to break), Adventurers attempting to 'tightrope walk' fall unless succeeding on a 1d20 roll GTET [38-Agility], apply a +4 modifier for Elves, a -2 modifier for Dwarves. A half-inch thick rope hangs from the center of the west ledge down to the 77 FT elevation (breaking checks for climbers at 85 FT, 95 FT, 105 FT).



### Upper Grotto, West Ledge, 110 FT

[G-17] A rough wood stand holds two 20-gallon kegs, one of wine and one of mead; the mead is stale but safe to imbibe, the wine is still of excellent quality. If the kegs are removed, a secret compartment in the stand (-2 to find, -2 to open) contains a leather bag with 18 GP and 42 SP, a Scroll (Fire Wizard; Basic: *Ashes, Detection, Flare, See Invisible, Smokescreen, Thermal Vision*, Lesser: *Blindness, 2\*Disperse Magic, Flame Trap, Invisibility*), a *Wand of Hares* {summons HD3 Killer Hare}, a *Cap of Visualization* (6/day), and a map (Gamesmaster to insert a location appropriate to their campaign, the map has invisible writing on the back).

[G-18] An oval mound 6 FT high by 10 FT long by 6 FT wide, lair of 5 **Armored Web Spiders** (HD6, hp58-55-54-51-50, AC45 {armored exoskeleton}, Bite 1d6, attack Dwarf-Gnome TH+1, Spits webs range 20 FT {stuck to spot, avoid 1d20 GTET [30-Agility], break 1d20 GTET [34-Strength] or hp8, resists fire}); bite of largest two paralyzes (effect in 1d6 rounds, persist 3d100 minutes, save 1d20 GTET [30-Stamina], per bite). Webbing covers the exit (surprise +2). Inside the lair is 2\*30 FT rope, 6\*iron spikes, heavy mallet, 4\**Holy Water* vials, Spear, silver-bladed Scimitar, closed face *Helm* AC+6, 9 war arrows, 2\*smoke grenades, 19 SP, 3 GP, diamond (820 GP), gold ring (42 GP), gold lion belt buckle (25 GP), ivory prayer beads (112 GP).

[G-19] A winch/crane apparatus on a swivel mount, the arm can be extended and moved over the side, the take-up drum has 240 FT of rope (now rotted, if GTET 50 pounds are hoisted the rope breaks in 1d20 rounds at 3 FT/round). There is a locking mechanism on the winch (rusted, Strength GTET 19 to force, breaks closed on 1d20 rolls 1-2); a needle trap injects a disease (probably tetanus, save 1d20 GTET [26-Stamina]; -3 to find, -2 to disarm).

### Upper Grotto, East Ledge, 110 FT

[G-20] A group of 22 **Vampire Bats** (HD3, hp6\*26/4\*24/8\*22/2\*20/2\*18, AC12, Bite 1d8, Talon 1d3, AGIL16, 50% chance suck blood, disease *vampirism*, save 1d20 GTET [32-Stamina]/bite) roosts on rocks jutting out from the wall. A 2 FT thick pile of guano is on the ledge (3d100+1000 pounds at 1d12 SP/pound). A *Two-Handed Sword* +1 is stuck in the guano; 22 bat fangs are found at 2 SP each.

[G-21] A brass chest inlaid with six ivory-jade panels (four sides, two top, each 1d100+1000 GP) depicting the life of Saint (Prophetess) Dolomatia (Rommany High

Priestess of Anuruck, or Priestess of Balarama, Goddess of Knowledge and Magic); she died 1420 years ago. The chest has a combination lock (30 digits, 4 digit combination, -6 to open). After unlocking, the latch has a poison gas trap (paralyze 1d100 rounds, range 10 FT, save 1d20 GTET [32-Stamina], -2 to find, -2 disarm). The chest holds a phylactery of the Saint/Prophetess, a 16-inch silver elephant figurine (a chamber inside holds some of her hair, visible through the side, figurine 631 GP, hair 22,106 GP). A good person carrying the phylactery is AC+20 against the physical attacks of evil creatures, applies save+3 against spells and mental attacks, heals the first hp6 suffered/day, lays on hands to heal others (hp4, 4/day), and invokes *God's Hammer* (2/day, 1d8 damage animated hammer, fights as Warrior L10, 20 rounds, range 25 FT).

[G-22] A clump of bright blue-yellow **Sleep Flowers** (HD1, hp22, AC10, sleep 3d100 minutes starting 1d3 rounds, range 20 FT, save 1d20 GTET [32-Will]; affected persons fall from the ledge unless 1d20 GTET [26-Agility]) grow in a 4 FT circle of grass.

### Upper Grotto, East Ledge, 117 FT

[G-23] A 7 FT oval pod of strange green metal is found, its top opens in two lengthwise sections, the interior is filled with a soft red material with a man-shaped/sized impression. A fine rapier is inside, made from an unknown blue metal (damage +2). If an Adventurer lays in the pod and closes the top, they go into stasis (e.g. stopped time for them, no save) for 1d100 years plus 1d20 months plus 1d12 days, before it automatically revives them; on 1d100 rolls of 100 a lethal malfunction occurs.

A grey leather backpack is also found that contains a large fabric circle connected to a leather harness by many thin ropes (parachute, 623 GP); the fabric is very thin and made of an unknown material (nylon); an untrained Adventurer trying to use this falls to their death (save 1d20 GTET [32-Intelligence] AND [30-Agility], both rolls required).

### Upper Grotto, Altar Platform, 105 FT

The black stone altar is a solid piece of polished blue stone, 9 FT long, 5 FT wide, 4 FT high. A gold glyph representing the holy symbol is inlaid in the wall of the cut-out section above the altar. A silver stand on the altar holds an upright silver Holy Symbol (462 GP). *Saint Rithanaskor's Mask* and *Spear* lay on the altar, surrounded by the green glow of divine favor. (continued on next page)...

**Upper Grotto, Altar Platform.** (continued from previous page)...A good-aligned Priest or clergy of the Saint's sect can remove the Artifacts without difficulty, all others require a 1d20 roll GTET [34-Will] to acquire them; evil persons must succeed on a roll GTET [42-Will] to acquire them. If any neutral or evil persons are on the platform, a **Wraith** (HD10, hp91, AC120 versus iron weapons, Fear Gaze {save [32-Will]}), Touch 2d8, immune Fire Magic, double damage from Air Magic, Fire Mage L4 {SPM4, free Basic 6 Lesser 4, Basic: *Attack 1d6+4, Call Flames, Extinguish Lights, Fire Arrow, 1d12 Magic Grenade* {avoid [32-Agility], Lesser: *Attack 2d6+4, Blindness* {save [28-Stamina]}}, *Darkness Zone, Mesmerize* {save [32-Will]}) appears to defend the artifacts.

### Winged Reptile Cave, Central Column, ~135 FT

Eight **Winged Reptiles** (HD8, hp 5d10+2, AC20 body AC14 wings, Bite 1d10, 2\*claws 1d4, Tail 1d6, Ramming 2d8 [full speed dive]; 5 male, 3 female) and five juveniles (HD5, hp 3d10+2, AC18 body, AC12 wings, Bite 1d8, 2\*claws 1d3, Tail 1d4, Ramming 2d6). The Reptiles lair in a cave in the central roof column, it is 10 FT deep by 15 FT wide by 7 FT high. The cave contains: 34 CP, 8 SP, 4 GP, 2\*Long Swords (one *silver-blade +1*), 5 Dirks in scabbards, a Heavy Mace (+3 *versus Undead*), metal bladed Staff, 50# backpack (*fire resistant*), 2 metal canteens, 3-power magnifying glass, 3\*Lock Pick (one is +2), small silvered mirror, 9 iron spikes, 6 wood stakes, 3\*hooded lanterns.

**[H] Devil's Room, 114 FT Elevation.** The three Devils are found in this room except when they are making flying or stand-off attacks against Adventurers in the main Grotto; the Devils do not engage in direct personal combat unless the Adventurers reach the 110 FT elevation. The room has rough stone furniture (chair, bench, table) proportioned to the Devils (oversized for mortals). A glyph representing an Unholy Symbol is written on the south wall in glowing pulsating red. The room is much warmer than the rest of the Grotto and has a strong odor of Sulphur. Flickering tongues of fire move across the ceiling, providing dim light. The following is found in the room: 43 SP, 19 GP, 10 bloodstones (1d100\*1d12\*1d8 GP), eight rubies (1d12\*1d6\*500 GP), 2\*Arrows of Slaying (Devil LTET HD 5, save 1d20 GTET [34-Will]), 5\*vials *Unholy Water*, a Long Sword with cracked blade, a silver-bladed rapier snapped off 6 inches from the hilt, a *Blade of the Dark* (TH+3 underground, confers infrared vision, summon Giant Weasel 1/day), small metal *Shield AC+4*, 2\*1d8 *Healing Potions*, 4\*25 FT good quality rope, 10 steel spikes, 3\*hooded lanterns, 6\*flasks lantern oil, a copper

*Ring of Beasts*, an *Armor-Lessening Wand* (AC-10, 15 minutes, 37 charges), and a *Vessel of Endless Fog*.

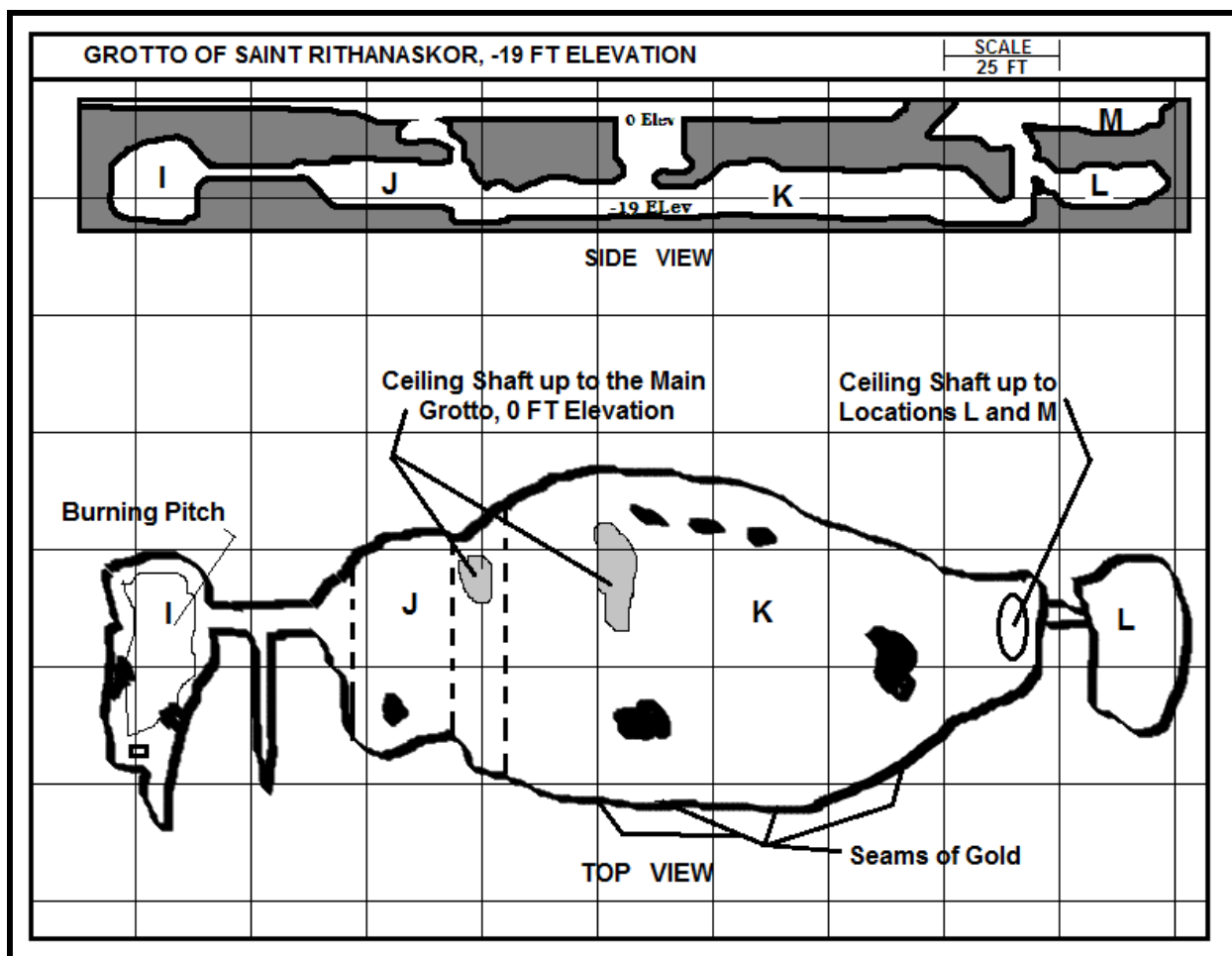


Type 1C Devil

### Lower Grotto and Side Rooms

**[I] Room of Burning Pitch, -19 FT Elevation.** The room is roughly rectangular, 25 FT by 50 FT, the tunnel from Location J is about 10 FT above the room's floor. A crack in the floor allows pitch to seep into the room to a depth of 5 FT in the center. The pitch has caught fire and burns slowly, the room is filled with blue flames and thick black smoke. Adventurers choke and gag on the vapors (save 1d20 GTET [34-Stamina], check every 10 rounds, unconscious 3d20 rounds). A stone coffer, 6 FT by 4 FT by 3 FT tall, is on the south end of the room across the pitch from the tunnel; the stone lid is not latched or locked but does require a total Strength GTET 35 to lift off. The coffer holds 1423 CP, 284 SP, 101 GP, 9 platinum pieces (10\*GP), silver-bladed War Axe, Dirk +1, Rapier (*Chain Mail Ripper*, +2 damage versus Giant Insects), Short Bow, quiver of 23 War Arrows (3\**Smoke Arrow*, 2\**Exploding Arrows* 1d8), 2\**Healing Potions* 1d8, *Potion of Spider Walking* (stick to vertical surfaces, 15 minutes), 3\*vials *Holy Water*. An *invisible leather sack* behind the coffer holds a pair of black leather *Boots of Tracelessness* (no track/scent) and a platinum-turquoise *Ring of Many Escapes* (self-teleportation 25 FT)

**[J] Three Stuck Zombies, -19 FT Elevation.** The west end of a large cave room, separated from the mid and east ends by a 5-6 FT vertical drop, this area is approximately an 40 FT by 25 FT rectangle. A tunnel on the west side lead towards Location I (the side passage to the south off the tunnel is empty); Adventurers have to climb a steep 10 FT slope to reach the tunnel. (continued on next page...)



#### [J] Three Stuck Zombies, -19 FT Elevation

(continued from previous page). One of two shafts to the Main Grotto (Elevation 0 FT) is in the ceiling between Locations J and K. Three **Zombies** (HD3, hp22, AC16, club) are encased in webs and stuck to the north wall; if freed they attack; in the remaining webbing is a cloth bag holding 49 CP, 14 SP, and a *Reincarnation Ring* (1 charge). The ceiling shaft up to the Main Grotto is an easy climb ([24-Agility-Level] without climbing gear, [19-Agility-Level] with gear).

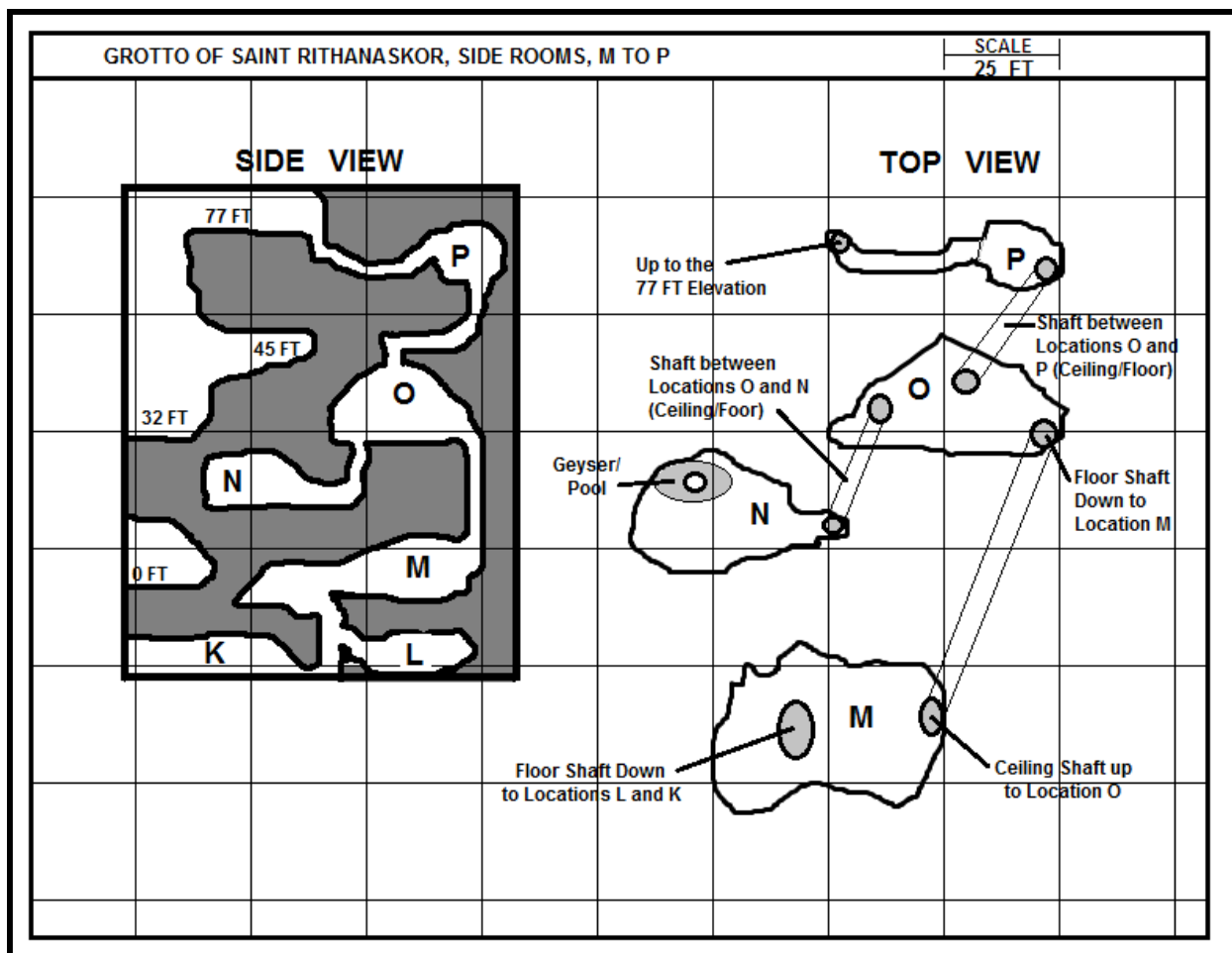
**[K] Seams of Gold, -19 FT Elevation.** The middle and east ends of a large cave room, separated from the west end by a 5-6 FT vertical wall, this area is approximately 115 FT by 70 FT rectangle. One of two shafts to the Main Grotto (Elevation 0 FT) is in the ceiling in the middle part of the room. A vertical shaft leading to Locations L and M (and the 77 FT elevation) is in the ceiling at the east end of the room. Four locations along the south wall have visible seams of gold ore (a total of 108,800 pounds of ore can be mined at 3 GP of refined gold/pound). The [ordinary] skeleton of a 50 FT snake is found in the room. Also found are a broken Long Sword blade, a cracked double-bladed axe head, two broken spear shafts, and 9 hunting arrows (5 useable). The ceil-

ing shaft up to the Main Grotto is a moderate climb ([28-Agility-Level] without gear, [23-Agility-Level] with gear). The ceiling shaft to Locations L and M is a difficult climb (32-Agility-Level] without gear, [27-Agility-Level] with gear).

#### [L] Home of the Gelatinous Creatures, -10 FT Elevation.

An oval-shaped cave room approximately 35 FT by 23 FT, reached by a short (8 FT) sloped shaft off of the vertical shaft between Locations K and M. The air is heavy and dank, with unpleasant rotting odors. The walls are covered in pale phosphorescent [ordinary] shelf fungus, with globe-shaped fungus on the ceiling. . Three **Gelatinous Creatures** (HD4, hp38-36-25-32, AC12, upright pink rectangular creatures with tentacle feet, 3 pseudopods 1d4, sticky body absorbs and dissolves – 1d20 GTET [30-Strength] to free weapon-person, fire resistant) are found here at all times. The fungi in this room give off a poisonous smoke when burned (unconscious in 1d6 rounds unless save [32-Stamina], checked per round; persists 100-{2\*Stamina} rounds, possibly fatal after 20 rounds unconscious – save [24-Stamina] required on every tenth round until wakes).





### Grotto Side Rooms

**[M] Gallery of Saints, -5 FT Elevation.** A roughly rectangular room 50 FT by 25 FT. A 12 FT floor shaft leads down to Locations L and K, an 8 FT ceiling shaft at the west end leads up to Location O. There are five blue stone pedestals, 4 FT tall, each topped with the white marble bust of a different Saint: Saint Liam (male Dwarf in cap, long beard, long nose), Saint Turanent (male Human, aged, thin beard, pug nose), Saint Garastus (male human, no beard, miter), Saint Amandathea (female human), and Saint Carlodan (male Gnome, moustache, cap). The pedestals are set at the points of a five-point star drawn on the floor. Saint Garastus' miter can be removed (-4 find, roll open lock); an *Armoire Charm* is found in a depression in the top of the bust's head, when the Armoire is invoked it contains *Faaron's Gloves* (cursed item handling), a *Blanket of Heat*, *Sulphur's Cloak* (acid protection), and a *Wall of Stone Staff* (19); a hidden compartment (-4 to find, -2 open lock) in the armoire holds Garastus' *Heavy Mace* +2 (+4 damage versus Shaman; historical item, 38,106 GP). An evil person suffers hp1d10 cold damage from touching

the bust of Saint Liam and hp1d12 heat damage from touching the bust of Saint Carlodan; they suffer 1d100 hours blindness from touching the bust of Saint Amandathea (save 1d10 GTET [32-Stamina]). A person of good intentions who is injured is healed hp1d8 by touching the bust of Saint Turanent (1/day/person, 3/day for all).

The climb down to Locations L and M is difficult climb ([32-Agility-Level] without gear, [27-Agility-Level] with gear). The shaft up to Location O is a very difficult climb ([36-Agility-Level] without gear, [31-Agility-Level] with gear).

**[N] Geyser Room, +20 FT Elevation.** A pool of water along the north edge surrounds a 5 FT tall by 9 FT wide stone cone. A geyser erupts from the cone on 1d20 rolls GTET 13, checked every 10 rounds, lasting 50 rounds. Adventurers splashed with water suffer hp1d8 in burns (avoid 1d20 GTET [34-Agility]). The fumes from an eruption are fatal to Gnomes (save [34-Stamina], checked every minute). (continued on the next page)...



## Grotto Side Rooms

**[N] Geyser Room, +20 FT Elevation.** (continued from previous page). A heavily-rusted chest is found in the room, the cloth contents are completely rotten. The climb up to Location O is easy ([24-Agility-Level] without climbing gear, [19-Agility-Level] with gear).

**[O] Lair of the Death Beetles, +30 FT Elevation.** Five **Death Beetles** (HD6, hp55-53-51-50-47, AC44, Bite 1d10, Agility14, fatal poison save [32-Stamina] per bite) are found here. The room contains two ordinary humanoid skeletons, a blue stone statue of a bearded man in robes broken in four pieces, the partially-crushed torso from a statue of a naked nymph, a pile of rotting cloth and leather, several charred pieces of lumber, two Spears, a metal-shod Staff, 4 war arrows (1 breaks the bow when fired; aura of enchantment), a large bronze *Shield* AC+6, a *Long Sword* +1 (glows with green light as a torch), 4 flasks of lantern oil, a wineskin with spoiled wine, and a whetstone.

The climb to Location M is very difficult ([36-Agility-Level] without gear, [31-Agility-Level] with gear); the climb down to Location N is easy ([24-Agility-Level] without climbing gear, [19-Agility-Level] with gear); the climb up to Location P is moderate (once the ceiling is reached; [28-Agility-Level] without gear, [23-Agility-Level] with gear).

**[P] Ordinary Cave Room, +65 FT Elevation.** The walls are streaked with shades of brown and tan. Dry sand covers the floor. The climb down to Location O is moderate ([28-Agility-Level] without gear, [23-Agility-Level] with gear); the climb up to the 77 FT elevation is easy ([24-Agility-Level] without climbing gear).

## Random Encounters in the Grotto

If the Gamesmaster uses random encounters perform a check upon entry and every subsequent 20 minutes, and determine specific encounters using 1d20: (1) 2d12 Fire Breathing Ants [HD1], (2) 2d8 Ice Ants [HD2, paralysis], (3) Banshee [HD6, death wail], (4) 1d12 Spitting Aphids [HD1, caustic], (5) 1d8 Giant Musk Beetles [HD4, musk spray], (6) 1d8 Rot Beetles [HD4, rotting fungus], (7) 1d8 Assassin Bugs [HD3, chameleon], (8) 1d10 Lightning Bugs [HD2, electrical], (9) 1d10 Shadow Hounds [HD2, blindness, blends, zone of darkness], (10) Cockatrice [HD9, death gaze], (11) 1d6 Doppelgangers [HD5, humanoid shape shifter], (12) 1d8 Dragon Lizards [HD5, intelligent, teleportation], (13) Earth Elemental [HD8], (14) Fire Elemental [HD5], (15) 1d20 Giant Ferrets [HD1], (16) 1d6 Giant Poison Frogs [HD3, paralysis], (17) Shelf Fungus [HD5, disease spoor

cloud], (18) Explosive Fungus [HD2, 1d10 explosions], (19) 1d8 Gargoyles [HD5, infrared vision, blend with rock], (20) 2d8 Ghouls [HD3, paralysis touch, infrared vision].

## MONSTER TACTICS

**Type 1C Devil:** When these devils first encounter Adventurers they maintain distance by flying and feel out their opponents using javelins and bows; they only directly engage obviously weak opponents whose initial response does not include strong spells. They make flying slashing attacks against climbers with their large swords. When opponents gain the upper ledges in the Grotto, these devils use their *fog* and *darkness* abilities to obstruct vision (cause falls); they also *summon poisonous snakes* to appear on ledges using their enchanted Rods. They also use their *teleportation* ability to appear behind opponents to gain first strike. Type 1C Devils will not engage in direct combat with Adventurers unless they gain the uppermost ledge and have a potential to obtain the artifact. Injured devils teleport to the side rooms to re-arm and to use stashed healing potions; a devil injured to 50% may temporarily abandon a fight, a devil injured to 25% will retreat to heal. If opponents are able to fly, Type 1C Devils work in pairs, two devils attacking the same opponent from different directions (one always below); they also try to isolate individual opponents to prevent an effective mutual defense.

**Type 1D Devils:** When these devils first encounter Adventurers they maintain distance by flying and feel out their opponents using ranged spells, including *magic arrow volley*, *attack spells*, *hailstorm*, and *choke*; they also drop explosive and smoke grenades from above. They only directly engage obviously weak opponents unable to counter the devil's spell attack or mount an effective spell attack in return. They make flying attacks against climbers using their *poison spit* ability, their spells, and striking with their Mace to cause falls. After opponents obtain upper ledges they use their *fog*, *darkness*, and *fear* abilities to cause falls. They also *summon rattlesnakes* to ledges and use their *illusion* ability to cause opponents to see illusory ledges (causing falls). Type 1D Devils use their *teleportation* abilities to appear behind opponents, gaining first strike, and using their *death touch* and *paralyzing touch*. They may also use their call flame ability to catch opponent's clothing on fire. They may also fly near opponents and use their enchanted items to *mesmerize*, *dominate*, or *hold* them. The Type 1D Devils will not engage in direct combat with Adventurers unless they gain the uppermost ledge and have a potential to obtain the artifact. (continued on the next page...)

## Monster Tactics

**Type 1D Devil** (continued from previous page). Injured devils teleport to the side rooms to re-arm and to use stashed healing potions; a devil injured to 50% may temporarily abandon a fight, a devil injured to 25% will retreat to heal. If opponents are able to fly, Type 1D Devils work in pairs, two devils attacking the same opponent from different directions (one always below), spell attacks are preferred to direct combat; they also try to isolate individual opponents to prevent an effective mutual defense.

**Greater Wasps:** If Adventurers fly to the altar area, 5d6 Wasps attack them after they reach a 30 FT height above the Grotto floor, with roughly the same number of wasps against each opponent (number Wasps divided by number of Adventurers). The Wasps will fly in fast, grapple from behind, sting, then fly off. They do not hover and engage in continuous biting/stinging which gives the Adventurers a chance to attack their bodies or wings. If Adventurers reach the altar platform the Wasps allow the Reptiles to attack first; if the opponents succeed in wiping out the Reptiles the remaining Wasps attack berserk (TH+1) without regard for their own safety, attempting to grapple/sting, and pull opponents off the platform.

**Winged Reptiles.** If Adventurers fly to the altar area, all five juvenile reptiles and six adult reptiles (two females remain behind) attack them after they reach a 60 FT height, with roughly the same number of reptiles against each opponent (11 divided by the number of Adventurers). The adult reptiles perform fly-by slashing attacks with their talons with the juveniles fly up from underneath and bite at their opponent's feet. The Reptiles avoid a hovering bite-for-hit fight which gives their opponents the chance to attack their bodies or wings. The Reptiles attack berserk (TH+3) if Adventurers reach the altar platform, without regard to their own safety; they will try to knock opponents off the platform.

**Vampire Bats.** If Adventurers fly to the altar area, they are attacked after they reach the 77 FT height above the Grotto floor, with roughly four Bats against each opponent. The Bats employ fly-by tactics with slashing talons. They do not give opponents a chance to attack their bodies or wings. If opponents reach the altar platform, the Bats stand off and allow the Reptiles and Wasps the opportunity to engage. The remaining Bats grapple and bite while the opponents are descending from the platform to the Grotto floor. If opponents are vulnerable from behind while fighting the Devils, the Bats will take advantage to grapple with surprise and bite.

## CHARACTERS AND MONSTER STATISTICS

**Devil, Type 1C** (draconic green devil), HD1d3+7; hp 1d10+40; fly 65 FT; AC 29; *Natural:* Punch 1d4; *Weapon:* Bastard Sword +2 (unholy), javelin x3; *Special Qualities:* excellent ordinary vision, low-light vision, infrared vision (100 FT), sees invisible (50 FT), chill touch (hp2/round), comprehend languages, clair-audience/clairvoyance (100 mile radius), create fog, greater teleport (self plus 3 persons or 1000 pounds), protection from good, silence, zone of darkness (30 FT), enchanted weapon required to injure, detects mortals by smell (50 ft), immune to acids, suffers 50% damage from fire/lightning/electricity; AL EVIL; *Typical Attributes:* Agil 17, Int 18, Stam 21, Str 21, Will 21. *Typical Possessions:* cure light wounds potion (x2), cure moderate wounds potion, Rod of Snake Summoning, Ring of Telekinesis; *Description:* Winged humanoid standing 6-7 FT tall, with the torso, neck and head of a green dragon with glowing brown eyes, spiked crest and leather mane running down its neck and back, wide hips, short and thick human legs with heavily muscled thighs ending in a wide 4-toed foot. Its arms are slender and reptilian but attached to the wrist is a human 5-fingered hand. The wings each span 6 FT and resemble those a dragon with 4 bone supports and dark green hide streaked with yellow. The Type 1C wears a long short-sleeve dark green tunic with buttons down the front with a black leather weapon belt, and carries a wood shield covered in green leather



Type 1C Devil

**Devil, Type 1D** (tall two-headed bearded devil), HD1d3+7; hp 1d10+42; fly 60 FT; AC 42; *Natural:* Punch 1d4; *Weapons:* oversized long-handled Mace +3 (unholy, wounds bleed 1d4 rounds), saw-tooth Dirk, smoke grenades (3d20 rounds, 12 FT radius) or exploding grenade (1d12, 6 FT radius) x3; (continued next page...)

## CHARACTERS AND MONSTER STATISTICS

**Devil, Type 1D** (continued from previous page). *Special Attacks*: *death touch* (1/day, save 1d20 GTET [26-Will]), *paralyzing touch* (3/day, 2d20+3 rounds, save 1d20 GTET [28-Stamina]), *poison spit* (1/day, slows movement to one-quarter, 3d20+10 rounds, save 1d20 GTET [27-Stamina]); *Special Qualities*: low-light vision, infrared vision, extraordinary hearing, comprehend languages, clairaudience/clairvoyance (100 mile radius), protection from good, protection from spells (1d12 GTET 10), detect good (50 FT range), detects incorporeal creatures (range 40 FT), produce flame, telekinesis (60 FT, 25 pounds), create fog, greater teleport (self plus 3 persons or 1000 pounds), silence, zone of darkness (50 FT), cause fear (20 FT, save 1d20 GTET [34-Will]), requires enchanted weapon to damage, resists cold (1d20 GTET 7), resists heat and fire (1d20 GTET 4), suffers 25% of rolled damage from fire spells, chill touch (hp2/round), 5/day – control temperature (55 FT), identify lies; 3/day – curse, magic arrow volley (35 FT, 5 arrows), major illusion (50 FT range, disbelieve 1d20 GTET [32-Will]), summon monster (1d12 Giant Rattlesnakes); AL EVIL; *Typical Attributes*: Agil 16, Int 22 (left) 18 (right), Stam 20, Str 24, Will 21 (left) 25 (right), *Spells*: L8 Air Mage (left) L10 Priest (right); *Typical Possessions*: *cure moderate wounds potion* (x2), *cure serious wounds potion*, *Shield AC+14*, *Ring of Spell Storing* (dominate person x3, magic arrow x6, spider webs, minor disintegrate, mesmerize, disperse magic x3, heat armor), *Wand* (hold person, x20); *Description*: A two-headed winged humanoid 7 FT 4 inches tall, the left head has short black hair, beady slate-grey eyes, a curved hooked nose, black moustache and beard, and a thin mouth with small upper fangs, the right head has short silver-grey hair, wide oval red eyes, a long narrow pointed nose, a wide mouth with many missing teeth, and a silver goatee beard. The Type 1D has broad shoulders and chest with thick muscles, a narrow waist and hips, thick upper leg muscles and a long leg ending in a rectangular 6-toed foot, and short arms which end in a stubby wrist with four 10-inch tentacles with sucker pads along them. Its wings are feathered and each span 5 FT. The Type 1D has a tanned complexion and golden-red skin, shirtless, wearing an open-face copper helm, copper arm protection, dark red trousers, red leather belt with a gold skull buckle, and large black leather shoes. Each head is disabled at hp14.

Typical spells: **BASIC (10 free)**: *Attack*, *Call Breezes*, *Foul Wings*, *Fog Bank*, *Putrid Scent*, *See Invisible*, *Remote Push*, *Sound Blast*, *Slow Movement*, *Steam Breath*, *Unhearing Ears*, *Vertigo*; **LESSER (8 free)**: *Attack*, *Arrow Shield*, *Choke*, *Disperse Magic*, *Hailstorm*, *Remove Air*; *Summon Air Elemental*; *Attack*, **GREATER**

**(4 free)**: *Attack*, *Banshee's Wail*, *Ear on the Wall*, *Toxic Fume Cloud*, *Wall of Force*.

Typical prayers: **DEVOTIONS (12 free)**: *Armorskin*, *Bar Creature*, *Blur Sight*, *Compel Truth*, *Cure Light Wounds*, *God's Bolt*, *God's Missile*, *Know Creature*, *Minor Prayer*, *Mute*, *Reveal Hidden*, *Sword Blessing*, *Waken*; **MYSTERIES (10 free)**: *Animate Dead*, *Banish Spells*, *Deflect Magic*, *Divine Armor*, *God's Hammer*, *Heal Wounds*, *Inflict Panic*, *Minor Disintegration*; **MAJESTIES (6 free)**: *God's Brimstone*, *Invulnerability*, *Grand Crusade*, *Reflect Attacks*



**Type 1D Devil**

**Friar Ian MacSporick** (Brother of the Order of Saint Rithanaskor, Priest L7): Middle-aged male Human, 5'4", red haired with a light red beard, wearing a chain-mail shirt over priest's robes. His statistics are Agility 15, Intelligence 20, Stamina 14, Strength 12, Will 19, hp18, SPM+2, proficiencies – Dirk, Mace, 3 additional. Prayers: Devotions (9 free) – *Create Minor Food*, *Cure Light Wounds*, *Detect Poison*, *God's Fist*, *God's Missile*, *Immunity to Disease*, *Minor Escape*, *Minor Prayer*, *Sword Blessing*, *Waken*; Mysteries (7 free) – *Banish Disease*, *Deflect Magic*, *Detoxify Poisons*, *God's Serpent*, *Heal Wounds*, *Restore Sight*, *Walk on Water*, Majesties (3 free) – *Creature's Form*, *Cure Serious Wounds*. He carries a gold Holy Symbol, a *Heavy Mace +1* (+2 damage versus evil humanoids), 4 vials *Holy Water*, a first-aid kit, and a *Scroll (3\*Heal)*. He is generally jovial and good natured. He is suspicious of Elves.

## ITEMS

**Ritual of Uryabbas (Scroll).** A religious ritual that allows mortals to temporarily pass through the divine force field that confines Devils within the Grotto. The ritual is specific to this location and must be performed by a Priest of the Deity whose power maintains the field (e.g. Anuruck, or Shodassa, depending on the campaign). The ritual requires 15 minutes and can be performed by a single Priest. The Ritual has rarely been performed and no Priest is very familiar with it. It is written on a hundred-year old scroll in the keeping of Friar MacSporick. The ritual components cost 2.7 GP. Apply a -2 roll penalty if the ritual is performed by a non-Rommany-sect Priest of Anuruck.

**Saint Rithanaskor's Mask.** A red porcelain mask of a man's face, covering the face ear to ear, with an exaggerated long nose and jutting chin and silver-painted eye sockets. The wearer has full vision through the mask and breathes normally, although they cannot eat or drink through the mask. The mask adheres to the wearer's face without ties or straps; it can be removed at any time by the wearer, or loosens upon the wearer's death. The wearer gains low-light vision, infrared vision (doubles range if naturally possessed), the ability to see the invisible at 100 FT range, and the ability to see the true form of shape-changed creatures at 25 FT range. The wearer is not affected by airborne dusts, spores, poisons, noxious odors, musk or other hazards to breathing; the wearer breathes underwater for 1 hour/day and survives a low/no oxygen environment for 10 minutes (1/day). The wearer's neck cannot be cleaved. The wearer gains a +5 bonus/modifier against gaze-based attacks. Once per day the mask generates a 5d12 heat ray, range 50 FT, +20 damage versus Devils and Demons (avoid 1d20 GTET [32-Agility], third damage on 1d20 GTET [34-Stamina]).

**Saint Rithanaskor's Spear.** A 7 FT spear tipped by a five-bladed red metal head, ten phoenix feathers are attached to the shaft below the head, with six firebird feathers; the lower half of the shaft is wrapped in the skin of a giant python. A huge bloodstone is set in a silver clasp shaped like a raptor's claw and attached to the spear butt. The Spear has a base TH+4 with 1d12+1d8 damage (+10 versus Demons and Devils, +1d10 damage versus Demons and Devils). The wielder has proficiency with spears while it is held, ignores any race-class-religious restrictions on spear usage, fights as a Warrior (if Priest or Wizard), and gains an effective Agility+3. The Spear inflicts critical hits on TH rolls GTET 15, and a natural roll of 20 turns the opponent to stone (LTET HD8 creatures, save [42-Stamina-HD], 5/day). The Spear absorbs 5 hostile Basic Magic spells/

day and 2 hostile Lesser Magic spells/day, creates a 10 FT by 6 FT by 4 FT tunnel segment (3/day), and generates a 3d12 Lightning Bolt (1/day, range 50 FT, avoid 1d20 GTET [34-Agility]).



Saint Rithanaskor

## **SPELLBOOK GAMES CATALOG**

If you enjoyed the Grotto of Saint Rithanaskor and found it useful in your campaign, you may also be interested in our other fantasy game aids. Our PDF products may be purchased from DriveThruRPG.com. Other free game material is available at our website. Please visit our forums and leave a message.

### ***Adventure Modules and Encounters***

#### **INFERNO 1980**

The original Hell, first published by Judges Guild in 1980. This edition features new maps and art but is otherwise unchanged from the original. Still approved for AD&D.

#### **CAVE OF YEARS**

A very large cave complex, its many exits lead to different times and places. Denizens are from the Dawn of History to the Space Age. The adventure combines fantasy and science-fiction elements.

#### **AMBUSH AT THE FAIRBREEZE INN**

A murderous Lycanthrope is using the Inn as a base to ambush unwary travelers.

#### **ENCOUNTER WITH JARULATH**

A local girl has been taken captive by a wandering Giant. Can she be found before he trades her away to settle an old debt?

#### **ARCANE LIBRARY**

A library of wisdom and magic, located deep underground. An excellent dungeon destination.

#### **WIZARD'S WORKROOM**

A small Wizard's complex located deep in a dungeon. An interesting place for Adventurers to visit.

#### **UNDERGROUND RIVER**

Stone walkways and bridges follow along a river for several miles, with several encounter areas along the way. A good way to connect the underground points of interest in your campaign.

#### **WARROCK'S FARM**

Something is wrong in the area around the small town of Ash Mill. It starts with a burned wagon. Then word comes of an attack on an outlying farm. A low-level, introductory, adventure module.

#### **TROLL BRIDGE**

A wide and deep underground chasm is a major impediment to dungeon travel. This toll bridge is one of the few ways across.

#### **EIGHTY TOMBS**

Short descriptions of eighty stand-alone tombs and monuments, that can be placed anywhere in a dungeon or other wild place to add some local interest.

#### **GHOST STORIES**

Provides the back-stories for sixty ghosts who can be placed anywhere in a campaign. These ghosts provide quests and missions and can be used to bring Adventurers to other campaign locations.

### ***Rules and Games Master Aids***

#### **PORTAL TO ADVENTURE RPG RULES**

Our concise fantasy RPG rule set. We present all the essential rules for both players and Games Masters in 50 pages. Appendices provide spell lists, monster data, and information about loot. 114 total pages.

#### **TOWN GENERATOR**

A guide to essential Adventurer services from banking to healing to henchmen. This book gives random tables to help the Games Master figure out what is available, and where. Includes naming tables for people and places.

#### **INFERNO: CODICIL OF MALADIES**

Background information about Gehenna and Hell. Provides a complete listing of the diseases of Hell and their effects.

#### **INFERNO: BESTIARY**

A complete guide to the Devils and monsters of Hell. More than 80 unique Devils are described, from Diabolic Princes down to lowly Troopers of the Diabolic Legions.

#### **THE MASTER LIST**

An alphabetical list of more than 5000 items that Adventurers may need or want to buy. Includes price, weight, and rarity information.

#### **MONSTER PARTS**

A listing of the saleable body parts that can be salvaged from monster carcasses, along with their values.

#### **SEER DELIGHT**

Provides quick methods for Games Masters to generate answers when Adventurers consult seers, fortune tellers, and prognosticators. The tables cover most subjects that may be of interest to Adventurers.