

THE TOWERS OF LYSKA LASFORN



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THE TOWERS OF LYSKA LASFORN

BY

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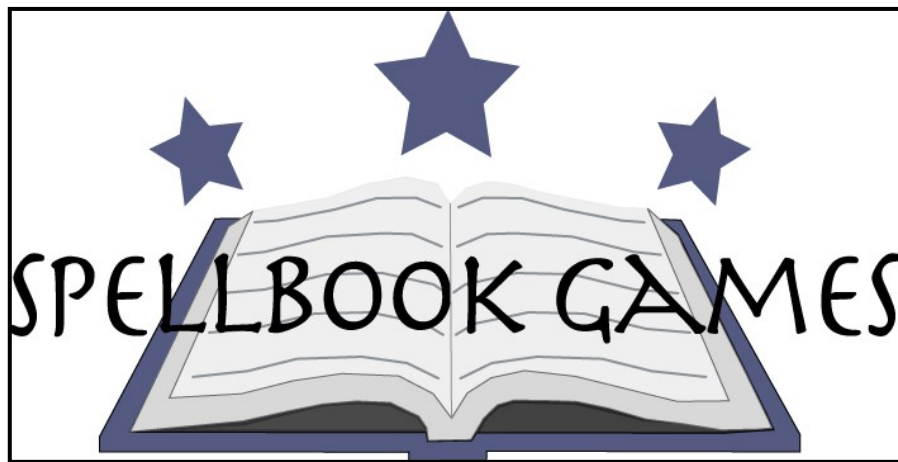
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The Towers of Lyska Lasforn

Introduction

This is an Adventure site intended to challenge Adventurers of low-to-moderate experience, Levels 3 to 5. It consists of the remains of a once-prosperous town, Lyska Lasforn, which came under the control of a Medusa-worshipping cult. Several buildings survived the cult's fall several hundred years ago, and still stand despite various natural disasters over the years (especially extensive river flooding). Four buildings have extensive underground complexes to be explored. The two landmark towers, ten-story Flames Tower, and six-story Sunburst Tower, still stand, and they form the ruin's centerpiece. Adventurers will discover mysteries beyond their current knowledge which could inspire a Games Master to create a whole series of Medusa-cult adventures, in particular the immense searchlight-like beacon on top of the Sunburst Tower. The cult's greatest treasure, the **Sunburst Bracelet** artifact, is somewhere inside the Sunburst Tower; Adventurers will have to figure out that it is now in pieces and search for the means to reassemble it. There are more than 900 described locations here to be explored which makes it a site Adventurers can come back to time and again.

The buildings and underground areas are not pristine, Adventurers have been here before and they have left their marks. There are the bloody sites and corpses of past combat, there are looted treasure chests, there are drawings and graffiti on the walls, there are damaged and destroyed pieces of furniture, and there are cracked weapons and embedded arrows. This is an Adventuring site with a history.

'Lyska Lasforn' is written using Spellbook Game's *Portal to Adventure* RPG rule set, but is largely compatible with 1970's and 1980's versions of Dungeons and Dragons, and with similar rules. The Games Master should not have to do extensive work to use this Adventure with their existing campaign. This adventure is not compatible with Dungeons and Dragons Versions 3.x and later versions, and any similar rules; those Games Masters will have to do very extensive work before fitting Lyska Lasforn into their campaign world. Games Masters may find it useful to refer to *Portal to Adventure*, *Inferno: Bestiary* (2nd Edition), and/or *Inferno: Treasury* to accurately run the creatures and treasures found in this adventure.

Common Abbreviations

Adventurer Level – (class) Lx; Agility statistic – AGIL; Armor Class – AC; Greater than or Equal to – GTET; Health Points – hp; Hit Die (Monster Level) – HD; Intelligence statistic – INT; Less than or Equal to – LTET; Save or Saving Roll – SV; Special Power Modifier – SPM; Stamina statistic – STAM; Strength statistic – STR; To Damage – TD; To Hit – TH; Will Statistic – Will

History of Lyska Lasforn

The village of Lyska was founded perhaps 1200 years ago along the banks of the Hollebrell River. The area was then on the outer edge of Human expansion into empty, unoccupied lands, the climate was inviting (think central Kansas), and the area had good soil for agriculture and livestock. The village grew slowly and by 900 years ago it was a small town, providing supplies to local farmers and shipping the harvests to markets up and down the river. The area was not yet completely civilized; Lyska acquired a log palisade and there were the beginnings of stone watch tow-

ers.

By 700 years ago Lyska was a prosperous moderate-to-large town, both an agricultural and mercantile center for the area. It still traded primarily in products related to agriculture but also now had a small metalsmithing industry and had established schools. Several temples and shrines were active in town, including the little-noticed Drossildi (snake goddess) shrine. The area had been cleared of most monsters but now political infighting arose between Human factions. A stone curtain wall was constructed around the town, stone watch towers were completed, as well as the stone gatehouse towers. Major buildings in town were being constructed of stone being shipped downriver from distant quarries. Lyska was a member of the Mezilmarch League, a defensive alliance of several self-governing towns along the Hollebrell River and surrounding waterways.

The Mezilmarch League failed in its purpose of mutual protection, and by 650 years ago the cities had fallen to the forces of Lasforn Katernach One-Eye, who declared the Duchy of Hollebrell and ruled from Lyska; in his honor he renamed the town to Lyska Lasforn. Lasforn Katernach was a devotee of the goddess Drossildi and he funded construction of the Flame Tower and Sunburst Tower which were both dedicated to her honor, while driving out other religions.

The dynasty of Katernach was short-lived, as the young Duchy was invaded in the days of Singafard Katernach his son by the Medusa-worshipping Brothers of the Transcendent Kollix. The brothers won the day and by 600 years ago the Duchy had become the theocratic Diocese of Koll. The brothers merged their Kollix with the existing snake goddess to recreate Drossildi as a Medusa goddess. They constructed the current temple and the catacombs beneath. They installed the enchanted beacon on top of the Sunburst Tower. They performed the spells and rituals which altered space and created the inner tower levels, and they created the **Sunburst Bracelet** artifact.

The Diocese was more successful than the Duchy it replaced, and for more than 280 years it was the dominant power in the region. It continued to expand, though more slowly than at the start, and the Brothers continued to worship Medusas. For the most part a small group of Medusa became the ruling nobility of the Diocese with a large population of Human serfs and slaves. In the peace, the Diocese did develop a thriving weaving industry with very high artistic quality, as evidenced by the many tapestries still found among the ruins; there were also a number of talented artists employed for religious purposes, again many fine oil paintings and murals are found throughout the ruins.

The end of Lyska Lasforn came about 275 years ago as the Human Crusader Lysander of Parith came to the area along with the Knights of the Corastal Order. The Knights were devotees of the monotheistic Deity, Anuruck, and found Drossildi and the Medusa to be particularly blasphemous. Over a 20-year period they warred against the Diocese and as they freed Human slaves their ranks continued to increase. The final battle was fought at Lyska Lasforn and ended in the town being sacked. The victorious Knights pulled down most of the exterior walls and some of the buildings, looted and burned buildings, and generally turned parts of the town into rubble, creating the basis for the ruin which exists today. They were not able to damage either of the major towers or the Temple and so those were left. The Knights never found the **Sunburst Bracelet** for it had been dissembled and its parts hidden on various levels of the tower interior, along with the crystals needed to activate the force that brings those pieces back together (continued on page 3...)

Treatment of Task and Saving Rolls

This adventure describes performing certain tasks and all saving rolls in terms of difficulty, on an increasing scale of easy, moderate, difficult, and very difficult. Saving rolls are related to character statistics, while task difficulty is a combination of character level and statistics. The primary saving rolls are related to Agility, Stamina, and Will. The primary tasks are finding hidden things, disarming threats, and opening locks. The normal Spellbook Games nomenclature, e.g. 1d20 roll GTET [30-Agility], is not used in this adventure, rather success at an action may be described as, “avoid {falling on a} moderate AGIL roll.”

Statistic-Based, roll 1d20 GTET the critical value below (for any Statistic)

Difficulty	Statistic Value								
	12	13	14	15	16	17	18	19	20
Easy	11	10	9	8	7	6	5	4	3
Moderate	14	13	12	11	10	9	8	7	6
Difficult	17	16	15	14	13	12	11	10	9
Very Difficult	20	19	18	17	16	15	14	13	12

Character who have statistic bonuses simply adjust their actual d20 roll by the bonus amount and compare the result to the table above.

The ability to perform tasks general depends both on a character’s experience (e.g. Level) and on a related statistic that may indicate an increased task proficiency. Intelligence-related Tasks include finding a hidden door and finding a hidden trap. Agility-related Tasks include disarming a trap and opening a lock. Task-based actions are generally indicated in the text by a difficulty without an associated statistic, e.g. “moderate to find, easy to open.”

To succeed at the task, roll 1d20 GTET the critical value below (for the effective Statistic)

Difficulty	Sum of Character Level and Statistic								
	11	12	13	14	15	16	17	18	19
Easy	16	15	14	13	12	11	10	9	8
Moder-	19	18	17	16	15	14	13	12	11
Difficult	Fail	20	20	19	18	17	16	15	14
Very	Fail	Fail	Fail	20	20	20	19	18	17

Difficulty	Sum of Character Level and Statistic								
	20	21	22	23	24	25	26	27	28
Easy	7	6	5	4	3	2	2	Success	Success
Moder-	10	9	8	7	6	5	4	3	2
Difficult	13	12	11	10	9	8	7	6	5
Very	16	15	14	13	12	11	10	9	8

LYSKA HISTORY, BEACON, WEATHER

History of Lyska Lasforn, continued...None still live that even know how the parts of the Bracelet can be reunited.

Now the empty shell of a town is left, as it has been for almost 300 years. The natural rhythms of blizzards, river floods, summer storms and lightning, and several tornadoes have added to the rubble and destruction left by the Knights. Evil hushes tales continue to be told throughout the region about this town and what went on when it was the Diocese. Eventually, Adventurers arrived, some left with treasure, many did not leave at all. Traces of their passage are found throughout buildings in the ruins. The evil reputation of this place has been strong enough to keep most bandits, cutthroats, and other evil persons from using it as a base. The ruins are eerily quiet as Adventurers enter and there is nobody around the remaining buildings. It has been many years since the last Adventurer came here looking for gold and enchantment. What will be the next Adventurer's fate?

Mystery of the Beacon

A large white-light beacon is installed on top of the Sunburst Tower. Activating it requires activating several power conduits inside the tower, finding and installing crystals onto the beacon, and properly powering the beacon from a control panel inside the tower. When the beacon is active an intense bright light ascends vertically into the sky, at night it can be seen 40 miles away. A metal plaque found at the beacon shows nine other locations, a central site named Sciradol Delforn and eight satellite sites connected like the spokes of a wheel. These are Lyska Lasforn, Mosquon Lasforn, Nuquask Lasforn, Radhella Delforn and Timkalan Delforn, and Quavoll Solforn, Pandra Solforn, and Oldjray Solforn. The clear implication is that there are eight more beacons to be activated, perhaps with a master control station at Sciradol Delforn. What is not clear is how to activate the other beacons, the purpose of any or all of the beacons, and what might happen should all the beacons be active at the same time. These are questions that a Games Master might weave into an entire campaign cycle for good or ill.

Weather

There is continued clearing today and a clear night with the moons rising after midnight and still visible at dawn. Tomorrow there is light and patchy fog until mid-morning. Patchy clouds move through the area during the afternoon but clear again during the evening. The moons rise before midnight and set just before dawn. Clouds begin moving in late the third afternoon and continue to thicken into that evening. Light fog occurs the third night along with the swarming of bats around the Flame Tower. A light, brief, rain falls just after dawn on the fourth day and barely wets the ground. The sky is partly cloudy in the afternoon of the fourth day and into the evening and begin to thicken after midnight, and the breeze gets stronger. Moderate rain falls in the morning of the fifth day lessening to drizzle by afternoon, and the air is damp, humid, and uncomfortable. The sky is just beginning to clear by dawn on the sixth day.

Arrival

A dirt north-south caravan path runs past Lyska Lasforn at a half-mile to the east, from mid-Spring to mid-Autumn a caravan passes here about every 20 days (they never stop nearby for the night and do not use the river here to water their stock). The river is generally impassible during the winter because of a cover of ice, and it has unpredictable violent floods; the river is best used for transportation from late Spring into early Autumn.

There are no significant physical features in the area or any other major structures. On clear days the two towers can be seen from more than 15 miles in any direction (about a day's march). Approaching Adventurers can see the remaining sections of wall, the gate house, and two watch towers starting at about 2 miles away.

Key to the Ruin's Map (Exterior)

See the diagram on page 4, [1] Medusa Shrine, [2] Graveyard with five Crypt buildings, [3] Building of Unknown Purpose, [4] Watch Tower, [5] Gate House Building, [6] Watch Tower, [7] Jail Building with Bell Tower on top, [8] Grain Storage Elevators, [9] Forge Building, [10] Building of Unknown Purpose, [11] Medusa Monument, [12] Tower of Flames, [13] Sunburst Tower.

Some sections of the original stone curtain wall remain as indicated on the map, the rest has been pulled or fallen down and the stones are jumbled on the ground, there may be the now-shallow remnants of a moat or defensive pits dug in front of the walls. The map shows three groups of eight one-story single-room houses (southwest, southeast, north, totaling 24) with partial to completely-destroyed roofs and partial walls. The interiors have various thicknesses of rubble, leaves, and miscellaneous debris. Long humped mounds mark where rubble and debris have collected over the remains of house, shops, and other small buildings.

An alternative explanation may be that the mounds are the dirt expelled as a large **Worm** burrowed through the ground in the area. Adventurers may look for entrances to the burrows. The Games Master would have to decide if the **Worm** was still alive and active in the area, and what its present location is.

Exterior Encounters (Initial exploration of the ruins)

Mud Flats along River: 2x HD5 **Komodo Dragons**.

Mud Flats along River: 1x HD5 **Ammit**.

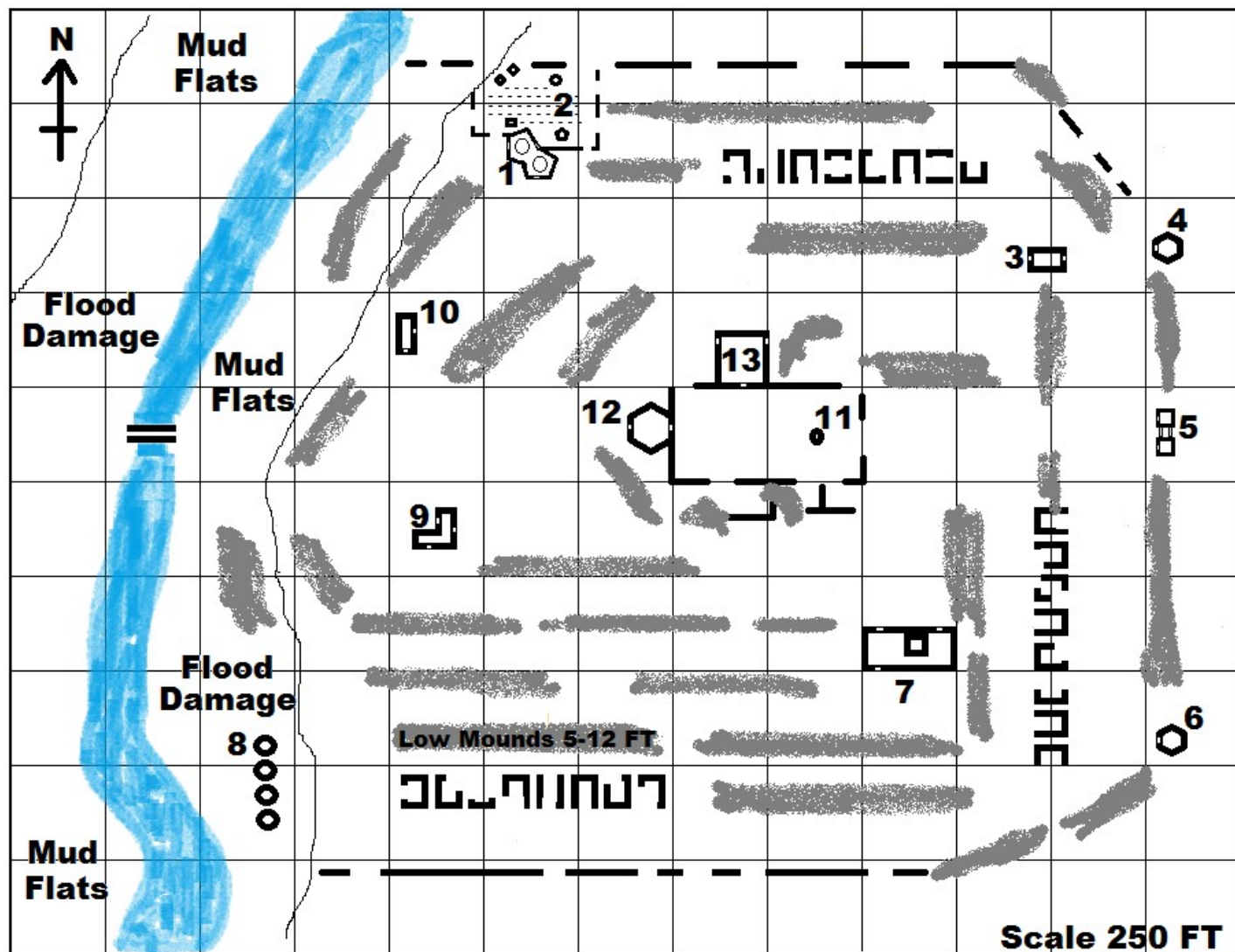
Northeast corner along the wall: 8x HD4 **Bison** are grazing (easily spooked to *trample*).

House 4 Southeast: 4x HD2 **Skeletons** armed with rusting Scimitars.

House 6 Southeast: hidden bear claw trap covered by thick leaves (difficult to detect, difficult to avoid if not detected).

House 2 North: 2x HD **Giant Boa Constrictors** (attack with surprise, hanging above door).

LYSKA LASFORN EXTERIOR AREAS



Exterior Encounters, continued...House 3 Southwest: interior wall *collapses* on 1d12 roll LTET 8 (1d8 crushing); old ashes in fireplace/bricks lift out to reveal a wrapped weapon in oilcloth (*Heavy Mace* +1/TD+2 versus Undead, +1 Priest/Crusader rolls versus Undead).

House 5 Southwest: debris and leaves, normal/ordinary rats, rotted floor *collapses* on a 1d12 roll LTET 7 (12 FT deep root cellar, HD3 **Giant Scorpion**).

Medusa Shrine (1)

The odd-shaped building (see diagram on page 5) is constructed of a pink sandstone with irregular green streaks in the stone and is about 30 FT tall. The walls appear to be thick, strong, and sturdy. The northwest and southeast sides each have five arched stained-glass windows, 15 FT tall by 10 FT wide; the stained-glass windows depict slithering snakes in a variety of colors. On sunny days around midday the windows glow (because of the roof skylights). Two bronze domes can be seen from the ground, each about another 20 FT above the roof line. The southwest exterior walls have faded murals that depict multi-colored snakes in

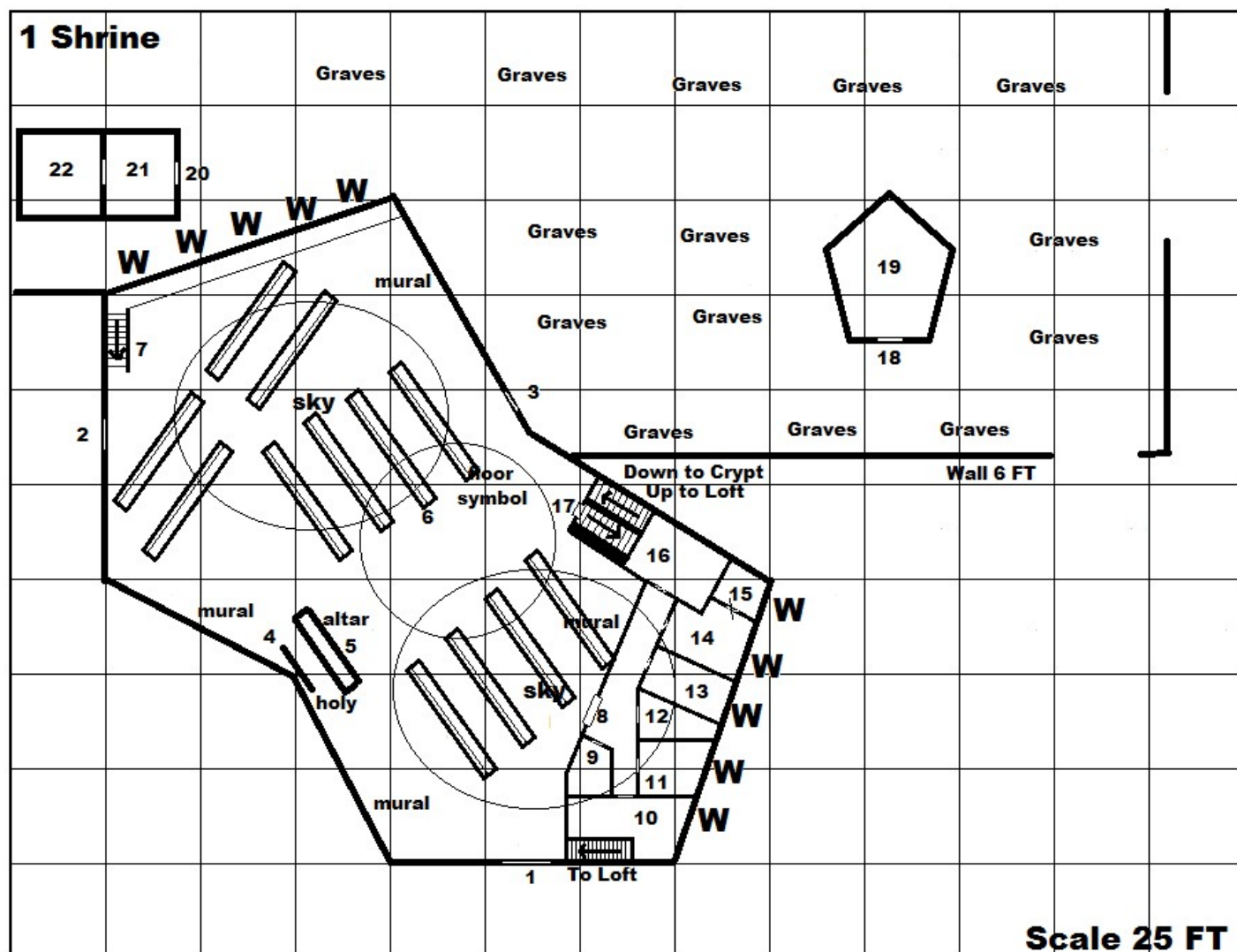
wheel patterns (as the spokes, arranged around a woman's face).

The interior mural right of the altar depicts medusa in white robes bowing to a red-skinned medusa in red wearing a crown who is levitating in front of them; the mural to the left of the altar depicts six medusas arranged as spokes in a wheel surrounded by circles of stars. The upper rear (northeast) interior mural depicts a golden medusa in a yellow dress holding three vipers in each hand. The southeast interior mural (loft wall) depicts three pregnant medusas in front of an altar covered by snakes. The twelve wood pews are painted dark green (faded, flaking). The floor is covered in old (splintering) wood planks.

[1] **South Door.** A sturdy wood door adorned with four medusa heads (see picture on page 5). The doors are latched, the hinges are old but serviceable and have been oiled recently.

[2] **Northwest Door.** A sturdy wood door adorned with four medusa heads (see picture on page 5). The doors are latched, the hinges are old but serviceable and have been oiled recently. There are several divots in the doors (arrows) and a crack in the wood from an axe.

MEDUSA SHRINE AND NEARBY CEMETERY



[3] **Northeast Door.** A sturdy wood door, it shows axe marks and four lighter-spaces where decorations (medusa heads) once were (see picture this page). The door frame is warped, the lathes and hinges are old but serviceable and have been oiled recently. Two spikes on the interior side holds the door closed.

[4] **Unholy Symbol.** A 20 FT wide by 25 FT tall by 6-inch-thick mahogany panel supports a 10 FT oval medusa face made of bronze; the two eyes are platinum inlaid with amber (800 GP), each of the twenty snakes have a single 50 GP ruby eye and 10 GP ivory fangs. Four 100 GP gold medusa masks hang below the large face. Four arrows stick out of the panel and a small burn mark is on the left side.

[5] **Unholy Altar.** A 25 FT by 7 FT altar is constructed of green stone, supported by three green stone legs, the top covered by a half-inch of pink coral. Three candles in pewter holders are on the altar, four green stone disks, an ordinary Dirk, a bronze medusa unholy symbol on a bronze chain, and two vials of *Unholy Water*. The altar is being dusted by **Matuac Oraohan**.

[6] **Floor Symbol.** A 30 FT diameter Unholy Symbol is inlaid in the floor in colored ceramic tile, consisting of a circular medusa face surrounded by three rings of banded snakes. Good persons who walk over the symbol are *paralyzed* 2d100 minutes (save 1d20 GTET [30-Will]). A HD3 **Viper** (hp15) is *summoned* on 1d12 rolls GTET 10 when a non-believer



MEDUSA TEMPLE, GROUND FLOOR

walks over the symbol.

[7] **Catwalk North.** The wood steps lead up to a 6 FT catwalk (allows window cleaning)

[8] **Interior Door.** A sturdy door with a good metal slide. The door is covered in leather on which are drawn two recent pictures of medusa in red dresses holding manacles.

[9] **Storeroom.** The wood door is in poor condition. The room holds twenty-five wood crates of foodstuffs (2x salt, 1x sugar, 2x flour, 3x corn meal, 4x turnips, 4x onions, 3x beans, 4x corn kernels, 1x apples, 1x cherries). A few ordinary rats scurry around the room

[10] **Priest's Office.** Furnished with a partially-burned desk, over-turned chairs and coffee table, and two broken benches. A broken oval mirror is on the back wall next to a defaced painting of a Medusa in robes. An unlit oil lamp is attached to the wall by a brass bracket. A closed wall safe has a steel keyhole (moderate to open) has a *poison* needle trap (hp2, moderate to find, easy to disarm, moderate AGIL to avoid), it holds a 10 GP agate, 2 GP gold Unholy Symbol, a spoiled Cure Wounds Potion, and a 4 SP silver whistle.

[11] **Robing Room.** A 12 FT-deep pit trap (moderate to find, moderate to disarm, moderate AGIL to avoid) is just inside the door. There is 3 FT of wet mud at the bottom (requires Strength GTET 15 to pull free). There are eight dark green hooded robes embroidered with yellow Medusa head emblems hanging on wall pegs. The third robe has 3 CP in a pocket, the sixth robe *strangles* (hp2/round, difficult AGIL to remove) a Good person who dons it.

[12] **Skin Room.** The room is bare except for fourteen 3 FT to 7 FT snake skins tacked to the wall.

[13] **Kitchen.** The room has grey flagstones on the floor, a large iron stone, two stones ovens arranged vertically, and a large old table (one leg is propped on a 1 FT stone). A variety of rusty iron cookware hang on wall hooks.

[14] **Matuac's Room.** The room is furnished with a good camp bed, a table made by placing planks over crates, an old circular table, and a wood chest. The chest (latched) holds an open-face Helm, Padded Shirt, Leather Arm Guards, Studded Leather Gauntlets, Chain Mail waist skirt, and Studded Leather Foot Guards. A backpack holds dirty clothing. The hidden door to #15 is moderate to find, moderate to open.

[15] **Stuffed Medusa.** An upright medusa body is supported by a stand, the body is dressed in a threadbare red gown, black shawl, and white gloves. A small purse hanging from a black belt holds 5 CP, 2 SP, and an empty vial of perfume.

[16] **Library.** The flooring is dark red planks, the walls are covered by peeling pink wallpaper with red medusa faces, and the ceiling is whitewashed. There are four upright five-shelf bookcases against the wall, about half filled (~260 volumes). The volumes are written in an unknown language, they are all treatises about Brothers of the Transcendent Kollix, Diocese of Koll, and the worship of the Medusa-Goddess Drossildi. On a 1d20 roll of 20 an enchanted book is found (limit 3), determine the specific

book using 1d6: (1) *Book of Immortality* {Lifespan+500 y, Disease Immunity 100 y}, (2) *Babel Tome*, (3) *Guardian's Tome* {XP7500 for Warriors/Crusaders/Warlocks/Rascals}, (4) *Mind-Numbing Tome* {Wizards/Warlocks/Priests/Crusaders unable to use spells or prayers for 16 months}, (5) *Tome of Spell Power* {Wizards/Warlocks increase SPM+2, learn 3 new spells}, (6) *Morrigan's Tome* {immediate *death*, moderate WILL save}.

[17] **To the Crypt.** A well-oiled metal door with bars in the upper part. It is embossed with a medusa head (locked, moderate lock).

Loft Area: Stairs connect the main floor to the loft at the northwest and southwest. There is no furniture. The wood floor is covered by old bleached bones. Among the refuse are six HD3 **Giant Boa Constrictors** (hp14, 14, 16, 18, 20, 23). An Adventurer searching bones finds 8 SP, 2 GP, a silver-bladed Dirk, an old 50 FT rope, and a 15 SP silver-amber Anuruck Holy Symbol.

First Catacomb Level

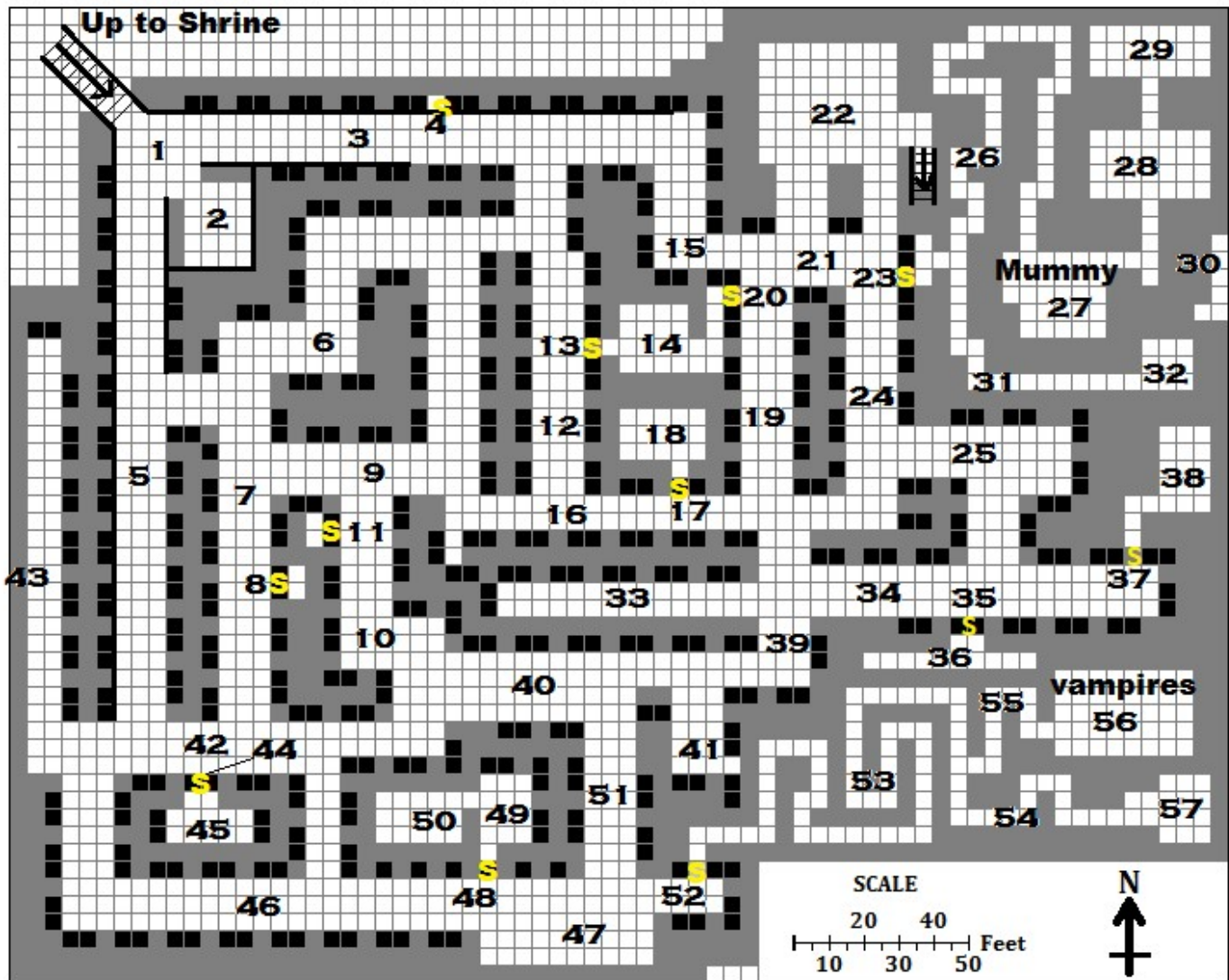
Refer to the map on page 7. Unless otherwise noted, the catacombs have black stone floors and walls, and the ceilings are covered by a non-dingy white stucco. Cobwebs hang from the ceiling and take up the corners. The catacomb passages are lined with two-high shelves on which prepared bodies were lain (black rectangles and squares on the Level map); (U) refers to the upper shelf, (L) refers to the lower. Each catacomb section has two horizontal openings in the wall which can hold bodies, they are about 5 FT long by 4 FT deep by 3½ FT tall. One opening is 24 inches from the floor, the second is at 78 inches. Unless otherwise specified the skeletons and corpses found in the catacombs are Human-sized. Stalkers wait until Adventurers have passed then get up and attack from behind with surprise. Skeletons and Corpses with *animated arms* try to prevent grave robbers by grabbing at an Adventurer's throat, success occurs on 1d20 roll GTET 14 (hp1d4/round strangulation, moderate Strength to break free). Burial shelves are numbered from west to east and from north to south.

[1] **Snake Seal.** A 10 FT diameter seal inlaid in the floor depicts intertwined snakes. An Adventurer walking across the seal experiences a strong *fear of snakes* for the next 24 hours (moderate Will save).

[2] **Altar Room.** A red stone altar is against the south wall, it has unlit pewter candlesticks with black candles, a pewter bowl partially filled with a dried dark red waxy material, and a Dirk with a broken blade. A tapestry hanging on the east wall depicts a corpse being laid to rest in the catacomb, its lower half is largely shredded. A *Glyph of Geas* is on the wall behind the tapestry (range 5 FT, get the *Scroll of Trocollon* and perform the ritual to bring Dolligathni back into the world {see Sunburst Tower, #115}, moderate Will to avoid, moderate Will to save).

[3] **Ratty Bones.** There are ten sets of bones of Giant Rats on the floor. North Side: (1U) Empty, (1L) Skeletal Remains, (2U) Metal Burial Urn, (2L) Metal Burial Urn, (3U) Desiccated Corpse {2 SP silver tooth}, (3L) Empty, (4U) Skeletal Remains, (4L) Skeleton with Animated Arms, (5U) Desiccated Corpse, (5L) HD2 stalker **Skeleton** with Dirk, (6U) Desiccated Corpse, (6L) Metal Burial Urn, (7U) 3 SP copper Bracelet, (7L) Skeletal Remains {1 SP copper Armband}, (8U) Empty, (8L) Empty, (9U) Glass Eye

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Sun Tower Ruins Medusa Shrine - Crypts L1

3] **Ratty Bones**, continued...and bone dust, (9L) Metal Burial Urn {4 SP}, (10U) Skeletal Remains, (10L) open-face steel Helm and a double-bladed War [Axe; South Side: (1U) Skeleton with Animated Arms, (1L) Empty, (2U) Skeletal Remains, (2L) Desiccated Corpse with tattoos {pair 4 SP gold Earrings}, (3U) Metal Burial Urn, (3L) Empty, (4U) Skeleton with Animated Arms, (4L) HD2 stalker **Skeleton** with Dirk, (5U) four completely melted green candles around a white chalk pentagram, (5L) Empty, (6U) Metal Burial Urn, (6L) Empty.

[4] **Hidden Body**. The 5 FT space between the fifth and sixth shelves on the north side has a hidden door (moderate to find, easy to open) covering a 5 FT by 5 FT niche. A dried desiccated male corpse is manacled to the north side, a spiked collar is locked around his neck.

[5] **Long West Corridor**. When Adventurers pass through the corridor and then return, the corridor is occupied by three HD2

Skeletons, two armed with Spears, one armed with a Dirk and Long Bow (15x War Arrows). West Side: (1U) Skeletal Remains, (1L) Skeletal Remains, (2U) Empty, (2L) Desiccated Corpse, (3U) HD2 stalker **Skeleton** with Dirk, (3L) Desiccated Corpse, (4U) Empty, (4L) Empty, (5U) Mummy-wrapped Corpse, (5L) Skeletal Remains, (6U) Skeleton with Animated Arms {3 SP silver neck Chain}, (6L) Metal Burial Urn {6 CP}, (7U) Empty, (7L) Metal Burial Urn {4 SP copper Locket}, (8U) Skeletal Remains, (8L) Desiccated Corpse {4 SP silver-garnet Ring}, (9U) Empty, (9L) Canine Skeleton, (10U) Skeleton with Animated Arms, (10L) HD2 stalker **Skeleton** with Dirk, (11U) Mummy-wrapped Corpse, (11L) Metal Burial Urn; East Side: (1U) Metal Burial Urn, (1L) Empty, (2U) Desiccated Corpse, (2L) Empty, (3U) Mummy-wrapped Corpse {3 GP pearl Necklace}, (3L) Skull with Prayer Beads and Anuruck Holy Symbol, (4U) moldy bedroll, (4L) Skeletal Remains, (5U) Skeleton with Animated Arms, (5L) Skull and rib cage with two wood stakes between ribs, (6U) Empty, (6L) Desiccated Corpse {2 SP on

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eyes}, (7U) HD2 stalker **Skeleton** with Dirk, (7L) Skeletal Remains {4 SP copper-onyx Bracelet}.

[6] **Sawtooth Corridor.** The corridor is occupied by four HD3 **Skeletons** armed with Scimitars. North Side: (1U) Mummy-wrapped Corpse, (1L) Skeletal Remains, (2U) Empty, (2L) Desiccated Corpse with Animated Arms {6 SP silver Bracelet}, (3U) Skeletal Remains, (3L) Empty {2 SP}, (4U) Desiccated Corpse, (4L) Metal Burial Urn, (5U) Metal Burial Urn {1 GP gold tooth}, (5L) Empty, (6U) Skeletal Remains, (6L) Skeletal Remains, (7U) Empty, (7L) Desiccated Corpse with Animated Arms, (8U) Skeletal Remains, (8L) Metal Burial Urn {8 CP}; South Side: (1U) Empty, (1L) Skeletal Remains, (2U) Desiccated Corpse, (2L) Desiccated Corpse {3 SP copper-turquoise Armband}, (3U) Empty, (3L) Metal Burial Urn, (4U) Skeletal Remains {single 2 SP silver Earring}, (4L) HD2 stalker **Skeleton** with Dirk, (5U) Empty, (5L) HD3 stalker **Zombie** with Short Sword.

[7] **Dead Furry Death.** The rotting carcass of a Death Beetle sits midway down the corridor, several arrows are stuck into it. The second set of burial shelves on the east side move out (difficult to find, moderate to open; the faint smell of turpentine is detected outside the door) to reveal a hidden room. West Side: (1U) Empty, (1L) Desiccated Corpse, (2U) Desiccated Corpse, (2L) Desiccated Corpse with Animated Arms, (3U) Skeletal Remains, (3L) Metal Burial Urn {3 SP}, (4U) Empty, (4L) Skeletal Remains with Animated Arms {2 GP silver-turquoise Circlet}, (5U) Desiccated Corpse, (5L) HD2 stalker **Skeleton** with Dirk, (6U) Empty, (6L) Skeletal Remains (1d8 **Explosive Fungus**); East Side: (1U) Desiccated Corpse {3 SP silver tooth}, (1L) Skeletal Remains with Animated Arms {2 SP on eyes}, (2U) Empty, (2L) Stalker HD3 **Ghoul**, (3U) Empty, (3L) Desiccated Corpse {2 CP on eyes}, (4U) Empty, (4L) Mummy-wrapped Bird's Corpse, (5U) Skull with two glass eyes, (5L) 1 GP incense stick in a pewter holder.

[8] **Urn to Burn.** A 5 FT by 10 FT hidden room contains three 4 FT high brass urns each filled two-thirds with a waxy flammable material. The area has a strong smell of turpentine.

[9] **Center Cross.** The badly-decayed corpse of a female Gnome is on the floor, stripped to her underclothes; her intestines are ripped open. North Side: (1U) Desiccated Corpse {4 SP copper-ivory Brooch}, (1L) Empty, (2U) Skeletal Remains, (2L) Desiccated Corpse with Animated Arms {3 SP copper-jade Ring}; South Side: (1U) Skeletal Remains, (1L) Empty.

[10] **Center L.** A HD3 **Skeleton** with a *poisoned* (blindness 1d100 minutes, moderate STAM save) Crossbow Bolt fires from the north or south, opposite of where Adventurers enter, and then retreats. The first burial shelves on the west side move out to reveal a hidden (moderate to find, moderate to open) room. West Side: (1U) Skeletal Remains with Animated Arms {leather neck thong with 2 SP ivory pendant}, (1L) Desiccated Corpse, (2U) Desiccated Corpse, (2L) Metal Burial Urn, (3U) Skeletal Remains with Animated Arms, (3L) Stalker HD3 **Ghoul**, (4U) Empty, (4L) Desiccated Feline Corpse, (5U) Metal Burial Urn {3 SP}; East Side: (1U) Empty, (1L) HD2 stalker **Skeleton** with Dirk, (2U) Desiccated Corpse with Animated Arms {3 CP copper Ring}, (2L) Desiccated Corpse {2 SP on eyes}, (3U) Empty, (3L) Empty, (4U) Metal Burial Urn and Quiver {15x War Arrows}, (4L) Desiccated Corpse.

[11] **Somebody's Shrine.** A 5 FT by 10 FT niche is revealed when the burial shelves are opened. A grimy oil painting on the west wall depicts a middle-aged Medusa with black snakes; the painting hangs above a small wooden table with three completely-melted red candles in pewter candlesticks. Ten lines of undecipherable symbols are written on the painting's backside. A small brass key is in a drawer in the table.

[12] **Central T.** Very old dark red stains and smears are on the floor. West Side: (1U) Desiccated Corpse, (1L) Empty, (2U) Skeletal Remains, (2L) Empty, (3U) Metal Burial Urn, (3L) Skeletal Remains {2 SP on eyes}, (4U) Desiccated Corpse with Animated Arms {3 CP copper Bracelet}, (4L) Skeletal Remains with Animated Arms, (5U) Empty, (5L) Skeletal Remains; East Side: (1U) Mummy-wrapped Corpse {4 SP silver Chain}, (1L) Desiccated Corpse {disease, moderate save}, (2U) Metal Burial Urn, (2L) two small Skulls, (3U) Desiccated Corpse, (3L) Empty, (4U) Metal Burial Urn, (4L) Skeletal Canine Remains {1 SP}, (5U) Desiccated Corpse, (5L) Skeletal Remains with Animated Arms {4 SP copper-onyx Ring}, (6U) HD2 stalker **Skeleton** with Dirk, (6L) Empty, (7U) Desiccated Corpse, (7L) Metal Burial Urn.

[13] **Hidden East.** The 5 FT space between the second and third burial shelves on the east wall is a hidden door (moderate to find, easy to open). When the door is moved three steel spikes spring down from the top of the frame (hp1d6, 1d10 hours unconsciousness on 1d20 save roll of 01, easy AGIL to avoid).

[14] **Embalmer North.** The west door has a spike trap (see #13). The room has white ceramic flooring, the walls are covered by red wallpaper, an unlit brass oil lamp hangs from a ceiling chain. A fresco inlaid in the north wall depicts a 7 FT diameter Medusa face; a mustache has been drawn in charcoal. An old embalming table is in the room's center, a wood rack in the northwest corner holds empty twelve clay canopic jars and eight rotting rolls of 4-inch cloth bandages (10 FT long).

[15] **Another Sniper.** A HD3 **Skeleton** with a *poisoned* (blindness 1d100 minutes, moderate STAM save) Crossbow Bolt fires from the north or south, opposite of where Adventurers enter, and then retreats. West Side: (1U) Skeletal Remains, (1L) Mummy-wrapped Corpse with Disease, (2U) Empty, (2L) Skeletal Remains {2 SP on eyes}, (3U) Metal Burial Urn, (3L) Skull with 3 SP pearls in the eyes inside a 2 FT enchanted circle, (4U) Empty, (4L) Skeletal Remains with Animated Arms; East Side: (1U) Mummy-wrapped Corpse with Animated Arms, (1L) three Metal Burial Urns {one has 3 CP, one has 2 SP 1 GP}, (2U) Empty, (2L) Mummy-wrapped Corpse with Animated Arms {4 SP plain silver Ring}, (3U) Empty, (3L) Skeletal Remains.

[16] **Hare Today.** The corridor is occupied by four HD4 **Killer Hares**. A hidden door is between the first and second burial shelves on the north side (see #17). North Side: (1U) Empty, (1L) Mummy-wrapped Corpse, (2U) Skeletal Remains, (2L) Empty, (3U) Metal Burial Urn {1 SP}, (3L) Empty; South Side: (1U) Ornate silver-bladed Spear and Leather Gloves, (1L) Skeletal Feline Remains, (2U) Empty, (2L) Metal Burial Urn, (3U) five 10-inch cloth Human figures and one cloth Dwarf figure all with pins in them {Voodoo dolls}, (3L) Skeletal Remains, (4U) Empty, (4L) two empty rotting burial Shrouds, (5U) Mummy-

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[16] **Hare Today**, continued...wrapped Corpse with Disease, (5L) two Metal Burial Urns {one with 6 CP}, (6U) Empty, (6L) Skeletal Remains with 1d6 Shock, (7U) Skeletal Remains with Animated Arms {1 GP 1 SP silver Chain}, (7L) clay Figurine of a Medusa, (8U) Empty, (8L) Skeletal Remains, (9U) Mummy-wrapped Corpse, (9L) Metal Burial Urn {4 SP}.

[17] **North Entry**. A 5 FT wall segment next to a short burial shelf in the center of the north side is a hidden door (difficult to find, moderate to open). When the door is opened, a click is heard but the trap (spikes in the top of the door frame) does not activate.

[18] **Shroud Room**. Six wooden footlockers are filled with moldy white shrouds for wrapping corpses. The fourth footlocker has a false bottom (easy to find), lifting out the bottom reveals a leather bag (38 CP coin, 19 SP coin), a pair of brass Spectacles with pink lenses (aura of enchantment), a 30-inch wood Rod with a tapered one-eighth inch tip, and a steel *Sky Hook* (1000 pounds).

[19] **Phantasy Lane**. A hidden door (see #20) is between the north corner and the first burial shelves on the west side. An *illusion* (moderate Will to disbelieve) at the south end of the corridor depicts two flaming Infernal Hounds. West Side: (1U) Empty, (1L) Skeletal Remains, (2U) Mummy-wrapped Corpse, (2L) Empty, (3U) Metal Burial Urn, (3L) Skeletal Remains with Animated Arms {2 SP on eyes}, (4U) two Metal Burial Urns, (4L) Empty; East Side: (1U) Skeletal Remains, (1L) Mummy-wrapped Corpse with Animated Arms {4 SP leather thong with copper-amethyst Pendant}, (2U) Diseased rotting burial Shroud, (2L) Skeletal Remains, (3U) HD3 stalker **Zombie** with Short Sword, (3L) Empty.

[20] **Hidey Hole West**. A 5 FT wall panel is a hidden (moderate to find, moderate to open) door leading to #14.

[21] **Tick-Tock**. A mechanical device found on the floor is making ticking sounds every 3 seconds but has no effects. North Side: (1U) Empty, (1L) Skeletal Remains, (2U) Mummy-wrapped Corpse with Disease, (2L) Metal Burial Urn; South Side: (1U) Empty, (1L) Skeletal Remains.

[22] **Snake Chapel**. The flooring is dark red tile with two large oval white-and-red rugs, the walls are covered by ochre satin wallpaper, and the ceiling is black. Four unlit torches are in brass brackets along the north wall. A 7 FT green stone altar is against the west wall underneath an 8 FT-wide brass Medusa face and three 5 FT-long brass snakes mounted on the wall. Two stuffed adders are on the altar. Four 18 FT wood pews in the room face to the west. The third pew has poisoned needles in the seat (moderate to avoid if not detected, *paralysis* 1d100 minutes, moderate STAM save) Narrow stairs down to the second level of catacombs is in the southeast corner.

[23] **Mummy Door**. The 5 FT-wide wall area between the first and second set of burial shelves on the east wall conceals a hidden door (moderate to find, easy to open).

[24] **Long East**. Two Human-sized figures are outlined on the floor in black splatter. Thick heavy spiderwebs hang down from the ceiling along the length of the corridor. West Side: (1U)

Skeletal Remains {2 CP on eyes}, (1L) Mummy-wrapped Monkey's Corpse, (2U) Empty, (2L) Mummy-wrapped Corpse, (3U) Skeletal Remains of a 10 FT 3 Inch person with thick bones and a skull with a huge thick forehead, curled in a fetal position wearing a leather collar, (3L) Skeletal Remains, (4U) Empty, (4L) Skeletal Remains; East Side: (1U) Mummy-wrapped Corpse, (1L) six large pewter Steins are on the shelf {one has three finger bones and a 1 GP pearl}, (2U) Empty, (2L) Empty, (3U) Skeletal Remains with Animated Arms {4 SP silver-topaz-garnet Ring}, (3L) HD3 stalker **Ghoul**, (4U) Empty, (4L) Skeletal Remains.

[25] **Spider Nursery**. The sides of the room are thickly covered in heavy webs with numerous egg sacks, some are quivering. North/East Side: (1U) Skeletal Remains, (1L) Empty, (2U) Metal Burial Urn {1 CP}, (2L) Skeletal Remains, (3U) Empty, (3L) Metal Burial Urn {3 SP}, (4U) Metal Burial Urn, (4L) Empty, (5U) , (5L) Mummy-wrapped Corpse, (6U) Empty, (6L) Skeletal Remains with Animated Arms {2 SP on eyes, 4 SP leather neck thong with an ivory Pendant}; South/West Side: (1U) Mummy-wrapped Corpse, (1L) Metal Burial Urn, (2U) Empty, (2L) Mummy-wrapped Corpse with Animated Arms {1 SP copper Armband}, (3U) Skeletal Remains, (3L) Empty. The room is occupied by three HD2 **Giant Spiders**.

[26] **Tight Quarters**. The floor is covered by old dark grey wood, and the walls are painted black. Long dry cobwebs hang 4 FT down from the ceiling. The twisting tunnel leads to #27.

[27] **Mummy's Home**. The flooring is dark green tile, the walls are painted in columns of hieroglyphics, and the ceiling is white-washed. Two burning oil lamps hang from ceiling chains. The room is furnished with a circular red rug, an oversized silver-gilded Chair with satin cushion, a circular table with thin bronze top, foot rest, and a locked chest. A tapestry hanging on the south wall depicts two crowned Mummies in a tomb room with a flaming brazier. An arch in the northeast leads to #28. The room is occupied by **Jork'a'gabek** (HD8 **Mummy**, open-face Helm with plume, Chain Mail Arm Guard, 1d8 Large Spiked Club, ivory *Amulet* on a Neck thong {9x *Summon Monster* – HD3 **Cheetah**}, touch transmits rot – finger/toe rots every 3 days/each heal magic fails on 1d20 GTET 11, touch transmits disease leprosy). The chest has a brass keyhole (moderate to open; a 1d6 horizontal circular blade extends out from the base {moderate to find, moderate to disarm, difficult to avoid if not detected). The chest holds 6 fine linen shifts, a gold-thread tablecloth, two 8 SP silver candlesticks, a Bull Whip, two Arabian-style oil lamps (aura of enchantment), six black taper candles, two pewter mugs, a fine pair of white leather gloves, buckskin moccasins, three empty leather sacks, four leather books in an unknown language (murder mysteries), a 2 GP gold Scarab Pin, a 4 GP silver-sapphire Tiara, a 2 SP copper-onyx Ring depicting a Death Beetle, and a 4 SP jade bead Necklace.

[28] **Pair of Mummies**. The flooring is dark green tile, the walls are painted in columns of hieroglyphics, and the ceiling is white-washed. Two burning oil lamps hang from ceiling chains. An arch in the north wall leads to #29. A billiard table fills the eastern half of the room. A card table with six chairs is in the western part of the room. A rack of billiard balls and cues is on the eastern wall. A painting on the west wall depicts four Mummies on a partially-completed pyramid; a Wizard's scroll

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[28] **Pair of Mummies** continued...(Fire: *Command Fires, Double/Duplicate, Blinding Flare, 1d12 Magic Grenade, See Invisible, See True Location, 2d6 Fire Attack, Blindness*) is between the painting and the backing. The room is occupied by **Nolgo'top** (HD5 **Mummy**, 1d10 War Axe, 2x Throwing Knives in sheaths, 1d10 grenade, smoke grenade) and **Amdo'pepp** (HD6 **Mummy**, Long Bow {15x War Arrows, 1d8 Explosive Arrow, *Putrid Scents Arrow, Arrow of Sleep*}, Rapier, Dirk, *Oil of Slipperiness, Flash Powder*) who are playing gin rummy, along with Nypita, HD4 **Wolf**. Nolgo'top wears a 6 GP gold-jade-enamel ceremonial neck piece and a 4 SP silver-jet Ring. Amdo'pepp wears two 1 SP copper-shell Armbands, a red sash with a 3 GP gold Pin depicting the sun, a 4 GP silver-ruby Circlet, and a 2 SP copper-topaz Bracelet. **Harnoe'kune** (#29) joins combat on the third combat round.

[29] **Chessmen**. The flooring is dark green tile except for an inlaid green-white chessboard, each square is 10 inches across. The walls are dark green with images of chess kings, queens, and rooks. **Harnoe'kune** (HD7 **Mummy**, 2x Dirks {TH+2 with two Dirks due to proficiency}, Blowgun {8x *poisoned* Blow Darts, *paralysis* 1d100 minutes, moderate save}, 1d10 Heavy Spiked Mace) sits on an upright chair studying a chess position, a note in his hand gives the latest move (by mail). A glowing green 4 FT diameter enchanted circle in the northeast corner *teleports* Adventurers to #30 (two-way). Harnoe'kune joins combat in #28 to the south on the third combat round. Harnoe'kune wears two 4 SP copper-jet-onyx Bracelets, a 5 GP gold-diamond Circlet, and a 2 SP copper-ivory Armband.



[30] **No Way In**. A short narrow corridor, 5 FT by 25 FT, a lit oil lamp hangs from the ceiling by a chain. A tattered and fraying tapestry hanging on the east wall depicts two jaguars on the limb of a jungle tree over a Water Buffalo in a pond. A glowing green 4 FT diameter enchanted circle in the north end *teleports* Adventurers to #29 (two-way). A glowing blue 4 FT diameter enchanted circle in the south end *teleports* Adventurers to #32 (two-way). A 3 FT high steel spike divides the two enchanted circles.

[31] **Spider Stuff**. The ceiling is 6 FT tall, heavy thick (4 FT long) spiderwebs hang down from the ceiling along the entire length. A tripwire at midpoint (moderate to find, difficult to avoid if not detected) causes a bell to ring.

[32] **Spiders Gone**. Two desiccated corpses of giant spiders are found here along with human-sized bones. A glowing blue 4 FT diameter enchanted circle in the northeast corner *teleports* Adventurers to #30.

[33] **Spider Nursery West**. Adventurer's at the intersection at the east end feel cold flowing out, the average temperate in the area is 25°. The entire section of corridor is thickly-covered by strong webs, egg-sacs are at the west end, some are quivering. The area is occupied by three HD5 **Yassakko's Spiders**. North Side: (1U) Skeletal Remains, (1L) Metal Burial Urn, (2U) Mummy-wrapped Corpse, (2L) Skeletal Remains {2 SP on eyes}, (3U) Metal Burial Urn, (3L) Mummy-wrapped Corpse, (4U) Skeletal Remains, (4L) Medusa's Skull {three wood Stakes}, (5U) Metal Burial Urn, (5L) Skeletal Remains, (6U) Mummy-wrapped Corpse {3 SP copper-topaz Armband}, (6L) Skeletal Remains.

[34] **Spider Nursery South**. The east end of the corridor is thickly covered in webs and many spider egg-sacs, some are quivering. The area is occupied by four HD2 **Huge Spiders**. North Side: (1U) Skeletal Remains, (1L) Mummy-wrapped Corpse with Animated Arms {3 SP leather thong with carved ivory Pendant}, (2U) Empty, (2L) Skeletal Remains, (3U) Metal Burial Urn {10 SP}, (3L) Mummy-wrapped Corpse, (4U) Desiccated Corpse, (4L) Metal Burial Urn, (5U) Skeletal Remains {1 SP copper Bracelet}, (5L) Empty, (6U) Desiccated Corpse, (6L) Empty; South Side: (1U) Skeletal Remains, (1L) Empty, (2U) Skeletal Remains, (2L) Skeletal Remains, (3U) Metal Burial Urn, (3L) Desiccated Corpse with Animated Arms {2 SP on eyes, 3 SP silver tooth}, (4U) Mummy-wrapped Corpse with Disease, (4L) HD2 stalker **Skeleton** with Dirk, (5U) Empty, (5L) Skeletal Remains with *cursed* bone Amulet {-2 to all saving rolls}, (6U) Empty, (6L) Metal Burial Urn.

[35] **South Secret Entry**. The second set of burial shelves slides out (moderate to find, moderate to open) to give access to a hidden corridor to the south. The latch that releases the shelves has a *poison* needle trap (difficult to find, moderate to disarm, *sleep* 2d100 minutes, easy STAM save).

[36] **Dusty Scrolls**. A 10 by 20 scroll rack is attached to the east wall, a 15 by 30 scroll rack is attached to the west wall. A *command fires* spell in the area extinguishes any open flames carried into the corridor. There are 40 scrolls in an unknown language (about embalming, wrapping a mummy, rites for the dead, rites for a Medusa, each scroll is valued at 1 GP; 15 scrolls east, 25 scrolls west). A special scroll is found on 1d12 rolls of 12 (limit 3), the specific scroll is determined using 1d8: (1) Wizard's Scroll {Air, 2d6 *Lightning Bolt, Acrobat's Guile/Agility*+3, *Area Deafen* 20x20 FT, *Fog Bank, Foul Wings, Sense Prying Ears, Target Missiles* +2, *Waken*}, (2) Wizard's Scroll {Fire, 2d6 *Fire Attack, Illusory Appearances, Double/Duplicate, 1d12 Magic Grenade, See Invisible, Anti-Vision Walls*}, (3) Ritual Scroll {Strengthen the Body, Strength statistic +2, Stamina statistic +1, hp value +3}, (4) Ritual Scroll {Enhance Mystic Connections, Wizard, Warlock, Priest, or Crusader SPM+2}, (5) Ritual Scroll {Enchant Weapon, TH+2 and TD+1}, (6) Ritual Scroll {Summon Demon, to HD5}, (7) Priest's Scroll {*Amorskin AC*+12, *Commune with Spirits, Compel Truth, Create Minor Food*/6 meals, *Detect Poisons, Detoxify Poisons, Detoxify Poisons*}, (8) Priest's Scroll {Enhanced

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[36] **Dusty Scrolls**, continued...Raise the Dead Ritual, +2 to success roll}. Scrolls crumble on 1d12 rolls GTET 5.

[37] **Lockup Door**. The 5 FT wall panel between the eleventh and twelfth burial shelves on the north side is a partially-open door (under a thick layer of webs, normally intended to be hidden).

[38] **The Cages**. The floor is covered by grimy yellow carpeting, the walls are covered by tattered sickly-purple wallpaper with white felt spiders, the ceiling is black with images of constellations, and an unlit oil lamp hangs from the ceiling. The east wall is taken up by rusting metal cages, five across at 5 FT, 3 FT high, 5 FT deep, stacked three high. Several cages contain the putrefied remains of medium-sized spiders. A large table is in the northwest corner, holding three ordinary Dirks in sheaths, a single-bladed Hatchet, a rusty metal Bucket, and two pewter Steins. A HD2 **Huge Spider** is in the room.

[39] **Forgotten Corner**. A permanent *forgetting* spell is on the area (1d20 weeks, moderate Will save). East Side: (1U) Empty, (1L) Skeletal Remains.

[40] **Wide Open Space**. The floor is covered by old dark brown planks, and three unlit oil lamps hang from ceiling chains. A single-bladed Hatchet is stuck into a badly-decomposed 7 FT Zombie carcass on the floor. North Side: (1U) Empty, (1L) Metal Burial Urn, (2U) Skeletal Remains {1 SP copper snake Ring}, (2L) Empty, (3U) Metal Burial Urn {6 CP, 1 SP}, (3L) Skeletal Remains, (4U) Desiccated Corpse {1 SP single plain silver Earring}, (4L) Empty, (5U) Desiccated Corpse, (5L) Desiccated Corpse, (6U) Skeletal Remains, (6L) Desiccated Feline Corpse {decayed leather collar with 2 SP pearl} and four brittle Snake Skins; South Side: (1U) Metal Burial Urn, (1L) Skeletal Remains, (2U) Empty, (2L) Empty {3 CP}, (3U) Skeletal Remains, (3L) HD3 stalker **Ghoul**, (4U) Mummy-wrapped Corpse with Animated Arms {3 SP copper-shell Armband}, (4L) Empty.

[41] **Conney's End**. A badly decomposed male Human corpse sits against the wall in the southeast niche, he wears moldy Leather Armor (belt pouch 7 CP, 4 SP, *Holy Water*, 1d6 *Cure Wounds Potion*). West Side: (1U) Empty, (1L) Skeletal Remains, (2U) Skeletal Remains with Disease, (2L) Metal Burial Urn {4 SP}, (3U) Empty, (3L) Woven basket {56 separated toe bones}; East Side: (1U) Metal Burial Urn {1 GP}, (1L) Skeletal Remains {*fear spell*, 1d100 minutes, easy Will save}.

[42] **Block and Tackle**. A wood crate, 6 FT by 4 FT by 4 FT tall is suspended 3 FT off the floor at the midpoint, it hangs from thick ropes connected to a steel ceiling hook. The crate contains the skeleton of a Giant Wolverine packed in moldy hay. A HD3 **Skeleton** sniper at the west end fires a Crossbow (*poisoned*, *unconscious* 1d100 minutes, moderate STAM save) and disappears south towards #46. North Side: (1U) Empty, (1L) Skeletal Remains, (2U) Desiccated Corpse {1 SP silver tooth}, (2L) Skeletal Remains; South Side: (1U) Empty {4 CP}, (1L) Desiccated Corpse, (2U) Metal Burial Urn {6 SP}, (2L) Skeletal Remains with Animated Arms {7 SP leather thong with clay figure, ruby chip eyes}, (3U) Mummy-wrapped Corpse, (3L) Metal Burial Urn, (4U) Empty, (4L) Skeletal Remains, (5U) Desiccated Corpse {2 SP over eyes}, (5L) Metal Burial Urn, (6U) Desiccated Corpse {2 SP copper-bone Bracelet}, (6L) Empty.

[43] **Long West Corridor**. Chalk drawings on the west wall depict a group of Adventurers consisting of a Male Human, Female Human, Female Elf, Male Dwarf, and Male Gnome. East Side: (1U) Skeletal Remains, (1L) HD2 stalker **Skeleton** with a single-bladed Hatchet, (2U) Empty, (2L) Skeletal Remains, (3U) Metal Burial Urn {3 SP copper wolf Pin}, (3L) Metal Burial Urn, (4U) Skeletal Remains, (4L) Skeletal Remains with Animated Arms {1 CP copper Ring, 2 SP braided copper Chain}, (5U) Mummy-wrapped Corpse with Disease, (5L) Desiccated Corpse, (6U) Four completely melted black candles, (6L) Desiccated Corpse with Animated Arms {1 GP silver-amethyst-topaz Circlet}, (7U) Desiccated Corpse, (7L) HD3 **Ghoul**, (8U) Metal Burial Urn {9 CP}, (8L) Empty.

[44] **Crypt Door**. The second set of burial shelves on the south side is a hidden door (moderate to find, easy to open) that moves out to allow access to the crypt. A floor plate (moderate to find, easy to disarm) in front of the door activates four horizontal Spear heads that come out from the west side of the door frame (hp1d6, moderate AGIL to avoid).

[45] **A Private Death**. A wooden table holds a burning yellow candle in a pewter candlestick. An oil painting on the south wall depicts a Blacksmith at work at his forge; a parchment is attached to the back side (Teleportation Ritual, takes Adventurers to a fixed pre-determined location of the Games Master's choosing, one-way). West Side: (1U) Desiccated Corpse {2 CP on eyes}, (1L) Skeletal Remains with Animated Arms {6 SP braided silver Chain}; East Side: (1U) Mummy-wrapped Corpse {4 SP silver-bloodstone Armband}, (1L) Desiccated Corpse.

[46] **Long South Gallery**. A broken Javelin sticks into a badly-decomposed Beetle carcass. West/South Side: (1U) Desiccated Lizard's Corpse, (1L) Metal Burial Urn {3 SP}, (2U) Empty, (2L) Skeletal Remains, (3U) Empty, (3L) Metal Burial Urn, (4U) Desiccated Corpse {two leather Bracers}, (4L) Empty, (5U) Broken pieces of a Two-Handed Sword, (5L) Desiccated Corpse with Animated Arms {leather Choker with 3x 2 SP turquoise pieces}, (6U) Life-sized carved wood Canine figure, (6L) Empty, (7U) Skeletal Remains {2 CP on eyes}, (7L) Desiccated Corpse, (8U) Desiccated Corpse, (8L) Mummy-wrapped Corpse, (9U) Empty, (9L) Plaster death mask of a Human woman {symbol on the reverse, aura of enchantment, no effect}, (10U) Metal Burial Urn, (10L) Desiccated Corpse, (11U) HD3 stalker **Ghoul**, (11L) Skeletal Remains with Disease; East/North Side: (1U) Empty, (1L) Metal Burial Urn {13 CP}, (2U) Desiccated Corpse, (2L) Desiccated Corpse, (3U) Mummy-wrapped Corpse with Animated Corpse, (3L) HD2 stalker **Skeleton** with Short Sword, (4U) Skeletal Remains {2 SP copper Ring}, (4L) Empty, (5U) Moldy burial Shroud with Disease, (5L) Desiccated Corpse, (6U) Coiled skeletal remains of a Giant Rattlesnake, (6L) Mummy-wrapped Corpse, (7U) Skeletal Remains {4 SP silver-bloodstone Ring}, (7L) Pair of moldy black leather Boots {*poisoned*, paralysis 2d100 minutes, difficult STAM save}, (8U) Two moldy unreadable leather books, (8L) Desiccated Corpse, (9U) Empty, (9L) Desiccated Corpse, (10U) Skeletal Remains with Animated Arms {8 SP plain silver Bracelet}, (10L) Mummy-wrapped Corpse with Disease, (11U) Desiccated Corpse, (11L) Empty.

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[47] **Fresco Spaces.** The floor is covered by dark blue ceramic tile, the south wall is painted light blue, and the ceiling is covered by tan planks. The west and east walls each have an unlit torch in a brass wall bracket. The south wall has three 10 FT-wide inlaid frescos (all grimy, greasy, dirty); the west fresco depicts a group of veiled Medusa bathing in an outdoor pool with Human slaves; the center fresco depicts a Minotaur flogging four male Humans in manacles watched by a veiled Medusa; the east fresco depicts four Medusa in dresses riding horses behind a pack of hunting dogs. The area is occupied by two HD6 **Quartz Golems**.

[48] **Small Tomb Door.** The seventh burial shelves on the north side is a hidden door (difficult to find, moderate to open) which moves out to give access to a small hidden crypt. A gas bladder trap (difficult to find, moderate to find) is discharged by a spring-loaded stud on the top of the door (*blindness* 2d100 minutes, moderate STAM save).

[49] **Royal Flush.** The three pairs of shelves here have stiff leather inserts with painted gold crowns on them. An arch in the west wall leads to #50. East Side: (1U) Empty, (1L) Skeletal Remains {15 GP gold-diamond-coral Circlet}, (2U) Desiccated Corpse {10 GP gold-amber-diamond Ring}, (2L) Desiccated Corpse in rotting robes {22 GP gold-platinum-sapphire deer Pin}, (3U) Metal Burial Urn {5 GP 6 SP}, (3L) Empty {4 CP}.

[50] **A Royal Boar.** The floor is covered by dark blue tile edged in gold, the walls are covered in peeling royal blue wallpaper with gold felt crowns, and the ceiling is black with constellations around a central crown. Two unlit torches are in brass brackets in the south wall. A 10-inch brass plate in the west wall has a 5-inch diameter red button in it; pressing the button causes a train-whistle sound but has no other effect. A gold-gilded oversized chair (throne) is in the southeast corner with a rotting satin cushion (diseased, easy STAM save). A heating cast iron stove stands in the room center with a stovepipe into the ceiling. The room is occupied by a HD5 **Lycanthrope** (Boar) in Chain Mail and a 10 GP gold Circlet, armed with a *poisoned* Dirk (*paralysis* 1d100 minutes, moderate STAM save), 1d8 *Scimitar* +1, smoke grenade, *putrid scents* grenade (moderate STAM save).

[51] **Short Graves.** West Side: (1U) Metal Burial Urn {5 CP}, (1L) Empty, (2U) HD2 stalker **Skeleton** with Dirk, (2L) Empty; East Side: (1U) Desiccated Corpse with Animated Arms {3 SP copper-onyx Anklet, 1 SP plain silver Ring}, (1L) Desiccated Corpse with Disease, (2U) Empty, (2L) Skeletal Remains {4 SP gold tooth}.

[52] **Vampire's Door.** A 5 FT wall panel between the two burial shelves on the north side is a hidden door (moderate to find, easy to open). Two rotted cloves of garlic are on the floor. The door sticks, requires Strength GTET 18 to push open. North Side: (1U) Desiccated Corpse {2 CP on the eyes}, (1L) Desiccated Corpse with Animated Arms {4 SP gold belt Buckle}, (2U) Mummy-wrapped Corpse, (2L) Metal Burial Urn {11 CP}; South Side: (1U) Skeletal Remains with Animated Arms {leather thong, pendant has been removed}, (1L) Four Skulls {Human, Dwarf, Elf, Giant Eagle}, (2U) Metal Burial Urn {2 SP}, (2L) HD3 stalker **Ghoul**.

[53] **Winding Way.** The floor and walls are solid black stone. At the one-quarter point a 5 FT segment of floor drops by 3 FT when stepped on (difficult to avoid if not detected). A solid wood panel engraved with Medusa figures is across the Northeast

Branch (#55) opening (easy AGIL to remove).

[54] **South Branch.** A glowing moss on the north wall provides a small amount of light.

[55] **Northeast Branch.** A large dark red stain is on the floor at the midpoint.

[56] **Vampire Roost.** The floor is covered by redwood planks, the walls are covered by tattered yellow wallpaper with red six-pointed stars, and three lit torches are in brass brackets in the north wall. The room is furnished with a 15 FT red plaid rug, a fine wood table, six good-quality chairs with leather padded seats, a stuffed recliner and foot rest, and an upright Armoire. The room is occupied by **Mareosha** (HD7 female Human **Vampire**), **Keirodasha** (HD7 female Half-Elf **Vampire**), and **Jelkaloth** (HD6 male Gnome **Vampire**). The armoire is filled with good quality woman's clothing; a hidden (moderate to find, easy to open) panel in the side reveals a small compartment holding a Leather Belt (Strength+2), Girdle (Stamina+1), Blue Leather Gloves (Target Missiles+1), White Leather Gloves (Agility+1). The Vampires carry Dirks and 1d8 Rapiers.

[57] **More Coffins.** Five coffins stand upright against the east wall, three have brass padlocks (easy to open). The two open coffins are empty (Mareosha, 14 CP, 10 SP, 3 GP; Keirodasha, 8 GP gold-amethyst Ring, 4 SP, 6 SP copper-enamel-amber Necklace). One locked coffin contains an ordinary skeleton (2 SP silver Ring). The second locked coffin is empty (Jelkaloth, 6 SP silver-amber-jade Charm Bracelet, 2 SP copper-bloodstone Arm-band). The third locked coffin holds a desiccated female Human corpse in a decaying dress (disease, easy STAM save), 4 SP copper-topaz horse Pin, 5 GP gold-sapphire Ring, 2 GP gold tooth.

Second Catacomb Level

Refer to the map on page 13. Unless otherwise noted the floors are covered in dark green tile, the walls have a thick layer of grime and dirt over dark yellow paint, and ceilings are covered by planks painted green. The wall segments between burial shelves are painted with the starburst symbol. Burial shelves (upper and lower) are indicated on the map by black rectangles and squares and are numbered from west to east and from north to south.

[1] **Entry Hall.** Bottom of the narrow stair down from the First Catacomb Level. A narrow arch in the east end leads to #42. A HD2 **Skeleton** is at a 1d12 Ballista in front of the stairs down to the Third Catacomb Level (south side, east end). North Side: (1U) Empty, (1L) Skeletal Remains, (2U) Mummy-wrapped Corpse, (2L) HD3 stalker **Ghoul**, (3U) Empty, (3L) Skeletal Remains, (4U) Desiccated Corpse, (4L) Desiccated Corpse, (5U) Metal Burial Urn, (5L) Mummy-wrapped Corpse, (6U) Empty, (6L) Skeletal Remains, (7U) Empty, (7L) Metal Burial Urn, (8U) large bouquet of wilted flowers, (8L) Desiccated Corpse, (9U) Skeletal Remains with Animated Arms {3 SP thong with carved ivory Pendant}, (9L) Desiccated Corpse, (10U) Desiccated Corpse, (10L) Empty, (11U) four pewter Steins, (11L) Metal Burial Urn, (12U) Metal Burial Urn, (12L) Skeletal Remains; South Side: (1U) Empty, (1L) Mummy-wrapped Corpse, (2U) Desiccated Corpse, (2L) Remains of five melted black candles, (3U) Skeletal Remains, (3L) Skeletal Remains, (4U) Desiccated Corpse, (4L) Empty, (5U) Skeletal Remains of two Felines, (5L) A glowing white 2 FT enchanted circle has a black crystal in its center, (6U) Skeletal Remains, (6L) Metal Burial Urn, (7U)

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[1] **Entry Hall**, continued...Mummy-wrapped Corpse, (7L) Empty, (8U) Metal Burial Urn, (8L) HD3 stalker **Ghoul**, (9U) Skeletal Remains, (9L) Uncorrupted Corpse {middle-aged female Human, 6 SP pair of silver-amber Earrings}, (10U) Empty, (10L) Skeletal Remains.

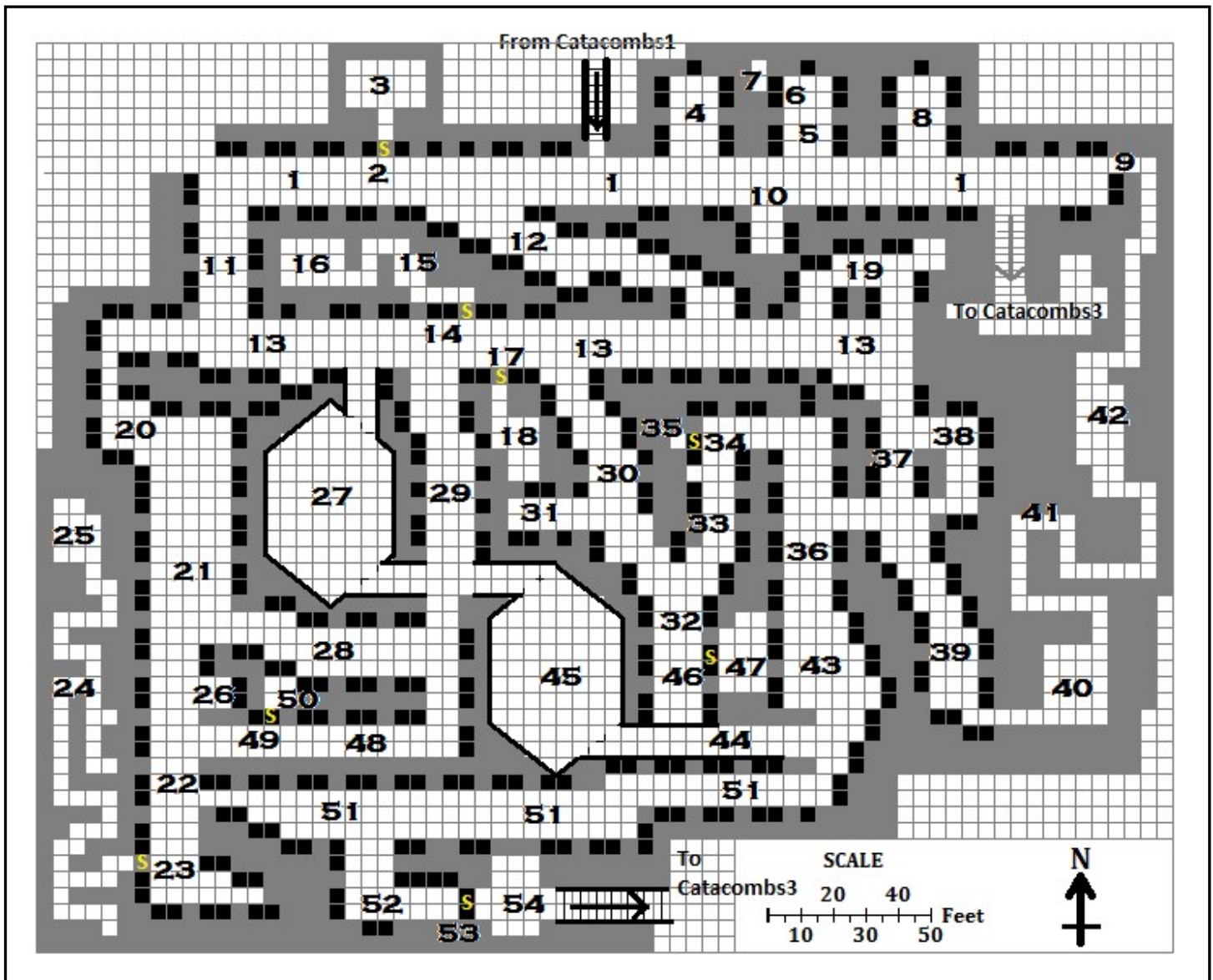
[2] **North Side Door**. The 5 FT wall panel between the fourth and fifth burial shelves on the north side is a hidden door (moderate to find, easy to open).

[3] **Where's the Chest?** The flooring is light grey wood, the walls are painted black, and the ceiling is a sickly yellow. Two unlit torches are in brass brackets in the north wall. A plain wood table with four upright chairs is in the room, a small metal coffer (latch) contains 32 CP coin and 15 SP coin. An *invisible* chest is in the northwest corner (*poison* gas trap hp1 damage for 1d8 rounds; very difficult to find, difficult to disarm, difficult to open, difficult STAM save). The chest holds two winter Cloaks, four wool tunics, a knit cap, two pairs of black leather gloves, a pair of green leather gloves (Agility reduced to 8, *cursed*), a pair of

knee-high grey leather Boots (*Traceless*), a pair of knee-high blue leather Boots (*Water Walking*), Alaric Callity's Bracers (AC+14, *teleportation* 15 FT 2/day, *open lock* 3/day), a black Hood (*Facelessness*), and Vael's Cursed Belt (all curative magic/prayers fail to have effect on the wearer).

[4] **North Niche West**. West Side: (1U) Skeletal Remains {2 SP on eyes}, (1L) Mummy-wrapped Corpse, (2U) Skeletal Remains {2 SP copper-amethyst Bracelet}, (2L) Empty; East Side: (1U) Metal Burial Urn {7 CP}, (1L) Desiccated Corpse, (2U) Skeletal Remains with Animated Arms {8 SP silver-jade Tiara}, (2L) Desiccated Corpse; North Side: (1U) Empty, (1L) Skeletal Remains {4 SP silver-topaz Ring}.

[5] **North Niche Center**. West Side: (1U) Skeletal Remains, (1L) Empty, (2U) Skeletal Remains {2 CP on eyes}, (2L) Skeletal Canine Remains; East Side: (1U) Desiccated Corpse {4 CP copper Armband}, (1L) moldy cloth Elf figure with pins in it {Voodoo doll}, (2U) Skeletal Remains with Animated Arms {2 GP gold tooth, 6 SP silver-jade-onyx Brooch},



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[5] **North Niche Center**, continued...(2L) Wicker basket of *poisonous* black Mushrooms {fatal, moderate STAM save}; North Side: (1U) Mummy-wrapped Corpse {3 SP silver Armband}, (1L) HD4 stalker mummy-wrapped **Zombie** with Rapier.

[6] **Corner Door**. The first set of burial shelves in the northwest corner is a hidden door (moderate to find, easy to open).

[7] **Too Late Niche**. The walls and ceiling are painted black. An empty upright 6 FT armoire is against the north wall, its doors found open, two small drawers open, several hangers found on the floor. A hidden exterior compartment on top (moderate to find, easy to open) contains a leather bag (28 CP coin, 10 SP coin).

[8] **North Niche East**. Gargoyle faces 4 FT-wide are between the burial shelves on both the west and east walls. West Side: (1U) Empty, (1L) Desiccated Corpse, (2U) Skeletal Remains, (2L) Skeletal Remains; East Side: (1U) Mummy-wrapped Corpse, (1L) Desiccated Corpse, (2U) Uncorrupted Corpse {male Elf of indeterminate age in red-gold robes}, (2L) Desiccated Corpse; North Side: (1U) Mummy-wrapped Corpse, (1L) Skeletal Remains. The room is occupied by 20x HD1 **Giant Rats** {tunnels from 1L on the east side}.

[9] **Thin Man's Walk**. The passage is 15 FT tall. The passage is thickly filled with long spider webs dangling from the ceiling. Two HD4 **Web Spiders** (1d6 Bite, 20 FT web/round, aggressive) are along the ceiling when Adventurers enter.

[10] **South Niche**. An *illusion* (moderate Will save) depicts an Uncorrupted male Human Corpse in fine white robes floating 4 FT off the floor. West Side: (1U) Mummy-wrapped Corpse, (1L) Skeletal Remains {2 SP on eyes}; East Side (1U) Skeletal Remains {6 SP silver-citrine Locket}, (1L) Empty.

[11] **Northwest Passage**. The desiccated shells of two large copper-colored Beetles are on the floor along with two ordinary skeletons, 4x Hunting Arrows, a single-bladed Hatchet with a divot out of the blade, and three broken clay bottles. West Side: (1U) Desiccated Corpse, (1L) Skeletal Remains, (2U) Empty, (2L) Desiccated Corpse, (3U) Empty, (3L) Skeletal Remains {3 SP copper tooth}; East Side: (1U) Skeletal Remains, (1L) Desiccated Corpse with Animated Arms {6 SP copper Charm Bracelet}, (2U) Empty, (2L) Metal Burial Urn {7 CP}.

[12] **Diagonal Walk**. West-South Side: (1U) Desiccated Corpse, (1L) Empty, (2U) Desiccated Corpse, (2L) Skeletal Remains, (3U) Desiccated Corpse, (3L) Skeletal Remains {2 CP on eyes}, (4U) Empty, (4L) Skeletal Remains with Animated Arms {open-face Helm}, (5U) Desiccated Corpse, (5L) Mummy-wrapped Corpse, (6U) Empty, (6L) Metal Burial Urn {14 CP}, (7U) *Illusion* (disbelieve moderate Will) depicting a floating black Skull with glowing red eyes, (7L) Desiccated Corpse, (8U) Empty, (8L) Charred Skeletal Remains, (9U) Metal Burial Urn, (9L) Skeletal Remains; North-East Side: (1U) Mummy-wrapped

Corpse, (1L) Desiccated Corpse {4 SP leather thong with carved jade Pendant}, (2U) Empty, (2L) Skeletal Remains, (3U) Skeletal Feline Remains with a Monkey's Skull, (3L) Skeletal Remains, (4U) Empty, (4L) HD2 stalker **Skeleton** with Short Sword, (5U) Mummy-wrapped Corpse, (5L) Desiccated Corpse with Animated Arms {9 SP gold-bloodstone Ring}, (6U) Empty, (6L) Skeletal Remains, (7U) Metal Burial Urn {4 SP}, (7L) Mummy-wrapped Corpse. The area is occupied by four HD3 **Giant Musk Frogs** (1d4 Bite, 1d3 Tongue, forward musk spray/nausea/blinding, 6 FT long, dark blue-green skin).

[13] **Long and Wide**. The central area is damp with moss on the walls, vines hang down from the ceiling. Five unlit torches are in brass brackets attached to the south side. A HD2 **Skeleton** is in the narrower west end at a 1d12 Ballista; a HD2 **Skeleton** is at the east end at a 1d12 Ballista. North Side: (1U) Skeletal Remains, (1L) Desiccated Corpse, (2U) Mummy-wrapped Corpse, (2L) Mummy-wrapped Corpse, (3U) Empty, (3L) Desiccated Corpse {2 SP on eyes}, (4U) Empty, (4L) Skeletal Remains with Disease {1 CP}, (5U) Two Skulls are spiked to the read wall, (5L) Metal Burial Urn {2 CP}, (6U) Desiccated Corpse with Animated Arms {4 SP copper-amethyst Bracelet}, (6L) Empty, (7U) Mummy-wrapped Corpse, (7L) Skeletal Remains, (8U) Metal Burial Urn, (8L) Empty, (9U) Skeletal Remains, (9L) Desiccated Corpse; South Side: (1U) Metal Burial Urn {4 CP}, (1L) Desiccated Corpse, (2U) Empty, (2L) Skeletal Remains, (3U) Skeletal Remains, (3L) Desiccated Corpse {6 SP silver-amber wolf Pin}, (4U) two 2 SP crystal goblets with a dark red residue at the bottom, (4L) Mummy-wrapped Corpse, (5U) Empty, (5L) HD3 stalker **Ghoul**, (6U) Skeletal Remains {2 CP on eyes}, (6L) Desiccated Corpse, (7U) Rat Skeletons are arranged in three concentric rings, (7L) Charred Corpse, (8U) Skeletal Remains, (8L) Metal Burial Urn {6 SP}, (9U) Empty, (9L) Empty, (10U) Desiccated Corpse, (10L) Skeletal Remains, (11U) Charred Corpse, (11L) Mummy-wrapped Corpse, (12U) Desiccated Corpse, (12L) Skeletal Remains, (13U) Empty, (13L) HD3 stalker **Ghoul**, (14U) Desiccated Corpse, (14L) Desiccated Corpse. Two HD3 **Giant Musk Frogs** (1d4 Bite, 1d3 Tongue, forward musk spray/nausea/blinding; 6 FT long, dark blue-green skin) are at the tunnel to #27.

[14] **North Side Secrets**. The 5 FT panel between the sixth and seventh burial shelves on the north side is a hidden door (moderate to find, moderate to open).

[15] **Interior Path**. There are many low-hanging spiderwebs in the passage, and small marbles underfoot which reduce an Adventurer's effective Agility by 2 points.

[16] **Interior Room**. The flooring is dark grey tile, the walls are covered by tattered red wallpaper, there is an unlit torch in a brass bracket on the west wall and the north wall. Wall cabinets on the south wall and east wall are found hanging open with broken locks and the cabinets are empty. A two-drawer file cabinet is open and on its side. An open coffer is upside-down on the floor. The room is occupied by a HD1 **Giant Bug** (1d4 Bite).

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[17] **South Side Secrets.** The 5 FT panel between the seventh and eighth burial shelves on the south side is a hidden door (moderate to find, easy to open). A spring loaded 1d4 Hook Knife springs out of the frame (moderate to find, moderate to disarm, moderate to avoid).

[18] **Dead Pots.** The flooring is dark grey planks with a thin layer of straw over it, the walls are covered in torn burlap, and two unlit torches are in brass wall brackets on the east wall. The room contains a 12 FT by 6 FT table with thin drawers on each side; ten large clay pots have dead plants in them. The north drawer contains 8 CP, 3 SP, a jagged Dirk (*TD+1*), a first-aid kit, three black taper candles, and a whetstone. The east drawer requires Strength GTET 15 to pull open; it contains 7 CP, a magnetic compass, two Lock Picks, and a 10 FT tape measure. The south drawer requires Strength GTET 17 to pull open; it contains 5 SP, 1 GP, a Cudgel, a pot of *Salve versus Petrification*, and a green metal key. The west drawer opens easily and contains 9 SP, a pouch of *Flash Powder*, a well-made smoking pipe, and three pouches of good-quality Pipeweed. The eighth pot has a 12 GP diamond hidden in the dirt.



[19] **Northeast Circle.** An inlaid fresco on the south wall (north side of the island) depicts a fleet of sailing ships off of high bluffs. North Side: (1U) Desiccated Corpse, (1L) Skeletal Remains {2 SP over eyes}, (2U) Mummy-wrapped Corpse, (2L) Desiccated Corpse, (3U) Skeletal Remains, (3L) Metal Burial

Urn, (4U) Skeletal Remains {Leather Bracers with copper plates}, (4L) Skeletal Remains with Animated Arms {1 GP gold tooth, 8 SP silver-jade Ring}, (5U) Desiccated Corpse, (5L) Mummy-wrapped Corpse; Center Column: (West U) Desiccated Corpse {2 CP over eyes}, (West L) Skeletal Remains, (East U) Metal Burial Urn {9 CP}, (East L) Desiccated Corpse. The niche in the northeast is occupied by a HD3 **Predator Stink Bug**.

[20] **Northwest Alcove.** Two broken lanterns are on the floor. West Side: (1U) Skeletal Remains {2 CP on eyes}, (1L) Desiccated Corpse, (2U) Charred Corpse, (2L) Skeletal Remains {open-face Helm}, (3U) Mummy-wrapped Corpse, (3L) Desiccated Corpse, (4U) Mummy-wrapped Corpse {dented Breastplate}, (4L) Skeletal Remains {Spear}; East Side: (1U) Desiccated Corpse, (1L) Mummy-wrapped Corpse, (2U) HD3 stalker **Ghoul**, (2L) Skeletal Remains, (3U) Desiccated Corpse {Chain Mail Shirt}, (3L) Charred Corpse.

[21] **West Wide Hall.** Eight upright red-tinted glass lanterns are each on brass stands (down the room center). Two tattered pendants hang from the ceiling. West Side: (1U) Empty, (1L) Charred Corpse, (2U) Skeletal Remains, (2L) Desiccated Corpse with Disease, (3U) Metal Burial Urn {12 CP}, (3L) Empty, (4U) Skeletal Remains {Steel Cap, eye patch}, (4L) Skeletal Remains; North Side: (1U) Desiccated Corpse, (1L) Empty; East Side: (1U) Skeletal Remains, (1L) Metal Burial Urn, (2U) Desiccated Corpse {2 SP on eyes}, (2L) Empty, (3U) Empty, (3L) Skeletal Remains with Animated Arms {4 SP leather thong with jade Pendant}, (4U) Desiccated Corpse with Disease, (4L) Skeletal Remains.

[22] **West Narrow Hall.** A HD2 **Skeleton** stands at a Ballista (corner with #48). The rotting corpse of a female Human Adventurer is sitting against the wall in the southeast alcove; her backpack contains 10 SP, Dirk in scabbard, 40 FT rotting rope, 6x wood Stakes, 2x steel Spikes, Lock Pick, 2x vials *Holy Water*. A HD2 **Gelatinous Mass** is just to the east in the corridor (#51). West Side: (1U) Skeletal Remains, (1L) Empty, (2U) Desiccated Corpse, (2L) Two Skeletal Feline Remains, (3U) Skeletal Remains {open-faced Helm, Steel Gauntlets}, (3L) Bouquet of crumbling flowers, (4U) Empty, (4L) Desiccated Corpse {2 CP on eyes}, (5U) Skeletal Remains, (5L) Mummy-wrapped Corpse, (6U) Desiccated Corpse with Disease, (6L) Empty; East Side: (1U) Mummy-wrapped Corpse with two wood Stakes, (1L) Skeletal Remains {4 SP plain silver Ring}, (2U) Mummy-wrapped Corpse, (2L) Empty, (3U) HD2 stalker **Skeleton** with a Hatchet, (3L) Charred Corpse; South Side: (1U) Skeletal Remains {6 SP braided silver Chain}, (1L) Metal Burial Urn {7 CP}, (2U) Empty, (2L) Desiccated Corpse with Disease, (3U) Empty, (3L) Skeletal Remains.

[23] **Southwest Hidden Door.** The 5 FT panel between the fifth and sixth burial shelves on the west side is a hidden door (easy to find, easy to open; a bladder of *sleeping* gas (10 FT, 1d100 minutes, moderate to find, easy to disarm, moderate STAM save) is connected to the door.

[24] **Putrid Corridors.** Two short branches come off the main corridor in the south and in the east. The entire area strongly stinks (nausea/vomiting, moderate save).

[25] **Hanging Around.** Four colored ropes with nooses hang from the ceiling (black, red, green, blue); the green noose is around a Human-sized Skeleton. Pulling the black noose causes

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[25] **Hanging Around**, continued... the room to fill with poisonous gas (1d100 minutes unconsciousness, difficult save, fatal on saving roll of 01). Pulling the red noose causes a small coffer to appear (86 CP, 16 SP, 2 GP). Pulling the blue noose causes everyone in the room to be *teleported* to #40. Pulling the green noose has no effect.

[26] **Small East Niche**. A 6 FT copper plate is embedded in the floor (difficult to pry out); removing the cover reveals a 3 FT-deep hole which contains eighteen open-face Helms (one is *AC+6*, one is *AC+4*), fourteen closed Helms (one is *Water Breathing*), twenty Steel Caps (one is *AC+4*), and six chain mail Hoods. East Side: (1U) Skeletal Remains, (1L) Desiccated Corpse {2 SP on eyes}.

[27] **Frog Pool Northwest**. The entire room is a pool of water at least 18 FT deep, the walls are covered with glowing mosses, the air is wet and humid, and water streams down from the ceiling in the southwest side. The pool is filled by thirty-five Giant Frogs (10x HD2 **Giant Jumping Frogs**, 12x HD3 **Giant Musk Frogs**, 8x HD3 **Giant Poison Frogs**, 5x HD3 **Giant Frogs**).

[28] **Frog South**. The area is very damp with moss growing on the walls. Two ordinary skeletons have dark green moss growing on them. North Side: (1U) Empty, (1L) Skeletal Remains, (2U) Skeletal Remains, (2L) Desiccated Corpse, (3U) Desiccated Corpse, (3L) Metal Burial Urn {11 CP}, (4U) Skeletal Remains with Animated Arms {4 CP copper Armband}, (4L) Empty; South Side: (1U) Desiccated Corpse, (1L) HD2 stalker **Skeleton** with Scimitar, (2U) Metal Burial Urn, (2L) Empty, (3U) Skeletal Remains, (3L) Two tanned Giant Frog hides, (4U) Charred Corpse, (4L) Empty, (5U) Desiccated Corpse, (5L) Skeletal Remains. The area is occupied by four HD3 **Giant Musk Frogs** (1d4 Bite, 1d3 Tongue, forward musk spray/nausea/blinding, 6 FT long, blue-green skin).

[29] **Central Corridor**. The area is very damp with moss growing on the walls. A HD2 **Skeleton** is at a 1d12 Ballista at the south end. A 2d8 *explosive* with a 2-minute timer (moderate to disarm) is attached to the Ballista. West Side: (1U) Mummy-wrapped Corpse, (1L) Skeletal Remains {2 GP gold Earrings}, (2U) Empty, (2L) Skeletal Remains, (3U) Desiccated Corpse, (3L) Desiccated Corpse with Disease, (4U) Skeletal Remains, (4L) Sheep's Hide; East Side: (1U) Desiccated Corpse with Animated Arms {4 SP silver-garnet Ring}, (1L) Skeletal Remains, (2U) Desiccated Corpse, (2L) Skeletal Remains {3 SP plain silver Ring}, (3U) Empty, (3L) Charred Corpse, (4U) Desiccated Corpse with Animated Arms {2 SP on eyes, 3 SP copper-amethyst Armband}, (4L) HD3 stalker **Ghoul**, (5U) Empty, (5L) Skeletal Remains. The area is occupied by five HD3 **Giant Musk Frogs** (1d4 Bite, 1d3 Tongue, forward musk spray/nausea/blinding, 6 FT, blue-green skin).

[30] **Y Left**. The area is damp and humid. There is large dark red streak on the floor and some splatter on the sides. West Side: (1U) Skeletal Remains, (1L) Skeletal Remains, (2U) Mummy-wrapped Corpse with Animated Arms, (2L) Metal Burial Urn {16 CP}, (3U) Mummy-wrapped Corpse, (3L) Empty, (4U) Empty, (4L) Skeletal Remains; East Side: (1U) Burial Urn, (1L) Skeletal Remains, (2U) Mummy-wrapped Corpse {4 GP gold-jade-amber Ring}, (2L) Mummy-wrapped 6 FT Crocodile Corpse, (3U) Empty, (3L) Putrefying Corpse with Disease, (4U) Skeletal Remains {2 SP on eyes}, (4L) Mummy-wrapped Corpse with Disease, (5U) Empty, (5L) Empty.

[31] **Y Extension West**. The area is damp and humid. An empty and overturned wood chest is on the floor, 3 CP is on the floor under it, the top is wet. North Side: (1U) Skeletal Remains, (1L) Metal Burial Urn {2 SP}, (2U) Mummy-wrapped Corpse with Disease, (2L) Skeletal Remains; South Side: (1U) Metal Burial Urn, (1L) Empty, (2U) HD2 stalker **Skeleton** with a Cutlass, (2L) Skeletal Remains with Animated Arms {4 SP copper-amethyst Pin}.

[32] **Y Stem**. Two empty copper cauldrons have a thin layer of dark red residue inside. West Side: (1U) Mummy-wrapped Corpse, (1L) Skeletal Remains, (2U) Skeletal Remains, (2L) Empty, (3U) Desiccated Corpse, (3L) Desiccated Corpse with Animated Arms {4 SP leather thong with silver-amber Amulet}; East Side: (1U) Empty, (1L) Skeletal Remains, (2U) Charred Corpse, (2L) Skeletal Remains with Disease {2 SP on eyes}, (3U) Empty, (3L) Skeletal Remains {4 CP plain copper Ring}.

[33] **Y Right**. West Side: (1U) Desiccated Corpse, (1L) Mummy-wrapped Corpse, (2U) Skeletal Remains, (2L) Desiccated Corpse, (3U) Skeletal Remains, (3L) Empty; East Side: (1U) Skeletal Remains, (1L) Empty, (2U) Putrefied Corpse with Disease, (2L) Desiccated Corpse {copper *Ring of Regeneration*, hp1/round, limit 25/day}, (3U) Metal Burial Urn {3 SP}, (3L) Desiccated Corpse, (4U) Metal Burial Urn, (4L) Empty.

[34] **Hidden Door at the Y**. The first burial shelves on the west wall are a hidden door (difficult to find, easy to open) that moves out. A bladder attached to the inside of the door (moderate to find trap, moderate to disarm) discharges a stinking gas that has no effects.

[35] **Hidden Scrolls at the Y**. A 5 FT by 5 FT niche, a 6 by 12 scroll rack is attached to the west wall. It holds twenty scrolls (brittle and fall apart on 1d12 rolls GTET 6) written in an unknown language (discusses drying and embalming corpses, preserving organs, and prayers associated with laying corpses to rest); on 1d20 rolls of 20 Adventurers find a special scroll, determine using 1d6: (1) *Mass Poison to Water* at Quarter-mile radius, (2) *Raise Bones* {creates up to 50 HD2 **Skeletons** lasting

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[35] **Hidden Scrolls at the Y**, continued....1 year}, (3) *Imminent Mortality* {5d12 to one creature}, (4) *Banish Infernal* to HD15 {no save}, (5) *Mass Heal*, (6) *Teleportation* to 500 miles.

[36] **Corridor L**. The area is occupied by a HD6 **Catoblepas**. North Side: (1U) Desiccated Corpse, (1L) Metal Burial Urn, (2U) Skeletal Remains, (2L) Empty, (3U) Skeletal Remains {HD1 **Giant Snake** hidden on the niche top}, (3L) Empty; West Side: (1U) Skeletal Remains, (1L) Mummy-wrapped Corpse {2 GP underneath}, (2U) Empty, (2L) Desiccated Corpse, (3U) Empty, (3L) Skeletal Remains; East Side: (1U) Charred Corpse with Disease, (1L) Skeletal Remains, (2U) Desiccated Corpse with Animated Arms, (2L) Empty, (3U) Empty, (3L) Skeletal Remains with Animated Arms {1 GP gold tooth}.



[37] **O West**. A HD2 **Skeleton** stands at a 1d12 Ballista at the south end (by #36, #39). West Side: (1U) Empty, (1L) Skeletal Remains, (2U) Desiccated Corpse, (2L) Skeletal Remains {2 SP over eyes}; East Side: (1U) Desiccated Corpse {2 CP copper Charm on a wrist string}, (1L) Empty.

[38] **O East**. A good-quality Human-sized Cloak is on the floor, the interior has a contact *poison* (*paralysis*, moderate STAM save). East Side: (1U) HD3 stalker **Ghoul**, (1L) Desiccated Corpse, (2U) Metal Burial Urn, (2L) Skeletal Remains, (3U) Desiccated Corpse, (3L) Skeletal Remains with mold growing on the bones, (4U) Metal Burial Urn {4 SP}, (4L) Skeletal Remains, (5U) Mummy-wrapped Corpse with Disease, (5L) Desiccated Corpse {3 CP plain copper Ring, 4 SP copper-amber pair of Earrings}.

[39] **Corridor Southeast**. Four bloody Stakes are on the floor, streaks of dark red are on the floor. West Side: (1U) Metal Burial Urn, (1L) Skeletal Remains missing left foot, (2U) Mummy-wrapped Corpse, (2L) Skeletal Remains, (3U) Desiccated Corpse with Disease, (3L) Putrefied Corpse, (4U) Desiccated Corpse missing left hand, (4L) Skeletal Remains, (5U) Metal Burial Urn, (5L) Skeletal Remains {glass Eye}; East Side: (1U) Desiccated Corpse, (1L) Skeletal Remains, (2U) Putrefied Corpse {2 SP underneath}, (2L) Mummy-wrapped Corpse, (3U) Metal Burial Urn {3 GP, 2 SP}, (3L) Desiccated Corpse, (4U) HD3 stalker **Ghoul**, (4L) Empty, (5U) Skeletal Remains {4 SP copper-topaz Anklet}, (5L) Empty; South Side: (1U) Metal Burial

Urn {1 CP}, (1L) Desiccated Corpse, (2U) Skeletal Remains, (2L) Empty.

[40] **Dissection Room**. The floor is covered by yellow tile, the walls are whitewashed, an unlit torch is in wall brackets on the west and east wall, and an unlit oil lamp {downward facing crystal lens} hangs from a ceiling chain over a metal table. A metal table with holes in it is in the center, a wood tray clipped underneath is tilted and a brittle-cracked leather hose is on one end. Shelves on the north wall have twenty-eight small (to 20 inches tall) ceramic jars holding desiccated organs; jar #13 holds a 15 GP ruby. A shelf on the east wall has several scalpels, forceps, clamps, and other small surgical devices, two rolls of thread are brittle. If Adventurers pass through this room a second time, they are met by a HD5 **Dragon Lizard**.

[41] **Fungus Run**. There are seventeen HD5 **Shelf Fungus** along the passage, growing at 4-5 FT and spaced about 5 FT apart, passing under one without breaking it requires an easy AGIL roll.

[42] **Fungus Goes Bang**. There are six 1d12 **Explosive Fungus** (range 10 FT) in the room, three on the west wall, three on the east wall, spaced 5 FT apart.

[43] **Petrified in the Past**. Three Adventurers stand *petrified* (any attempt to revive the Adventurers fails on 1d12 rolls GTET 5) in the room, a male Human in Chain Mail with a Two-Handed -Sword, a female Half-Elf in Studded Leather Armor with four Dirks, and a Dwarf in Plate Mail with a War Hammer. West Side: (1U) Skeletal Remains with Disease, (1L) Metal Burial Urn {1d10 explosive, range 6 FT}, (2U) Charred Corpse, (2L) HD2 stalker **Skeleton** with a Cutlass, (3U) Empty, (3L) Skeletal Remains; East Side: (1U) Desiccated Corpse with Animated Arms {good quality closed-face Helm, 3 GP pair of gold-diamond Earrings}, (1L) Desiccated Corpse, (2U) Skeletal Remains, (2L) Putrefied Corpse, (3U) Empty, (3L) Empty, (4U) Metal Burial Urn {3 SP}, (4L) Skeletal Remains, (5U) Desiccated Corpse, (5L) Skeletal Remains missing right arm, (6U) Empty, (6L) Mummy-wrapped Corpse missing left hand, (7U) Desiccated Corpse with Animated legs, (7L) Skeletal Remains.

[44] **Slimy Run**. The area is very damp with moss growing on the walls. A slippery (effective Agility -2) grey slime or mucus is on the floor. The area is occupied by three HD3 **Giant Musk Frogs** (1d4 Bite, 1d3 Tongue, forward musk spray/nausea/blinding, 6 FT, blue-green skin).

[45] **Frog Pool Southeast**. The entire room is a pool of water at least 18 FT deep, the walls are covered with glowing mosses, the air is wet and humid, and water streams down from the ceiling in the southwest side. The pool is filled by thirty-five Giant Frogs (10x HD2 **Giant Jumping Frogs**, 12x HD3 **Giant Musk Frogs**, 8x HD3 **Giant Poison Frogs**, 5x HD3 **Giant Frogs**).

[46] **Hidden Stem**. The second set of burial shelves on the east side are a hidden door (moderate to find, easy to open).

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[47] **Slim Pickings.** The floor is covered by red planks, the walls are covered in tattered white-red striped wallpaper, an unlit torch is in a brass bracket on the east wall. An empty tapestry rod is on the north wall, an empty frame is on the south wall and a trampled canvas still-life is on the floor. A 6 FT diameter glowing green circle on the floor (aura of enchantment) has no effect. A hidden (difficult to find, moderate to open) panel in the north wall opens to reveal a small copper coffer (latch has a *poison* needle, easy to find, easy to disarm, difficult to avoid if not detected, *sleep* 2d100 minutes, moderate STAM save) holding 35 CP coin, 18 SP coin, 4 GP, 1 platinum piece {equals 5 GP}.

[48] **Froggy South.** Two putrefying corpses of Giant Frogs are in the corridor; the second time Adventurer's pass through three HD3 **Giant Musk Frogs** are present. North Side: (1U) Empty, (1L) overturned and empty Metal Burial Urn, (2U) Skeletal Remains, (2L) Skeletal Remains, (3U) Desiccated Corpse {2 CP on eyes}, (3L) Empty; East Side: (1U) Skeletal Remains with Animated Arms {3 SP copper-amethyst Bracelet}, (1L) Desiccated Corpse, (2U) Metal Burial Urn {1 GP}, (2L) Skeletal Remains {3 SP silver Ring, 7 SP silver-turquoise Armband, disturbing this corpse summons a HD7 **Specter**}, (3U) Empty, (3L) Desiccated Corpse with Disease {1 CP copper Amulet}.

[49] **Hidey Hole Door.** The first set of burial shelves on the north side is a hidden door (moderate to find, moderate to open). Opening the door activates a gong inside.

[50] **Southwest Niche.** A metal chest with a brass keyhole (locked, easy open, hp2 needle trap/no poison) is against the north wall with two chains around it (rusted padlocks, moderate to open). The chest contains a wood box holding embalmer's tools, a brittle leather bag (52 CP, 15 SP), six rotting corpse shrouds, a rotting leather satchel (6 SP, brittle parchment, Priest's Scroll {*Body Restoration*, *Body Restoration*, *Break Curse*, *Creature's Form*, *Enhanced Statistic* +3 3 for hours}), silver-headed War Hammer TD+1, silver-headed Heavy Mace TD+1, 1d12 Healing Potion spoiled – causes 1d10 hours unconsciousness (moderate STAM save).

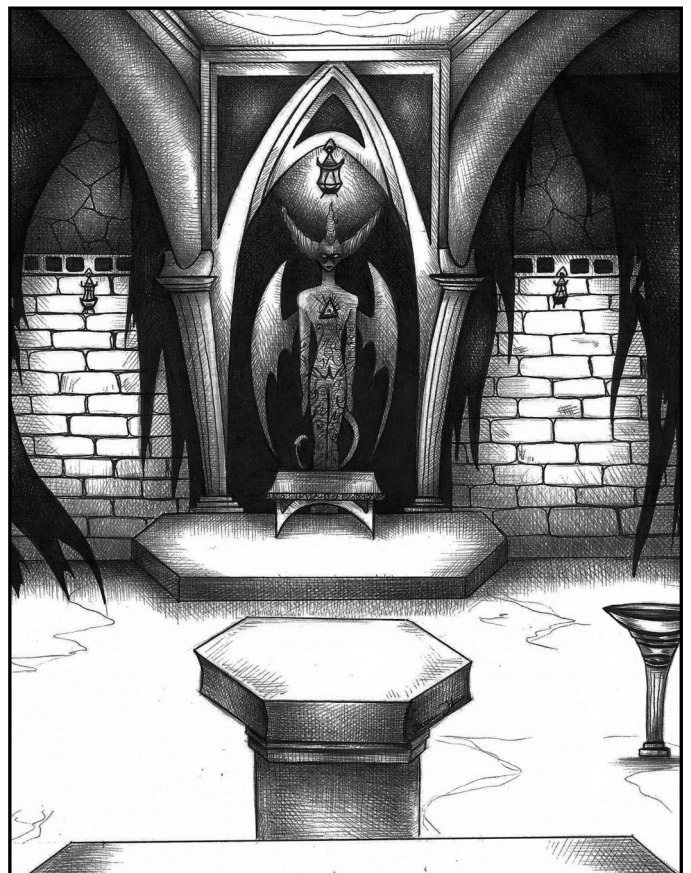
[51] **S Curve Corridor.** A HD5 **Cockatrice Golem** is in the east (narrower) end of the corridor. A HD2 **Gelatinous Mass** is in the west end where the corridor narrows (by #22). North Side: (1U) Mummy-wrapped Corpse with Disease {4 SP underneath}, (1L) Desiccated Corpse, (2U) Skeletal Remains, (2L) Mummy-wrapped Corpse with Animated Legs, (3U) Skeletal Remains, (3L) Empty, (4U) Skeletal Remains with glass eye, (4L) Putrefied Corpse, (5U) Desiccated Corpse, (5L) Skeletal Remains {2 CP on eyes}, (6U) Empty, (6L) Desiccated Corpse, (7U) Skeletal Remains, (7L) Metal Burial Urn {3 SP}, (8U) Mummy-wrapped Corpse, (8L) Skeletal Remains, (9U) Empty, (9L) Metal Burial Urn {mechanical ticking device, no effect}, (10U) HD3 stalker **Ghoul**, (10L) Four melted black candles, (11U) Skeletal Remains, (11L) Mummy-wrapped Corpse, (12U) Mummy-wrapped Corpse with Animated Arms {2 GP gold-pearl Bracelet}, (12L) Empty; South Side: (1U) Mummy-wrapped Corpse, (1L) Charred Corpse, (2U) Empty, (2L) Skeletal Remains {2 SP on eyes}, (3U) Mummy-wrapped Corpse, (3L) HD3 stalker **Ghoul**, (4U) Desiccated Corpse, (4L) Desiccated Corpse {disturbing the corpse summons a HD7 **Specter**}, (5U) Empty, (5L) Skeletal Remains, (6U) a steel closed-face Helm has an iron spike through it, (6L) Metal Burial Urn, (7U) Empty, (7L) Skeletal Remains, (8U) a bouquet of brittle desiccated flowers, (8L) Desiccated Corpse, (9U) Putrefied Corpse, (9L) Metal Burial Urn

{19 CP}, (10U) Desiccated Corpse, (10L) Empty, (11U) Skeletal Remains, (11L) Skeletal Remains, (12U) Empty, (12L) Desiccated Corpse.

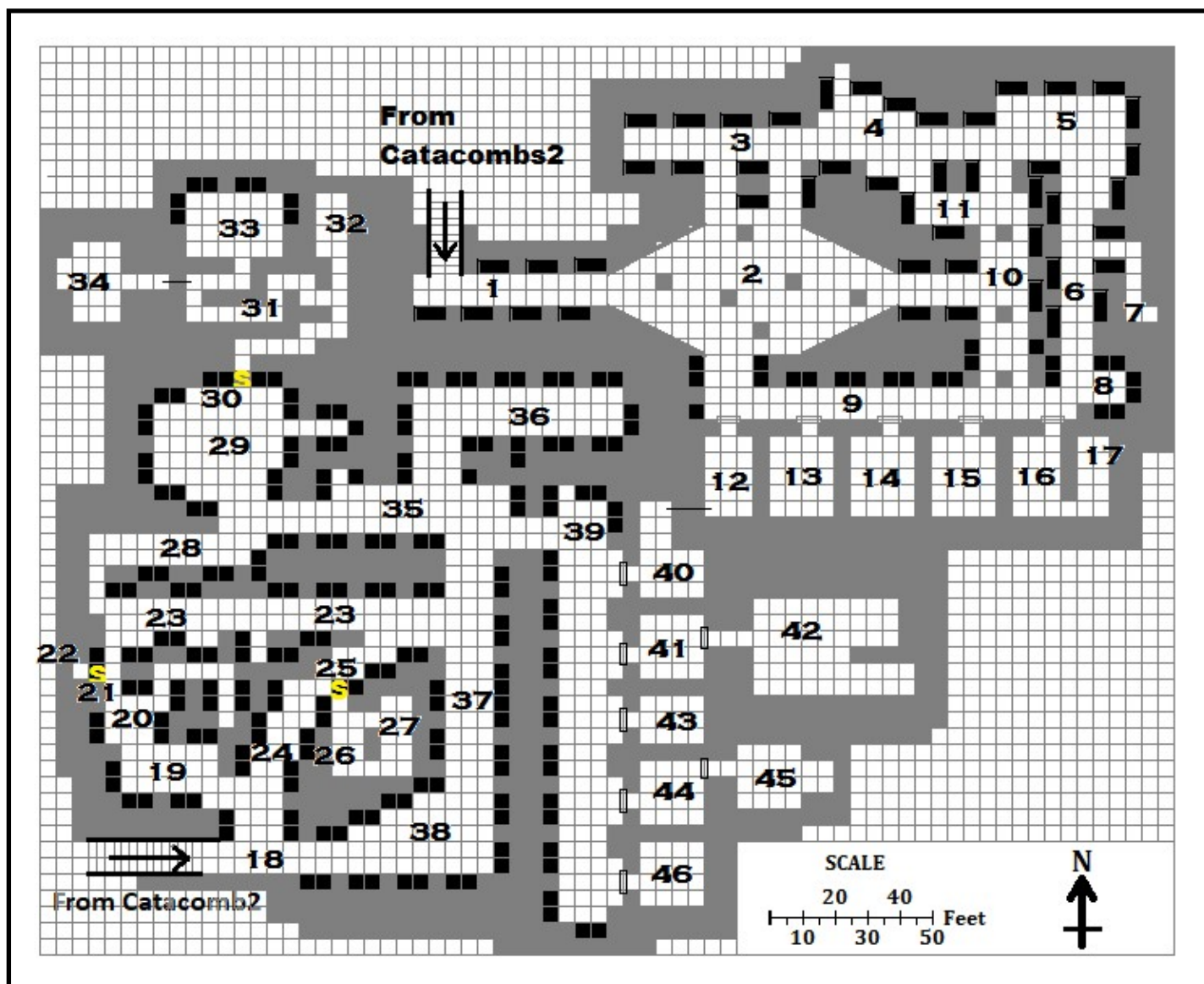
[52] **Southern Sparks.** Four closed-face steel Helms sit in a line on the floor. Three HD1 **Spark Bugs** are in the corridor. West Side: (1U) Desiccated Corpse with Disease, (1L) Skeletal Remains {3 SP silver Ring}, (2U) Metal Burial Urn {1 CP}, (2L) Mummy-wrapped Corpse, (3U) Desiccated Corpse, (3L) Skeletal Remains {*Spider Climbing Ring*, 41x}; North Side: (1U) Desiccated Corpse, (1L) Skeletal Remains, (2U) Metal Burial Urn {1d10 explosive, 6 FT range}, (2L) Empty; East End: (1U) Skeletal Remains with Animated Arms {2 SP on eyes}, (1L) Empty.

[53] **Door of the Dammed.** The east end burial shelves are a hidden door (difficult to find, moderate to open, heavy requires total Strength GTET 26 to move). A *Glyph of Blindness* (1d6*1d100 minutes, range 8 FT, difficult to avoid seeing, moderate Will save) is on a purple curtain hanging in the frame behind the door.

[54] **Parlor of the Dead.** The flooring is black tile, the walls are covered by peeling light purple wallpaper with red skulls, the ceiling is covered by grey planks, and two unlit torches are in brass brackets on the south wall. Two unlit 4 FT black candles are on brass stands, a moldy divan is against the north wall, rotted stuffed chairs are in the southwest (1d3 spike in the seat) and southeast corners, and a circular rosewood table is in the center (empty pewter vase). Stairs down to the Third Catacomb Level are in the east wall through a stone arch. The room has an *illusion* (difficult Will save to disbelieve) depicting two Ghosts in chains.



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Third Catacomb Level

Unless described otherwise the floors are covered in alternating black and silver tiles, the walls are smooth stone painted black, and the ceiling is painted dark purple. Green Medusa faces are painted on the wall segments between burial shelves. Spider webs are along the wall-ceiling joints and frequently hang 3 FT to 5 FT from ceilings. The entire level has a strong musty (burnt cinnamon) aroma. Burial shelves are numbered from west to east and from north to south.

Northeast Section (Rooms 1 through 17)

[1] **Entry on the North Side.** A HD2 **Skeleton** stands next to a 1d12 **Ballista** at the east end. North Side: (1U) Putrefying Corpse, (1L) Desiccated Corpse, (2U) Skeletal Remains, (2L) Empty, (3U) Skeletal Remains {2 SP on eyes}, (3L) Empty; South Side: (1U) Mummy-wrapped Corpse with Animated Arms {6 SP silver-jade Armband}, (1L) Desiccated Corpse, (2U) Skeletal Remains, (2L) Desiccated Corpse, (3U) Empty, (3L) Metal Burial Urn, (4U) Desiccated Corpse with Disease, (4L) HD3 stalker **Ghoul**.

[2] **Great Room.** An empty tapestry rod is on the northwest wall. A shredded tapestry hanging on the southeast wall is unrecognizable. Gargoyle faces sculpted into the northeast and southwest walls are 6 FT in diameter (1d4 *acid spit*, 10 FT, moderate AGIL to avoid if not warned). Each column has a 7 FT blue stone statue of a crowned man holding a sword point down, a Medusa face is on his shield. North Side: (1U) Desiccated Corpse, (1L) Metal Burial Urn; East End North: (1U) Skeletal Remains {2 SP on eyes}, (1L) Skeletal Remains with Animated Arms {8 CP copper Amulet}, (2U) Empty, (2L) Desiccated Corpse {2 SP on eyes}; East End South: (1U) Charred Corpse, (1L) Metal Burial Urn, (2U) Mummy-wrapped Corpse, (2L) Skeletal Remains; South Side West: (1U) Desiccated Corpse {6 SP underneath}, (1L) Empty; South Side East: (1U) Skeletal Remains with Disease, (1L) Desiccated Corpse.

[3] **North Line.** A charcoal drawing on the west end wall depicts an Ogre doing obscene acts on a tied Pegasus. North Side: (1U) Metal Burial Urn {14 CP, 4 SP}, (1L) Skeletal Remains {2 SP copper Bracelet}, (2U) Empty, (2L) Mummy-wrapped Corpse, (3U) Desiccated Corpse, (3L) Mummy-wrapped Corpse with Animated Arms {6 SP silver-onyx Pin},

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[3] **North Line**, continued...(4U) Skeletal Remains, (4L) Desiccated Corpse; South Side: (1U) Metal Burial Urn {1 CP}, (1L) Skeletal Remains, (2U) Empty, (2L) Desiccated Corpse, (3U) HD4 stalker **Skeletal Warrior** with Short Sword, (3L) Putrefying Corpse with Disease.

[4] **Burning Bright**. A 4 FT diameter copper brazier is in the room's center. A lit torch is in a brass bracket in the niche in the north wall. A thin brown oil is on the floor (reduces effective Agility by 1); a pressure plate in the floor (difficult to see under the oil) causes the lit torch to fall, igniting the oil on the floor (hp1d8/round for 1d6 rounds). North Side: (1U) empty and overturned Metal Burial Urn, (1L) Skeletal Remains missing the right foot, (2U) Mummy-wrapped Corpse, (2L) Desiccated Corpse {2 CP over eyes}, (3U) Desiccated Corpse, (3L) Skeletal Remains, (4U) Two Mummy-wrapped Feline Corpses {one has a leather collar with 4 SP topaz}, (4L) Mummy-wrapped Corpse with Animated Arms {8 SP silver Bracelet, 2 SP copper Anklet}; South Side: (1U) Charred Corpse, (1L) Skeletal Remains, (2U) Metal Burial Urn, (2L) Mummy-wrapped Corpse with Disease.

[5] **Northeast Corner**. There is light fog in the area, it is occupied by two HD5 **Hell Hounds**. North/East Side: (1U) Skeletal Remains missing both hands, (1L) Desiccated Corpse with Disease, (2U) Empty, (2L) Mummy-wrapped Corpse, (3U) Desiccated Corpse {3 SP copper-onyx Locket}, (3L) Skeletal Remains, (4U) Mummy-wrapped Corpse {leather belt with 2 GP gold belt Buckle}, (4L) Desiccated Corpse, (5U) Charred Corpse, (5L) Metal Burial Urn, (6U) Empty, (6L) Uncorrupted Corpse {disturbing this corpse *summons* a HD7 **Specter**}, (7U) Skeletal Remains with Animated Arms {6 GP ruby in the eye}, (7L) Desiccated Corpse; South Side: (1U) Two Skulls with wood Stakes through them, (1L) Empty.

[6] **East Corridor**. An *illusion* (moderate Will disbelieve) depicts the Ghost of a Medusa floating in the corridor. West Side: (1U) Empty, (1L) Skeletal Remains, (2U) Putrefying Corpse with Disease, (2L) Mummy-wrapped Corpse with Animated Arms, (3U) HD3 stalker **Ghoul**, (3L) Metal Burial Urn {20 CP}, (4U) Skeletal Remains {3 SP copper-topaz Ring}, (4L) Desiccated Corpse; East Side: (1U) Desiccated Corpse, (1L) Empty.

[7] **Skinny East**. The narrow corridor is thickly filled with long sticky webs, there are spider eggs at the east end, along with a decayed Giant Spider corpse. North Side: (1U) Mummy-wrapped Corpse, (1L) Desiccated Corpse; South Side: (1U) Skeletal Remains, (1L) Skeletal Remains.

[8] **Statue Corner**. A 9 FT statue stands in the niche, it depicts a Medusa in chain mail holding a mace. It is difficult to get around the statue to the burial shelves. North Side: (1U) Metal Burial Urn {3 CP}, (1L) Skeletal Remains; East Side: (1U) Skeletal Remains with Animated Arms {leather thong with 8 SP silver Pendant}, (1L) Mummy-wrapped Corpse; South Side: (1U) Desiccated Corpse, (1L) Desiccated Corpse with Disease.

[9] **Tomb Row North**. The door to **Eskibar's Tomb** (#12) is badly damaged and hangs by one bent hinge. The door to **Gonrybon's Tomb** (#13) is sturdy banded wood with a brass keyhole (locked, easy to open). A layer of thin bricks fills the door to **Lorlannin's Tomb** (#14), it takes Strength GTET 19 to break through. The door to **Kepsithen's Tomb** (#15) has moderate damage, some small holes, scorch marks, and a brass keyhole

(open). The door to **Sythorkas' Tomb** (#16) is sturdy with a layer of bronze with a 10-inch cutout, it has a steel keyhole (locked, moderate to open). The area is occupied by four HD2 **Skeletons** armed with Spears, two HD3 **Zombies** armed with Spiked Clubs, and four HD3 **Skeletal Wolves** (1d6 Bite). North Side: (1U) HD4 stalker **Skeletal Warrior** with Short Sword, (1L) Mummy-wrapped Corpse with missing left hand, (2U) Desiccated Corpse {2 SP on eyes}, (2L) Mummy-wrapped Corpse with Disease {4 SP silver Armband}, (3U) Desiccated Corpse {2 SP on eyes}, (3L) Empty {3 SP}, (4U) Charred Corpse, (4L) Skeletal Remains; West Side: (1U) Skeletal Remains {4 CP copper Ring}, (1L) Empty. When Adventurers exit from **Gonrybon's Tomb** they encounter two HD6 **Mummies** armed with 1d8 Flails. When Adventurers exit from **Sythorkas' Tomb** they encounter three HD3 **Zombies** armed with Short Swords.

[10] **Interior East**. The corridor is occupied by four HD4 **Skeletal Warriors** armed with Scimitars (one silver-bladed). West Side: (1U) Mummy-wrapped Corpse, (1L) Charred Corpse {6 SP underneath}; East Side: (1U) Desiccated Corpse with Disease, (1L) Putrefying Corpse, (2U) Metal Burial Urn {5 SP}, (2L) Skeletal Remains with Animated Arms {3 SP copper-topaz Bracelet}, (3U) Mummy-wrapped Corpse, (3L) Putrefying Corpse, (4U) Skeletal Remains, (4L) Desiccated Corpse {2 SP on eyes}.

[11] **Northern Bypass**. A black cloth hangs on the south side of the island, it covers a *Glyph of Sleep* (range 8 FT, moderate Will to avoid viewing, moderate STAM to save). West Side: (1U) Skeletal Remains with Animated Arms {2 SP on eyes}, (1L) Empty; South Side: (1U) Desiccated Corpse, (1L) Skeletal Remains {2 SP on eyes}; North Side West (island): (1U) Mummy-wrapped Corpse, (1L) Metal Burial Urn {7 CP}; North Side East (island): (1U) Uncorrupted Corpse, (1L) Desiccated Corpse with Disease.

[12] **Eskibar's Tomb**. The flooring is white tile, the walls are covered in redwood planks, and the ceiling is painted black with glowing constellations. A 4 FT thick stone platform in the room center supports a partially-smashed stone sarcophagus painted bright red, a few bones are found inside. A drawing on the east wall depicts a male Human in Wizard's robes, the drawing is badly defaced with obscene graffiti. A gilded frame on the south wall is empty. An Adventurer who touches the southeast corner is *drawn through the wall* (no save) and exits on the north end of #40.

[13] **Gonrybon's Tomb**. The flooring is alternating rows of green and tan tile, the walls are covered in purple-dyed leather, and the ceiling is whitewashed. Four unlit oil lamps hang from ceiling chains. A 4 FT thick stone platform in the room center supports a stone sarcophagus painted purple with lines of black (bead of lead). A moldy tapestry hanging on the east wall depicts a bearded male Human in Plate Mail fighting a four-headed Hydra in a ruined courtyard, surrounded by giant snakes. A ripped tapestry hanging on the west wall depicts a bearded male Human in desert robes riding a camel, wearing a scimitar and holding a lance. The sarcophagus contains skeletal remains, a rotted silk tunic and leggings, 22 SP, 12 GP, a 10 GP gold-pearl Ring, a 4 SP plain silver Ring, a 1 GP silver-garnet Armband, a silver-bladed Dirk in sheath, a *Quiver of Endless Arrows* (1d4 Hunting), and the Long Sword, *Alchiyazar*.

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[14] **Lorlannin's Tomb.** The flooring is red brick, the walls are covered by redwood planks, and the 16 FT ceiling is painted dark yellow with black crowns. Three unlit oil lamps are on brass brackets in the east wall. A 4 FT-high black brick platform in the room's center supports a stone sarcophagus painted dark green with light green leaves (bead of wax seal). A grimy greasy tapestry hanging on the south wall depicts a male Half-Elf in green Leather Armor with a Long Bow and Rapier in a tree in an old forest. An upright wood/glass display case against the west wall holds a *Long Bow* (+1 when used by a neutral person) and a Rapier (TD+1) in a worn scabbard. Opening the sarcophagus releases contaminated air (range 6 FT, unconscious 2d20 minutes, moderate STAM save). The sarcophagus contains 6 FT 4 IN skeletal remains dressed in rotted leather buckskin, a rotting leather purse (42 CP, 12 SP, 2 GP), a well-made fife, and 2 GP diamond. If the sarcophagus is not *blessed* by a Priest or Crusader before being opened, a HD6 **Ettin** armed with a 1d10 Bastard Sword is *summoned*.

[15] **Kepsithen's Tomb.** The flooring is light grey planks, the walls are wainscot with red brick on the lower wall and tattered grey wallpaper on the upper wall with dark red six-pointed stars, the ceiling is painted dark red. A dragon's head is painted in each corner of the ceiling. Two unlit oil lamps are on brass brackets on the south wall. A 4 FT-tall grey stone pedestal in the room's center supports a stone sarcophagus painted light blue with a bearded male face. An empty tapestry rod is mounted on the west wall. A 4-FT oil painting in a frame on the south wall is completely covered by dark blue paint (a Wizard's scroll is between the painting and the backing {Earth; *Beacon*, 20x20 *Bog Down*, *Open Lock*, *Open Lock*, *Open Lock*, 25x25 *Slippery Surfaces*, *Telekinesis*}). The sarcophagus cover is ajar, skeletal remains are inside. If the sarcophagus is moved (requires minimum of three persons) it reveals a 5 FT-long hole in the pedestal which holds a master-crafted (35 GP) Violin, a *Wand of Summoning* (HD3 **Stallion**, 52x), and a Scimitar (*Shaman Scourge*, double damage versus Shaman, outright kill 1 Shaman/day on hit, difficult Will save). If the sarcophagus is moved a HD5 **Minotaur** with 1d10 War Axe (heavy, requires STR GTET 18 to use) appears in a 5 FT enchanted circle in the southwest corner.

[16] **Sythorkas' Tomb.** The floor is covered by alternating rows of green and red ceramic tile, the walls are covered by peeling light green wallpaper, the ceiling is painted bright red, and two unlit torches are in brass brackets on the west wall. Paintings of horse's heads are in the corners on the ceiling. A 4 FT-tall pedestal of red stone in the room's center supports a stone sarcophagus painted a light blue with bands of green. Three well-made but ordinary Long Swords sit on pegs on the south wall. The sarcophagus contains a putrefying female corpse in a badly-decayed long dress. An *illusion* (difficult Will disbelieve) in the southeast corner depicts a spiked metal plate mounted on the wall, it covers a 3 FT-tall passage east to #17. Moving the sarcophagus (requires at least three persons) releases a spring-loaded stud that arms an *enchanted trap* (2d10 *flame attack* throughout the room, delay of 1d20+10 seconds, difficult to disarm, difficult STAM save).

[17] **Tomb Treasure.** Two metal chests are at the north end of the room, side-by-side, the lock sides facing each other. Adventurers must drag one chest south (requires two persons) to get access to either. First Chest: Locked (easy to open), contains 630

CP, 82 SP, 8 GP, 5x 3 GP jade pieces, 8x 1 GP ivory scrimshaw, 6x 2 GP pink pearls. Second Chest: Locked (moderate to open), hp2 needle trap (moderate to find, easy to disarm), contains 346 CP. A perceptive Adventurer (moderate INT) notices the chest is too shallow for its size. If the chest is overturned a hidden panel (moderate to find, easy to open) on the underside reveals a compartment holding a *Clergy Codicil* (1200 XP when read by a Priest or Crusader), a *Weapon Master's Manual* (proficiency and TH+2 with the Lance), a *Weapon Master's Manual* (proficiency and TH+2 with Spears of all types, Priests and Wizards use as a Warrior), and a *Manual of Determination* (permanent Will+1).

Southeast Section (Rooms 18 through 46)

[18] **Entry to the South.** A 9 FT white stone statue of a Medusa aiming a Crossbow stands at the intersection with #24, it only leaves a 5 FT space to either enter the north corridor or to proceed past eastward down the corridor. The statue is on a rotating base.

[19] **Small Southwest Chamber.** A full-body caricature of a busty Medusa is drawn on the east wall. A broken axe-head is on the floor. West Side: (1U) Desiccated Corpse missing left foot, (1L) Metal Burial Urn {4 SP}; South Side: (1U) Empty, (1L) Desiccated Corpse {2 CP on eyes}, (2U) Desiccated Corpse with Disease, (2L) Empty; North Side: (1U) Skeletal Remains with a rusted Long Sword, (1L) Empty.

[20] **Spider's Den.** The brittle skeletal remains of a giant spider are in the room. The narrow passage to the northeast is thickly filled with long, sticky, spiderwebs; the passage is occupied by four HD4 **Blue Winged Spiders**. A backpack at the far end contains 3 flasks of good wine, 40 FT good rope, 8x wood Stakes, 3x steel Spikes, wood Mallet, Whetstone, 3x fire-starters, silver-bladed Dirk in a leather sheath, Lock Pick, pouch holding 20 CP and 8 SP. West Side: (1U) Charred Corpse with Animated Arms, (1L) Skeletal Remains; North Side: (1U) HD 3 stalker **Ghoul**, (1L) Desiccated Corpse; East Side: (1U) Putrefying Corpse {4 SP underneath}, (1L) Desiccated Corpse, (2U) Empty, (2L) Skeletal Remains with Animated Arms {4 SP silver Ring}; Tunnel West: (1U) Empty, (1L) Desiccated Corpse; Tunnel East: (1U) Skeletal Remains {leather neck cord with pewter Luck Charm, no effects}, (1L) Empty {1 CP}.

[21] **West Squeeze.** The upper part of the north and south ends is partially-walled, leaving a 3 FT space to enter the squeeze area. Four lines of unintelligible characters are written in chalk on the east wall (smudged) West Side: (1U) Uncorrupted Corpse of a young female Elf, (1L) Mummy-wrapped Corpse {2 CP copper Armband}. The burial shelf is a hidden door (moderate to find, easy to open).

[22] **Hidden Niche West.** The putrefying corpse (*diseased*, moderate STAM save) of a tall male Elf in rotted leather buckskins is manacled (easy to open) to the west wall in an X position (arms and legs). Three rusted iron pokers are on the floor. If the corpse is released, a 2 FT by 2 FT wall panel is found behind it. The panel opens to reveal a 2 FT-deep cutout behind a thin glowing blue surface, a 16-inch onyx figure of a standing ape-headed Man is behind the curtain (*Idol of Drought*; if Adventurers possess an active *Idol of Deluge* the interaction of the two causes strong continuous thunderstorms with severe lightning

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[23] **Cross Corridor North.** A HD3 **Skeleton** stands at the west end next to a 1d12 Ballista pointing east. Two ordinary Human-sized skeletons in rotting boots and underclothes are in the small niche on the south side. North Wall: (1U) Desiccated Corpse, (1L) Ogre's skull with iron spikes into both eye sockets {1 GP ruby inside}, (2U) Mummy-wrapped Corpse, (2L) Skeletal Remains with Animated Arms {1 GP silver-jade Circlet}, (3U) Desiccated Corpse, (3L) Putrefying Corpse, (4U) Desiccated Corpse, (4L) Mummy-wrapped Corpse with Disease, (5U) Skeletal Remains, (5L) Metal Burial Urn, (6U) Desiccated Corpse, (6L) Skeletal Remains; South Wall: (1U) Skeletal Remains, (1L) HD4 stalker **Uber Skeleton** with Short Sword, (2U) Empty, (2L) Metal Burial Urn {10 CP}, (3U) Desiccated Corpse, (3L) Skeletal Remains, (4U) Desiccated Corpse {2 CP on eyes}, (4L) Empty, (5U) Charred Corpse, (5L) Mummy-wrapped Corpse, (6U) Empty, (6L) Putrefying Corpse. The corridor is occupied by six HD2 **Huge Spiders**, two more enter from the east end on the third round of combat.



[24] **Curved Corridor.** Adventurers find three stone heads from Medusa statues. West Wall: (1U) Metal Burial Urn, (1L) Desiccated Corpse, (2U) Desiccated Corpse, (2L) Desiccated Corpse with Disease, (3U) Skeletal Remains, (3L) Putrefying Corpse, (4U) Chalk pentagram with melted red candles at each corner and a rat skeleton in the center, (4L) Metal Burial Urn {9 CP}; East Wall: (1U) Mummy-wrapped Corpse, (1L) Skeletal Remains, (2U) Desiccated Corpse, (2L) Mummy-wrapped Corpse {3 GP silver-onyx-bloodstone Crown, disturbing this corpse summons a HD7 **Specter**}, (3U) Uncorrupted Corpse, (3L) four steel open-faced Helms {third Helm has contact *poison* inside, *blinding*, moderate STAM save}, (4U) Brittle and decaying bouquet of flowers, (4L) Putrefying Corpse {2 SP on eyes}, (5U) Desiccated Corpse, (5L) Empty, (6U) Mummy-wrapped Corpse with Animated Arms, (6L) empty and overturned Metal Burial Urn, (7U) Empty, (7L) Desiccated Corpse.

[25] **Hidden Door East.** The fifth set of burial shelves on the east side are a hidden door (moderate to find, moderate to open) which moves to give access to the Hidey-Hole. When the door is moved a packet of *Flash Powder* on the floor detonates (range 8 FT, blinding 1d100, avoid seeing on difficult AGIL, difficult STAM save).

[26] **Hidey-Hole West.** The area is occupied by five HD2 **Mastiff** dogs (1d8 Bite).

[27] **Hidey-Hole East.** A fine redwood coffin stands in the north end, a dragon's head is burned into the wood, the coffin is occupied by **Crethorion** (male **Vampire**). A trough of partially-rotted meat is at the south end.

[28] **Northwest Run.** Two male Dwarf Adventurers (Chain Mail, open-face Helm, War Hammer) stand *petrified* (any attempt to revive the Adventurers fail in 1d12 rolls GTET 5). South Wall: (1U) Skeletal Remains with Animated Arms {open-faced steel *Helm AC+6*}, (1L) Empty, (2U) Desiccated Corpse, (2L) Empty, (3U) Metal Burial Urn {7 SP}, (3L) Empty {broken Dirk hilt}.

[29] **Work in Progress.** The floor and walls are rough stone, all of the burial shelves are empty. Three partially-finished Medusa statues lack heads (see #24).

[30] **North Panel.** The 5 FT wall panel between the second and third burial shelves on the north wall is a hidden door (moderate to find, easy to open). A 1d6 Crossbow *trap* fires when the door is opened (avoid on moderate AGIL).

[31] **Winding Narrows.** The passage is thickly filled by long sticky spiderwebs and a thin wispy grey mist. An open 1d6 bear-claw trap is on the floor at the midpoint (moderate AGIL to avoid). Touching the northwest corner (moderate AGIL save to avoid) causes an Adventurer to be *drawn into the wall* (no save) and exit in #34.

[32] **Sleeping Medusa.** An ornate four-post bed with rotting blankets is against the northwest corner, the apparent uncorrupted corpse of **Nycasia (Medusa)** lays on the bed in rotting sleeping clothes {*stasis*}. A kiss on her lips recalls **Nycasia** from suspension. An Adventurer who sees Nycasia has to *save versus stoning* (easy STAM).

[33] **Hidden Crypt.** An inlaid fresco in the south wall depicts four bearded Human gladiators in an arena, five bodies are on the ground. Unlit torches are in brass brackets on the west and east wall. Three empty wood coffins are on the floor, one has two wood Stakes inside. West Wall: (1U) Desiccated Corpse, (1L) Skeletal Remains; North Wall: (1U) Charred Corpse {1 GP underneath}, (1L) Putrefying Corpse, (2U) Skeletal Remains with Disease, (2L) Desiccated Corpse; East Wall: (1U) Skeletal Remains with Animated Arms {Long Sword *TD+1*, steel Gauntlets}, (1L) Desiccated Corpse {2 SP on eyes}.

[34] **Sanctuary Room.** The floor is covered by green-painted planks, the walls are covered by good-quality green-and-white striped wallpaper, the ceiling is white with a mural depicting three adult Medusa and two small Medusa children on a balcony overlooking ripe fields at sunset. Lit oil lanterns on brass brackets are on the north and south walls. The room is furnished with a blue-dyed Bear rug, a round table with five padded leather chairs, a curio cabinet, and a blue divan in the west wall niche. A dart board hangs on the south wall. A wood coffer with a steel keyhole (difficult to open, key is in Kerikoni's pouch) is on a 3 FT stone column in the southwest corner; the coffer holds 42 CP coin, 20 SP coin, a 3 GP black pearl, a 6-inch glass prism, a 10-inch diameter crystal sphere (aura of enchantment), and a glass eye. The room is occupied by **Kerikoni (Medusa)** and Heriko,

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HD5 **Tasmanian Devil**. A living Adventurer entering the room breaks the *stasis* cast on the room.

[35] **Center North Path**. A HD3 **Skeleton** stands at the east end next to a 1d12 Ballista pointed west. A female Gnome in robes stands *petrified* (any attempts to revive her fail on 1d12 rolls GTET 5). Two Crossbows are on the floor, the strings have snapped. North Wall: (1U) Mummy-wrapped Corpse {3 SP copper-onyx Armband}, (1L) Mummy-wrapped Corpse with Disease, (2U) Desiccated Corpse, (2L) Desiccated Corpse with Animated Arms; South Wall: (1U) Putrefying Corpse, (1L) Metal Burial Urn {2 GP}, (2U) Empty, (2L) Uncorrupted Corpse, (3U) *Spear +2 {Back-Biting}* and *Short Sword +2 {Self-Hitting}*, (3L) Desiccated Corpse, (4U) Mummy-wrapped Corpse, (4L) Desiccated Corpse; East Wall: (1U) Empty, (1L) Putrefying Corpse with Animated Arms {leather neck cord with 3 SP silver Pendant}.

[36] **Future Crypt**. The floor and walls are rough stone, all of the burial shelves are empty. The room is occupied by four HD4 **Uber Zombies** armed with *poisoned* Scimitars (*paralyzing* 1d100 minutes, moderate STAM save).

[37] **Parallel Paths**. A HD3 **Skeleton** stands at the north end next to a 1d12 Ballista pointed south. Splatters of a dark red fluid are found all around the intersection with #23. A few unidentified small bones are on the floor here. West Wall: (1U) Empty, (1L) Skeletal Remains {2 CP on eyes}, (2U) Skeletal Remains, (2L) Desiccated Corpse with Disease; East Wall: (1U) Mummy-wrapped Corpse {3 GP inside wrappings}, (1L) Empty, (2U) Empty, (2L) Skeletal Remains {3 SP copper-garnet Earrings}, (3U) Desiccated Corpse, (3L) Charred Corpse {a silver-bladed Dirk in leather sheath is underneath}, (4U) Putrefying Corpse missing the right foot, (4L) Mummy-wrapped Corpse, (5U) Desiccated Corpse, (5L) Skeletal Remains with Animated Arms {Leather Gloves/*Missile Targeting +1*}, (6U) HD5 **Uber Zombie** with 1d6 Cleaver, (6L) Desiccated Corpse, (7U) Skeletal Remains, (7L) Metal Burial Urn {19 CP}.

[38] **Southeast Corner**. A 10 FT-diameter wood wheel on a rotating shaft has ten glass hurricane lanterns mounted on its rim, each has a lit green candle inside, it rotates about once every half-minute. North Wall: (1U) Desiccated Corpse, (1L) Desiccated Corpse, (2U) Metal Burial Urn {14 SP}, (2L) Metal Burial Urn {3 CP}, (3U) Putrefying Corpse with Disease, (3L) Mummy-wrapped Corpse with a silver-tipped Spear, (4U) Desiccated Corpse, (4L) Mummy-wrapped Corpse; South Wall: (1U) Desiccated Corpse {2 CP on eyes}, (1L) Skeletal Remains with Animated Arms {8 SP copper-turquoise Bracelet}, (2U) empty and overturned Metal Burial Urn, (2L) Three Mummy-wrapped Bat Carcasses, (3U) Skeletal Remains with Animated Arms {glass eye}, (3L) Desiccated Corpse, (4U) Putrefying Corpse, (4L) A 6 SP silver serving pot is filled with a strong-smelling black residue. The room is occupied by five HD4 **Zithrebee's Spiders**.

[39] **Tomb Access East**. A grimy oil painting hanging between #40 and #41 depicts an elderly white-haired male Human in an iron collar. A badly-defaced oil painting hanging between #44 and #46 depicts a mountain waterfall with a domed building next to it. The door to **Mymettian's Tomb** is in poor condition with several holes, scorch marks on the outside, and two embedded arrows. The door to **Formennic's Tomb** has been bricked over, Strength GTET 20 is required to break through. The door

to **Cyodol's Tomb** is sturdy banded wood with a brass keyhole (moderate to open; a floor plate in the door frame {moderate to find, moderate to disarm} activates 1d6 *Spikes* which spring from the door frame {moderate AGIL to avoid if not detected, moderate AGIL to avoid spikes}). The door frames to #43 and #46 are empty (no hardware). The corridor is occupied by three husky male Humans in Leather Armor and Wood Shields armed with Long Swords (HD5 **Lycanthropes** {Boar}). An *illusion* (moderate Will to disbelieve) depicts a 10 FT Cave Troll standing at the south end. West Wall: (1U) Desiccated Corpse with Disease, (1L) Empty, (2U) Mummy-wrapped Corpse, (2L) Putrefying Corpse in open-face Helm, (3U) Skeletal Remains {2 SP on eyes}, (3L) Desiccated Corpse, (4U) Desiccated Corpse, (4L) Skeletal Remains, (5U) Empty, (5L) Mummy-wrapped Corpse with a Hatchet in its gut, (6U) Desiccated Corpse with two wood Stakes in the chest, (6L) Skeletal Remains, (7U) Metal Burial Urn {8 SP}, (7L) Mummy-wrapped Corpse, (8U) Empty, (8L) Charred Corpse, (9U) Desiccated Corpse, (9L) Putrefying Corpse with Disease {scroll case underneath, Priest's scroll [Medusa deity, *Armorskin AC+14*, *Bar Creature*, *1d6 Heal Wounds*, *Detoxify Poison*, *Detoxify Poison*, *Waken*]}; North Wall: (1U) Uncorrupted Corpse of a bearded male Human, (1L) HD4 stalker **Uber Skeleton** with Heavy Mace; East Wall: (1U) Skeletal Remains, (1L) Charred Corpse; South Wall: (1U) Empty, (1L) Desiccated Corpse missing left arm {4 CP copper Bracelet}.

[40] **Mymettian's Tomb**. The flooring is alternating dark and light green tiles, the walls are covered by peeling grey wallpaper with white bow/arrows, and the ceiling is whitewashed with paintings depicting bear heads in the ceiling corners. Two unlit torches are in brass brackets on the south wall. A tattered and grimy white rug is on the floor. A 4 FT stone pedestal in the room's center supports a stone sarcophagus painted white; the lid is seated but a 2 FT hole is in the center. The sarcophagus contains 5 FT 8 IN skeletal remains in a rotted blue tunic, along with a badly rusted War Axe, a broken Dirk in a rotted leather sheath, wood pan-pipes, a smoking pipe, and 8 CP. Adventurers touching the east wall in the north end are *drawn into the wall* (no save) and exit into #12. The room is occupied by two HD3 **Skeletons** armed with Scimitars.

[41] **Formennic's Tomb Outer**. The floor is covered by white planks, the walls are covered by wallpaper of alternating white and green stripes, and the ceiling is whitewashed with a dingy mural depicting an Elven woman in plate mail and a Medusa shield fighting with a Type 4C Devil inside a ring of large upright stones. A tapestry depicting a boat in rapids on a mountain river hangs on the south wall. A suit of badly-rusted and brittle plate mail is on a rack in the northwest corner. A wood shelf on the east wall holds a 14 SP ivory figure of a warhorse, an 11 SP carved jade figure of a male Elven archer, and an 18 SP gilded ceramic figure of Cerberus. The door in the east wall is bronze over sturdy wood with a steel keyhole (locked, moderate to open).

[42] **Formennic's Tomb Inner**. The floor is covered by white planks, the walls are covered by wallpaper of alternating white and green stripes, and the ceiling is painted light blue with Kraken figures painted in the ceiling corners. An 8x8 FT *trap door* in the floor is just inside (east) of the entry (moderate to find, moderate to disarm, difficult to avoid if not detected, moderate AGIL to not fall), it covers a 20 FT shaft with 3 FT over water at the bottom and multiple 1 FT spikes. Five unlit torches are in

MEDUSA TEMPLE, THIRD CATACOMB LEVEL ; GRAVEYARD

[42] **Formennic's Tomb Inner**, continued...brass brackets on the north wall. A large oval blue rug is on the floor in the western half, a 15 FT model boat is against the north wall with twenty-two 2 FT white ceramic figures on board (#5 contains a 10 GP diamond, #16 contains a 15 GP gold-ruby-emerald Ring; the rest have small stones inside that make noise when shook), and a 7 FT-diameter brass Medusa face hangs on the south wall. A plain *Long Sword* +2 (*Armor Ripping*; only exhibits enchanted properties when wielded by a Good person) lays across pegs in the west wall. A 4 FT white stone pedestal in the northeast supports as stone sarcophagus painted red with the face of an Elven woman (bead of lead). A sturdy wooden chest with a steel keyhole (moderate to open, hp2 needle, easy to find, easy to disarm, moderate to avoid if not detected) and a chain with a padlock (easy to open) is at the end of the southeast niche.

The sarcophagus releases contaminated air when opened (range 6 FT, unconsciousness 1d100 minutes, moderate STAM save). It is lined in blue satin and contains a 6 FT 2 IN Mummy-wrapped Corpse of a Elven woman. Also found inside is a 9 SP silver comb, a 2 GP gold Hat Pin, a 6 SP copper-jade Ring, a pair of 3 GP gold-pearl Earrings, and a 5 GP braided gold Chain.

The chest contains 117 CP coin, 37 SP coin, 10 GP, a *Warehouse Tent*, a *Wonderous Rope Bridge*, and a *Folding Coracle*.

[43] **Rough Cut Center**. The floor, walls, and ceiling are all rough-cut unfinished stone. Adventurers find a long-extinguished fire just inside the door, along with two moldy/rotting bedrolls.

[44] **Cyodol's Tomb Outer**. The flooring is alternating rows of yellow and pink tile, the walls are covered by dark red bricks, and the ceiling is light green with a large mural of a Medusa's face in its center and coiled snakes in each corner. Two unlit torches are in brackets on the east wall. An inlaid fresco in the north wall depicts a male Human Wizard casting cold spells at a Red Dragon on a bridge in a cave. A tattered tapestry hanging on the south wall depicts a male Human Wizard and several Human companions underwater. A wood shelf on the east wall holds a short blue ceramic vase (4 SP), 20-inch tall narrow neck glass vessel, a pewter candleholder with glass hurricane lantern top, a 1 FT-tall blue glass Flower, and a 3 SP copper casting of a raccoon. The door in the northeast corner is sturdy leather covered by blue leather with a steel keyhole (moderate to open). When Adventurers return from the Inner Tomb this area is occupied by a HD9 **Djinn**.

[45] **Cyodol's Tomb Inner**. The flooring is dark blue ceramic tile, the walls are covered by light blue wallpaper with dark blue stars, and the ceiling is painted black, an *illusion* (moderate Will to disbelieve) depicts mystical symbols and glyphs in bright yellow moving across the ceiling. Four unlit torches are in brass brackets on the north wall. A glass case on a short wall shelf on the south wall holds a *Wand* (*Shapechanging*: 7 FT Minotaur, 28x). A good-quality *Rapier* +1 (TD+1, wielder applies a +1 saving roll bonus versus spells) in its scabbard hangs from a peg on the south wall. A 4 FT blue stone pedestal in the east end supports a stone sarcophagus painted white with blue bands, the head painted with a silver-bearded male Human face (bead of lead). Opening the sarcophagus releases contaminated air (range 8 FT, unconsciousness 1d100 minutes, moderate STAM save). Badly decayed skeletal remains are in the sarcophagus dressed

in rotted nobleman's robes, wearing a 4 GP gold-ruby Ring and a 7 GP gold-moonstone-cat's eye Locket. Moving the sarcophagus requires three persons, it reveals a 4 FT-wide hole in the pedestal which holds a *Seaman's Cutlass*.

[46] **Tomb in Progress South**. The floor, walls, and ceiling are all rough-cut unfinished stone. Adventurers find the desiccated carcasses of two Giant Spiders and an overturned chamber pot.



Graveyard Crypts

Graveyard Crypt (18/19): A pentagonal building with pitched slate roof, the bronze door has two keyholes (moderate to open); the door depicts a gaunt man in a tailed coat and tall hat with a wand, pointed at standing corpses. The interior alternates bronze panels and green silk wallpaper, two faded and moldy tapestries, and a stone sarcophagus sealed with wax. Four corpses holding spears (HD2 **Zombies**, hp11-14-14-18) stand inside in Chain Mail and a closed-face Helm. The tomb walls are lined with black satin. A stone sarcophagus in the center holds a HD5 **Zombie Master** (hp30, *poisoned* Dirk/paralysis 1d100 minutes/difficult STAM save, *Rapier* +1, *1d8 Cure Wounds Potion*, 2x *Unholy Water*).

Graveyard Crypt (20/21/22): A rectangular black stone building, seamless, with a banded wood door (burn marks, rusted hinges) with a padlock (difficult to open). The door is trapped (pit, easy to find, moderate avoid, moderate disarm). The first room has a slate floor and wood panel walls, a red oval rug (poor), two oil painting on the wall (defaced) depict seven medusas sitting on flying Griffins. The room has a dry water font with sticky black gunk in the bottom. The inner door is stone with a steel keyhole (difficult). The inner room has a slate floor and grey stucco walls; a faded oil painting shows a medusa naked except for a veil in sex acts with two human males. Two wood coffins sit on a stone platform, both have stakes through them; Coffin 1 (humanoid bones, dried snake's skin, tattered white dress, broken Dirk); Coffin 2 (humanoid bones, dried snake's skins, tattered blue dress, 4 CP, worthless poison). Under Coffin 2 is a small hole (difficult to find, 21x *Wand of Webs*).

Graveyard Crypt East: A circular white building with dark red dome and skylights. Steps up to the heavy wood door with bronze keyhole (difficult to open), the whole door-lock covered

GRAVEYARD CRYPTS, BUILDING 3

Graveyard Crypt East, continued...1 inch thick in wax. Two small windows high up are barred. The interior floor is covered in sticky grey mud over black stone; the walls look scorched, and a stone sarcophagus is badly damaged, it holds rotted skeletal remains.

Graveyard Crypt Middle: A circular building of pale blue stone with a pitched roof and a chimney. Steps up to the heavy wood door with bronze keyhole (open but stuck). The interior has a white marble floor, a 3 FT circular platform with a 6 FT square stone box (lid STR GTET 25 to move). A grey fog emanates from the box (coughing 1d100, moderate STAM save; easy STAM save versus disease). Five HD2 mummified **Crows** (hp8, 1d4 Beak). Fog remains in the stone box; 6 CP, 3 SP, 10 GP silver-ruby Unholy Medusa symbol.

Graveyard Crypt West: Circular building of pink stone (no joints) with a flat roof (large skylight); the door is off its hinges; the blue stone floor is covered in leaves and debris. The tomb is broken and crumbling. The area is being used by four HD3 **Giant Skunks** (hp12-13-13-15, one with foam at the mouth/diseased). A good-quality backpack is found in the room (3 CP, 1

SP, 100 FT good rope, grapple, folding shovel, 3x flasks oil, 6x candles, 3x wood stakes).

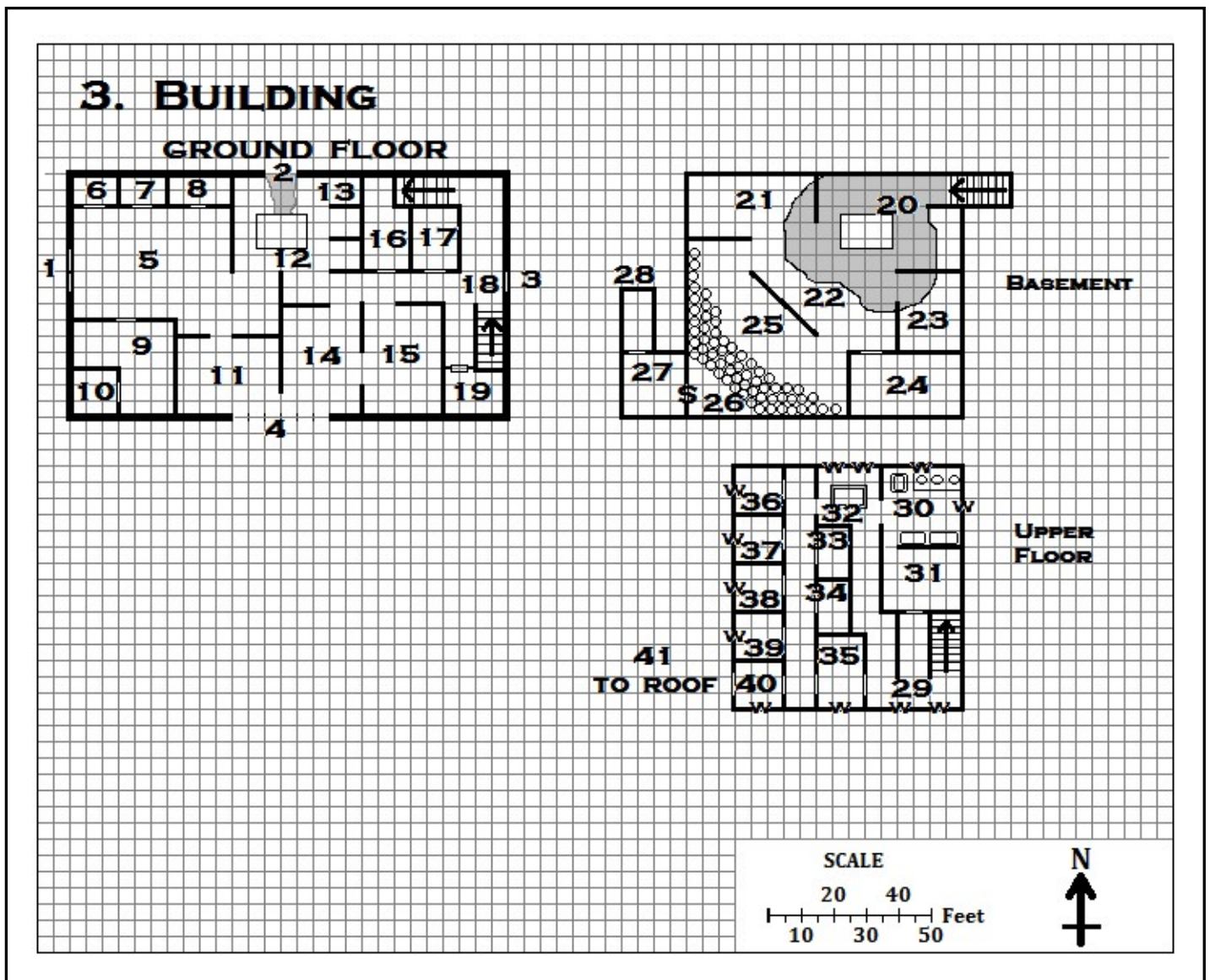
Unknown Building (3)

A one-story stone building with breaches in the north and south walls. A second floor covers the one-third of the building on the east end. The wood roof is mostly intact. See diagram below.

[1] **Double Doors.** Two sturdy exterior wood doors are 12 FT across, have latches, are heavy to move (requires total STR GTET 24), are badly rusted, and squeak loudly when opened.

[2] **North Wall Breach.** Thick mud pools outside the wall and flows inside to the open hatch in the floor. 1d4 Caltrops are hidden in the area (easy to find, moderate AGIL to avoid if not detected).

[3] **Man Door.** A heavy banded wood door with rusted hinges. A stone slab in front of the door is tilted up.



BUILDING 3, GROUND FLOOR AND BASEMENT

[4] Large South Wall Breach.

[5] **Lots O'Crates.** The area has thirty open or splintered crates, the intact ones have dried stains of various colors. The area smells of rotten fruit and mold (easy STAM save).

[6] **Hanging Door.** The door frame is badly damaged, the door is on one hinge. The room looks like it was used as a winter rat's nest (many small bones).

[7] **Sturdy Door.** The door is stuck (latch, STR GTET 20 to push open, falls off). Piled up office furniture. If Adventurers search at least four desks they find: 5 CP. 3 SP, a 2 SP bronze medusa Unholy Symbol, Short Sword in a scabbard, a rusted Piccolo, 2x empty black glass bottles (rum), a 5 SP moonstone, and a whetstone.

[8] **Barred Door.** A heavy wood door, two wood bars across, padlock (moderate open) on one. The room has two coffins with Human women in rotted long black dresses, staked through the heart (diseased, moderate STAM save).

[9] **Solid wood door.** A bronze plaque on the door is unreadable. The inside has a damaged boiler (rip) with a variety of pipes and valves. A small anvil sits next to a 2 FT high stone ring filled with charcoal (lighting it *summons* a HD6 **Fire Imp**, hp35). The door in the southwest is metal with rusting hinges, it has several chains attached from the wall to the door.

[10] **Lumber Room.** The room is filled with stacks of cut boards, once rare and valuable wood, now worm eaten and moldy. Insect eggs are found under some boards.

[11] **Barrel Room.** There are fourteen barrels stacked three high on the west wall, each one is one-third filled with vinegar. The room has 6x HD1 **Skeletons** with sabers and shields (bronze medusa medallions)

[12] **Open Hatch.** The cover has fallen into the basement

[13] **Three Cubbyholes.** North: contains a 7 FT pile of cut building stones; Middle: contains several warped old boards set over barrels and crates, forms a den for 3x HD3 **Giant Wolverine** (hp 16-18-20; a backpack holds 5 CP copper armband, two empty glass vials, 6x 2 SP ivory buttons, 10 SP silver belt buckle); South: cubicle is empty.

[14] **Empty Space.**

[15] **Splinters and Pieces.** The room is filled with the smashed remains of crates and long wood boxes (stacked on and hiding a coffin); the room is occupied by 7x HD1 **Skeletons** (4x Sabers, 3x Bows).

[16] **Darkness Everywhere.** The door is of sturdy wood with a latch, warped frame, requires total STR GTET 22 to open. The room has a permanent *darkness* spell; there are caltrops are on the floor; extreme AGIL to avoid, suffers hp1d6 moving in and out of the room.

[17] **Empty Space.** The door is off its hinges and lays across lengthwise; a badly cut oil painting (depicting a plains sunset) is on the wall; a 10-inch stuffed fabric horse is on the floor, a small steel key is inside. A 1d12 *flame trap* spell is in the northeast

corner (difficult AGIL to avoid)

[18] **East End.** The moldy portraits of two older male Humans hang on the wall; the tattered remains of a grey rug is on the floor, an arrowhead is among several rib bones; the stair up has several rotten boards halfway up.

[19] **Hidden Idol.** The door is thin bronze over heavy wood with a gargoyle-face knocker; steel keyhole (moderate to open); door is trapped with sleeping gas (difficult to find, moderate to disarm, moderate STAM save 1d100 minutes); inside is a glowing metal cube 2 FT on side, the top is fastened on by two padlocks (moderate, difficult); contains an *Idol of Deluge* (if Adventurers already have the *Idol of Drought* found in the Catacombs, the interaction between the two idols causes continuous severe thunderstorms within a 10 mile radius).

Building Basement

[20] **General Basement Area.** The mud here is 6 IN to 15 IN thick, 1d4 knife blades secured in the floor under the mud. Adventurers suffer 1d4 on each crossing (difficult to find, difficult AGIL to avoid if not detected).

[21] **Northwest Corner.** The remains of rotted furniture are piled here; they fall if disturbed (easy AGIL to avoid, damage 1d6).

[22] **Tar Baby.** The area is occupied by a HD6 **Tar Golem** with Heavy Mace (TD+1).

[23] **Center East Room.** Some of the mud from the hatch has flowed into this area. Four desiccated female Gnome corpses are found here in tattered and rotting dresses; 4 SP is under the second one.

[24] **Southeast Corner Room.** The wood door is heavily damaged and barely hangs on its hinges. There is a 3 FT pile of smelly and rotten animal pelts against the east wall, all pelts are small in size.

[25] **Curved Wall of Barrels.** A curved wall of barrels stacked three high that goes from the west wall diagonally across to the south wall, the barrels are four to five thick. Each barrel is 50 pounds; a barrel breaks when handled on 1d12 rolls of 01 (splashes 1d4 acid). The barrels hide the southwest corner of the large room. The area is occupied by three HD4 **Uber Skeletons** armed with War Hammer.

[26] **Back Story.** The desiccated carcass of a Giant Beetle is behind the wall of barrels. There is a hidden door in the southwest corner (moderate find, moderate open); a hidden ceiling panel drops a 100-pound barrel just east of the door (difficult find, difficult disarm, 1d10 crush).

[27] **Abandoned Parlor.** The room has a rotted 12 FT straw mat and old musty/dusty furniture: a couch, padded bench, 8 FT circular table, and two padded chairs. A 7 FT winter prairie painting on the south wall is badly defaced. An unlit oil lamp hangs from a ceiling chain. Removing painting triggers an 8 round L6 *God's Sword prayer*. An Adventurer who reaches into the painting is very cold (snow), pulls out a *Long Bow +1*. The heavy north door has a layer of bronze and a steel keyhole (STR GTET 21 to, difficult to unlock).

BUILDING 3 BASEMENT AND UPPER ROOMS, WIZARD'S TOWER

[28] **Ranger Room.** A sewing manikin wears a good-quality Human-sized camouflage outfit (forest): hood, shirt, poncho, gloves, long pants {all together +4 to hid except in winter}. A Sword Belt with a silver-bladed Rapier/scabbard and Dirk/sheath (TD+1) hangs on a peg on the north wall. Stuffed inside the manikin is a *Magic Bag* 800# (6 ingots steel).

Upper Rooms

[29] **Entry.** The west door is sturdy wood, the lock is broken, and three arrows are stuck in exterior. There are three Goblin-sized ordinary skeletons on floor.

[30] **Old Kitchen.** The room has a three-burner iron stove, a broken ice box, a brick oven, rusted iron cookware hang from hooks on the east wall, and tables are against the south wall. A dried and desiccated Human female corpse with faded purple skin blotches and lesions (*disease*, moderate STAM save) is in a chair slumped over on a table. Two glass vials of an expensive (6 SP) spice are in the oven.

[31] **Food Stores.** There are twenty-nine wood crates stacked in the room, including 7x flour, 3x sugar, 1x salt, 4x corn meal, 2x oatmeal, 1x beef jerky, 2x onions, 2x turnips, 2x beans, 3x apples, and 2x cheeses. All of the food is rotted and spoiled.

[32] **Dining Room.** The walls are covered by peeling green wallpaper, a small wood panel oil painting of a Medusa hangs on the west wall, and two unlit oil lamps hang from bronze ceiling chains. There is a large moldy wood table with a tattered/rotting white tablecloth with three small lumps (pellets begin to smoke if the cloth is removed) and six pewter place settings.

[33] **Smoking Room.** The door is partially rotted and is missing bottom 2 FT. Inside is a rotted recliner, rocking chair, two small circular tables, and a small chess table missing several pieces. Shelves on the north wall have ten wrapped packages of 12 cigars each, two ornate bronze canisters filled with loose Pipeweed, four 4 GP ivory pipes, a pipe snuffer, a package of pipe cleaners, six yellow taper candles, and a candle lighter. The room is occupied by a HD5 incorporeal **Shade** (hp30) of a tall Human middle-aged man in tunic/kilt, long moustache/short cropped beard.

[34] **Schoolroom.** The walls are covered by wood planks painted yellow. A blackboard hangs on the north wall and the room is furnished with four small-sized desks, one larger desk, and variety of old broken toys. One drawer in the larger desk holds a pewter stein, a small silver hand mirror and a tin whistle. The room is occupied by the HD4 incorporeal **Shade** (hp26) of a young girl.

[35] **Parlor.** The window and shutters are open. The room is filled with a grimy rectangular rug, a dusty couch, two rotted leather recliners, and a small table. Two shelves south wall hold a 1 GP silver vase, two 3 SP pewter vases, a moldy 6-inch oil portrait in 2 SP silver frame, and a 2 GP black jade carving of a Unicorn. The room is occupied by two red-plumed HD2 **Spitting Birds**.

[36] **Amya's Bedroom** (child). The door is sturdy wood with a latch. Inside is a child-sized bed, table/chair, and chest. The furniture is heavily water damaged. There is a 3 FT high doll house in the southwest corner with furniture (*enchanted mirror*, *unspecified*). There is a 3 FT hole in roof.

[37] **Empty room.** The door is badly-damaged and hangs from one hinge.

[38] **Gorkan's Bedroom** (teen). The door has some minor damage and a rusted latch. Inside are three-quarters sized bed, table/chair, armoire – all water damaged because of a 5 FT hole in roof. A wood box under the bed holds 30 painted lead military figurines (set valued at 3 GP).

[39] **Parent's Bedroom.** The door is sturdy wood with a bronze keyhole (unlocked), one hinge is broken. Inside are two desiccated corpses (faded purple lesions and blotches, moderate *disease*) in a queen bed with rotted blankets and pillows, a night stand, and a foot stool. Hidden in the mattress is 36 SP coin.

[40] **Roof Access.** The interior door is sturdy wood with a bronze keyhole, the door stands open 2 FT; the exterior door is sturdy banded wood with a bronze keyhole (easy open) and a padlock hanging open. Tin cans hang from a string 2 FT off floor (easy find, easy AGIK avoid).

[41] **First Story Roof.** A rusted but sturdy metal ladder leading to the second-floor roof is on east wall between windows #37/#38. There are five HD2 **Goblins** on the roof (AC -1, leather armor, leather hood, 1d6 Short Sword, *poisoned* Dirk (paralysis 1d100 minutes, moderate STAM save), Short Bow (15x hunting arrows), 3x oil flasks each.

Second Story Floor: Two HD2 **Goblins** are on the roof (AC-2, chain mail armor, chain mail hood, 1d6 Goblin Hammers, Dirk, Short Bow (20x war arrows), 2x oil flasks each.

Wizard's Tower (4)

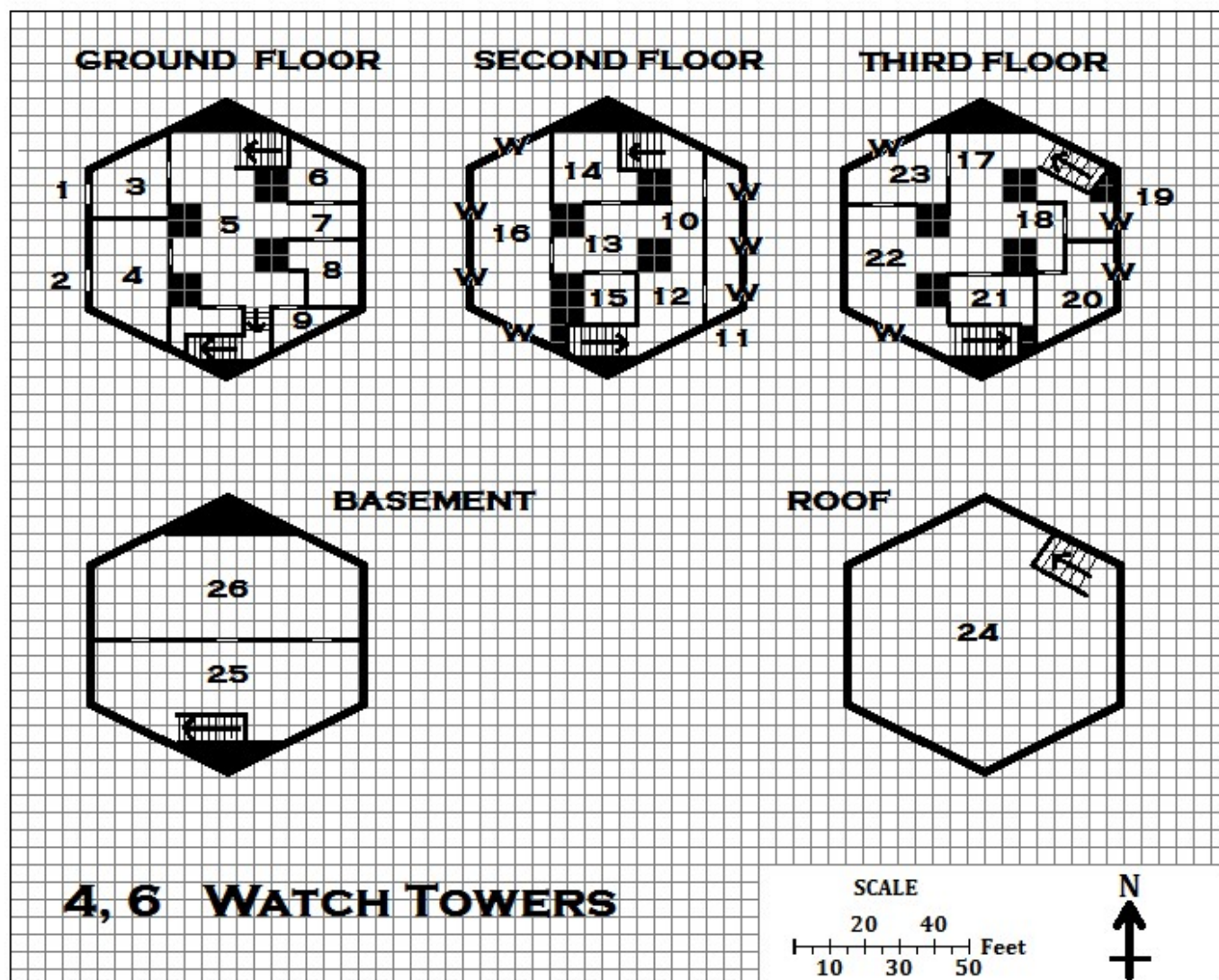
See the diagram on page 28.

[1] **North Door.** This is a sturdy bronze door, glowing a soft white color, rotating galactic spiral is on the outside. The door has a *magic lock* which must be dispelled/banished.

[2] **South Door.** This is a sturdy bronze door, glowing a soft blue color, a rotating circle of five-point stars around a white hand-print is on the outside. The door has a *magic lock* (Moderate Will roll when a bare hand is placed on the hand-print).

[3] **Small Entry.** The room has a wood parquet floor, stained blue satin wallpaper, a rotting tapestry north wall depicts female wizard in lab, an oil painting south wall depicts beautiful middle-age female Witch with cauldron (*moving eyes*; difficult to detect trap {*poison* gas is released if frame pulled off of wall, *paralysis* 1d100 minutes, easy Stam save). The door in the west

WIZARD'S TOWER (4), GROUND AND SECOND FLOORS



4, 6 WATCH TOWERS

[3] **Small Entry**, continued...wall is sturdy banded wood with a rusted latch, a bronze plaque is engraved with a rearing Griffon.

[4] **Large Entry**. The area has a dirty white/green marble floor with dried mud, an oil painting on the north wall depicts a swirling colored sphere above a *blessed circle*. A large column depicts a tree with spreading branches supporting the ceiling. The door in the east wall has black leather covering sturdy wood with a steel lock (locked, easy to open). The glowing orange *blessed circle* is 7 FT diameter, an Adventurer stepping into the circle is healed hp8 and any poisons are banished.

[5] **Central Hallway**. Broken green tile floor, shields hang on wall posts (standing gryphons). A stair up to the Second Floor is at the north end; a stair down to the Basement is at the south end.

[6] **Northeast Corner**. The room is furnished with a rocking chair, and foot rest. A wood chest (bronze keyhole, moderate to open; hp1d4 electric shock trap, moderate to find, disarm easy, moderate STAM save) holds four copper-amber Rings (3 GP, enchanted, acts as keys in the tower), five bronze bells, two well-written mystery novels, and a 2 GP vial of perfume.

[7] **Niche. Zone of Darkness**. The door on the north wall is sturdy wood door (heavy, requires STR GTET 18). The door on the south wall is a sturdy wood door (heavy, requires STR GTET 18). A 10 GP silver mask hangs on the east wall.

[8] **Robes on a Wall**. There are five hooded green robes hanging on hooks on the east wall; the third robe has a 5 SP silver medalion (flying unicorn) in a pocket. The room is occupied by a HD6 **Tar Golem** (hp32) armed with 1d8 Heavy Mace.

[9] **Glowing Blue Door**. The door is slightly-damaged wood with a rusted handle/latch. Opening the door reveals that the room filled with a blue gas (light headed, moderate STAM save). Two stuffed Monkeys perch on a wood base. One monkey has a silver-bladed curved Dirk in its paw (sticky).

Second Floor

[10] **Hallway 2**. The north door on the east side is covered in bronze with a latch (heavy, requires STR GTET 20). A lamp on the wall column depicts a bronze ram's head.

WIZARD'S TOWER (4), SECOND AND THIRD FLOORS

[11] **Art Room.** The room is furnished with three easels with partially-complete canvases, two small tables, brushes, and twelve dried pots of paint. The window shutters are open. The room is occupied by an *Invisible* HD3 **Bogeyman** (hp18, 5 SP).
 [12] **Mosaic Area.** The floor is inlaid with ceramic tile depicting a male wizard casting lightning (aura of enchantment); the first person to walk over it struck by a 1d10 lightning bolt from a metal ball embedded in the ceiling (difficult STAM save results in half damage). The door in the east wall (to #11) is bronze with a latch (heavy, requires STR GTET 20).

[13] **Hallway West.** An oval red rug is on the floor, a blue-painted ceramic face hangs on the wall next to the south door (5 SP jade eyes); a red handprint is on the east wall – touching hand activates *summoning* spell (2x HD3 **Rifle Beetles**). The south door is glowing blue thin stone with a latch and an *enchanted lock* (key Ring). The north and west doors are sturdy blue-glowing wood with *enchanted locks* (requires a key Ring).

[14] **Alchemical Room.** The room has two tables with glass distilling apparatus and two shelves of glassware on the west wall (tubes, beakers, glass bowls, glass jars, etc.). A sliding 4 by 4 grid numerical puzzle (each tile 6 inches square, numbers 1 to 15 with one blank) in on the north wall; solving the puzzle (difficult INT save) opens an *enchanted wall safe* (14 GP coins, 50 GP diamond, 14 GP ivory scrimshaw, glass jar holding a Giant's eye, a jar holding medusa skin)

4	11	9	1
2	14	10	6
8	15	12	3
5		13	7

[15] **Lab Supply Room.** Four wood shelves on the south wall hold eighteen clay jars of dry alchemical powders, six pots of dried salves, and ten glass jars partially filled with colored liquids. Adventurers also find a 1d6 *Cure Wounds Balm*, 2x *Banish Poison Potions*, and a smoke grenade. Any open flame in the room causes a 1d12 explosion (difficult STAM save results in half damage).

[16] **Wizard's Workroom.** The room has light green ceramic tile flooring, the walls are brown wood planks, and the ceiling is

painted black. Six unlit torches are in brass brackets on the east wall. The two east shutters are open. A 10 FT black tile circle is inlaid in the floor on the north end with ten installed brass candleholders. A black circular wood table with three black chairs is in the south. A an empty three-shelf book rack is fastened to the east wall. A 3 FT-diameter brass cauldron is on a stone platform over a metal charcoal firebox. An *invisible* 3 FT by 2 FT metal cabinet door is on the east wall just north of the entry, the niche is 2 FT deep and has a bottom and two metal shelves; the niche contains an *Armor-Lessening Wand* (AC-10, 11x), a *Be Gone Wand* (4x, difficult Will save), and *Coel's Rod* (16x, negates sleep).

Third Floor

[17] **Upper Hall.** A grimy fresco in the north wall depicts four naked Elven woman with two Elven men next to a stream. There are two small dark green circular rugs in the hall. The northwest door is sturdy wood with a latch and an *enchanted lock*; a bronze plaque engraved with a flying eagle is on the outside. The South door is sturdy wood, bronze keyhole (moderate). A shield hanging on the west post has three colors and a chess queen, a scroll is behind it (*Water, Amphibian Form {frog}, Brain Freeze, Detect Poisons, Detect Poisons, Protect versus Venom*).

[18] **Art Niche.** A 6 FT by 2 FT by 2 FT niche is in the north wall, it contains a chipped 4 FT blue stone statue of a naked Nymph (GP coin in base; the head lifts off to reveal a blue button, pressing the button *summons* a HD4 **Furry Death Beetle**). The northeast door is sturdy banded wood, it has a *ring touch lock*. The south door is sturdy wood with bands, bronze keyhole (moderate to open) is *invisible, ring touch lock*.

[19] **Scroll Room.** The room has a writing desk with moldy parchments, quills, inkwells, wax, and a steel embossing seal. A rack in northwest niche has fifteen scrolls on the theory of magic (study permanently increases SPM+1), six scrolls on the theory of rituals, nine scrolls with biographies of famous wizards, a Wizard's scroll (*Shaman, Detect Life's Forces, Confuse Weapons, Confuse Weapons, Friends, Glow Balls, Levitation*), and a Priest's scroll (*Animate Bones, Animate Bones, Bar Creature, Blur Sight, Create Minor Food, Create Minor Food, Detect Poisons, Immunity to Disease*). The scroll is revealed to be a *trap scroll* on 1d12 roll of 1 – *teleportation* random direction, 1d100*50 FT.

[20] **Wizard's Bedroom.** The room is furnished with a thick rug, good quality king-sized four-poster bed, night stand, rocking chain and cushion, armoire, and a three-drawer dresser. A tapestry hanging on the southwest wall depicts a Wizard at the top of a castle tower with moon (*Glyph of Mesmerization, moderate Will save*). The upright armoire (easy lock, sized for a small Human) has ten moldy dark-ropes, three pairs of leather shoes, slippers, two leather belts, five tunics and four towels; a false bottom (moderate to find, *blinding* gas trap {1d100 minutes, difficult to find, difficult to disarm, moderate STAM save}) which conceals a Quiver (25x war arrow, *Arrow of Paralysis*, 2x 1d10 *Exploding Arrows*, a *Pirate's Dirk +1, Endless Feedbag*).

[21] **Guest Room.** The floor is wood parquet, the walls are covered by peeling blue wallpaper with gold crowns, the black ceiling has a mural depicting groups of bat flying at night.

WIZARD'S TOWER (4), THIRD FLOOR, ROOF, BASEMENT

[21] **Guest Room**, continued...The room is furnished with an oval red rug, good quality queen-sized bed, night stand, leather recliner, and an empty upright armoire (easy lock). A desiccated Human female corpse in the bed. The nightstand is *trapped* (*fire starter*; difficult to find, moderate to disarm). A HD3 **Purple Jelly** is under the bed.

[22] **Dining Room**. The north door is thin mahogany on swinging hinges and no latch. A mural on the west wall depicts a feast in a great castle hall. The table and twelve chairs are overturned against the west wall, several arrows are in the underside. The room is occupied by a HD4 **Poison Ivy Leaf Golem** armed with 1d8 trident.

[23] **Kitchen**. The room has black ceramic tile flooring, a three-burner cast iron stove, a double brick oven, a copper cauldron (*Cauldron of Plenty*) sitting on a firebox, two small wood tables, and a large sink. Rusty iron pots hang on the east wall by iron hooks. Two unlit oil lamps hang from ceiling chains. The top oven has a small wood box in it, holding a 12 GP gold-jade-emerald Necklace. Removing the cauldron without *blessing* it summons a HD6 **Fire Elemental**.

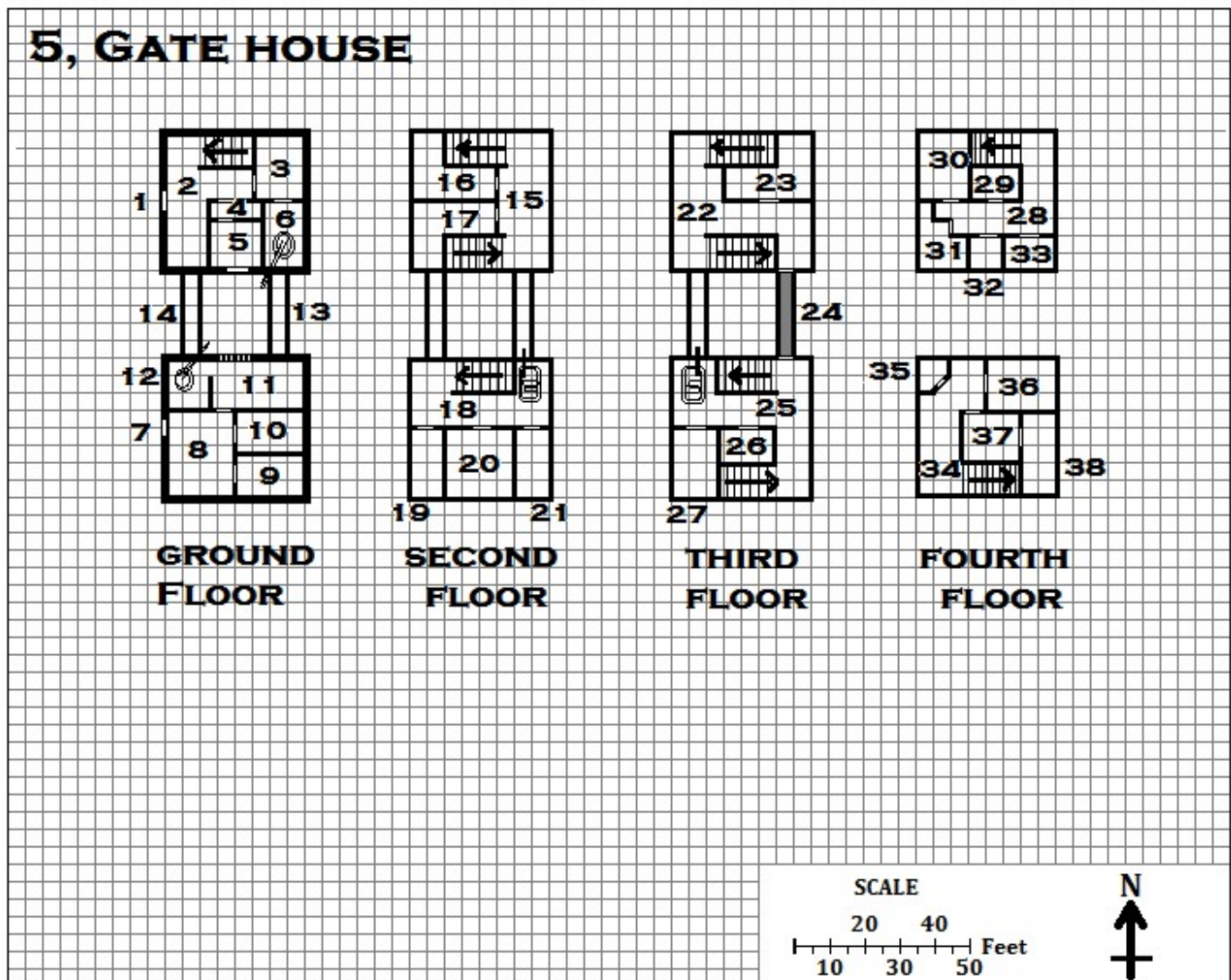
Roof

[24] **Roof**. There are two wicker balloon baskets with leather straps on the roof in very poor condition, they are not safe to fly in (floor falls out on 1d12 rolls GTET 7). A HD7 **Air Elemental** is on the roof.

Basement

[25] **Basement South**. The area has eight old rickety rattan chairs, a rotting recliner, and six ordinary skeletons manacled to the walls (the first has a door key hidden in its eye socket). The three doors in the north wall are sturdy wood with steel keyhole (difficult). The room is occupied by 12x HD1 **Giant Snakes** (hp6).

[26] **Basement North**. The room is furnished with two wood tables holding broken alchemical glassware. Nine rotting leather aprons hang on hooks in the north wall. A glowing white door in the west wall has a white metal latch and is cold to the touch, when it is opened it is night on the other side with snow falling, snow blowing in (the door is a *one-way teleporter* that leads to



WIZARD'S TOWER (4) BASEMENT, GATE HOUSE (5)

an arctic region). A glowing green door in the east wall has a green metal handle and latch, the words, "they never come back" are written on it. When the door is opened it is raining hard on the other side along with mist and fog, a hot muggy wind blows out, the door is a *one-way teleporter* that leads to a tropical swamp.

Gatehouse (5)

See the diagram on page 30.

North Tower Ground Floor

[1] **Sturdy Door Exterior Door West.** A banded wood door with a brass keyhole (locked, easy to open).

[2] **West End Room.** The room contains the remains of several smashed and splintered desks and chairs. A wood stair up to the Second Floor is on the north wall. A badly-damaged door is at the east end. A sturdy door with a latch is on the south side of the east end (to #4).

[3] **Broken Camp.** The room holds an old and dusty camp cot with bedroll, an old fire ring with enough wood for three fires, a coffee pot, two iron pots, and a chamber pot. A loose floorboard (moderate to find) conceals a Dirk in a sheath, leather bag (16 CP, 8 SP), and a cracked flask labeled as Invisibility Potion.

[4] **Security Zone.** A 6 FT grey stone statue in the east is headless, it depicts an armored Warrior. The south door is sturdy

[4] **Security Zone, continued...**banded wood with a steel keyhole (moderate to open). Two thick wood beams are through iron brackets on the east wall (door opens out).

[5] **Spider Haven.** The walls are thickly covered by sticky webs and several egg sacs. A hole in the ceiling above goes under the wood stair on the Second Floor. A rotting backpack under the webs contains 14 CP coin, 5 SP, a rotted rope, metal flask with sour wine, 6 spoiled rations, a rusted small pry bar, a bag of rusted nails, a rusted/useless Lock Pick, and a 8 SP piece of jade carved into a woman's face. The exterior door on the south wall is badly damaged; it leads to the open space between towers. The room is occupied by six HD5 **Zithrebee's Spiders**.

[6] **Oil Contraption.** A boiler with a metal barrel on top is in the room's center with a pipe going southwest outside through the wall. Some rusted tools hang from pegboard on the west wall.

South Tower Ground Floor

[7] **Open Door.** The exterior door is badly-damaged and is barely attached by one hinge.

[8] **Destroyed Wardroom.** The wood floor is scarred, splattered with dark red stains, and has scorch marks. The furniture is chopped into small pieces. The door in the north wall is sturdy banded wood with a brass latch (warped door, requires Strength GTET 17 to pull open). The north door in the east wall is in poor condition with stains and divots. The south door in the east wall is sturdy banded wood with a brass keyhole (easy to open).

[9] **Empty Room.** A crude charcoal drawing of a Cyclops is on the east wall.

[10] **Watch out for the Floor.** The room has a grey wood floor, the walls are painted light red, and the ceiling is white. There are two unlit torches in brass wall brackets on the south wall. A 24 SP silver mask hangs on the east wall. An Adventurer crossing the room breaks through the floor on 1d12 rolls GTET 7 (moderate AGIL save) and drops 3 FT into soft mud.

[11] **Murder Alley.** A row of small arrow slits is at waist height on the north wall. A footlocker holding rusted tools is against the east wall.

[12] **Oil South.** A complicated boiler with a metal drum above has pipes that travel northeast and outside through the wall. Shelves of rusting parts are on the south wall.

[13] **East Portcullis.** A rusting steel portcullis, it is raised 6 FT. The outdoor space between here and the west portcullis is paved with weeds growing up through the stone. The door on the north side (to #5) is badly damaged and hangs on one hinge.

[14] **West Portcullis.** A rusting steel portcullis is found fully closed.

North Tower Second Floor

[15] **East Hallway.** Ten arrow slits are in the east wall. Both doors in the west wall

[16] **Bad Bookrack.** The north end is a five-shelf wood bookcase, there are thirty-four leather books, all written in an unintelligible language and all moldy and ruined.

[17] **Spiders Above.** The room is occupied by five HD4 **Zithrebee's Spiders**; they have created a hole in the adjoining stair (can exit out through it). A hole in the floor below the stair leads down to room #5 and the spiders there.

South Tower Second Floor

[18] **East Winch.** There is an obscene charcoal drawing on the west wall (Dwarf taking an Elven woman) and a rusted canteen on the floor (spoiled brandy). The west door in the south wall has a badly-damaged door that is barely staying on. The center door in the south wall is missing (inside). The east end door in the south wall has a sturdy banded-wood door with a padlock and hasp (moderate to open).

[19] **Disappearing Rats.** A large pile of smelly rags is at the south end mixed in with rat fur. A glowing blue 7 FT diameter *enchanted circle* (turns an Adventurer *invisible and mute* for 1-hour, moderate Will save) is just inside the door.

[20] **Turn Black.** The entire inside is badly burned and charred, there are a few charred remains of furniture. A HD3 **Black Mold** is just inside and above the door.

[21] **Bench Mark.** The room contains a rusty tool shop, workbench, and a number of rusty tools, plus four flasks oil. There are arrow slits in the east wall.
Third Floor North Tower

GATE HOUSE (5), THIRD AND FOURTH FLOORS

[22] **Central Corridor.** Arrow slits are in the east wall along with four empty wall quivers. Two grimy oil paintings of Medusa in white robes hang on the west wall. A stair up to the Fourth Floor is at the north end, a stair down to the Second Floor is at the south end. The door on the north wall is brown leather over sturdy wood with a brass latch, a black cloth hanging on the outside covers a *Glyph of Blindness* (range 7 FT, 2d100 minutes, moderate STAM save). The exterior door on the south wall is sturdy banded wood with a brass keyhole (moderate difficulty to open).

[23] **Moldy Stores.** Inside are twenty wood crates and twelve old wood barrels. The barrels contain 7x moldy rice, 3x rotten flour, 2x sugar with worms. The crates contain 8x moldy turnips, 4x rotten onions, 2x decaying apples, 3x rotten biscuits, 2x beans with worms, and 1x rotten yams. The third rice barrel conceals a leather pouch (42 CP coin, 18 SP coin, 4 GP). The second barrel of sugar contains a small metal coffer (padlock, easy to open), the coffer contains a *Ring of Truth* (cursed), *Ring of Hardiness* (Stamina+1), a *Quiet Ring*, and an *Antidote Ring*. Arrow slits are in the east wall. A 15-inch oil painting hanging on the north wall depicts an Air Elemental on the Elemental Plane of Air (aura of enchantment); touching the painting causes a HD9 **Air Elemental** to come out of the painting.

[24] **Careful Crossing.** A 5 FT-wide stone walkway over the top of the east portcullis has no railings. Adventurers fall two floors to the pavement below unless succeeding on an easy AGIL roll. If there are strong winds or bad weather applies a -2 roll penalty. The sturdy door at the south end of the walkway has a latch, it sticks and requires Strength GTET 18 to open.
Third Floor South Tower

[25] **West Winch.** The east wall has several arrow slits facing out from the ruin, along with empty quivers mounted to the wall. Landscape painting hangs on the wall common with the stair, a Priest's scroll (*Blur Sight*, *Create Minor Food*, *Detect Poison*, *Detect Poison*, *Immunity to Disease*, *Minor Escape 50 FT*) is behind the painting. A stair down to the second floor is at the north end, a stair up to the fourth floor is at the south end. The door at the west end of the south wall is sturdy banded wood with a brass keyhole (locked, easy to open); the door at the east end of the south wall is in poor condition and hangs from a hinge with the lock plate missing. A broken mechanism at the west end lifts the west portcullis.

[26] **Glass Eyes.** The floor is covered in broken glass bottles.

[27] **Room Goes Boom.** The room contains rusted and mostly useless spare parts for the two winches, along with six tubs of rancid/solid grease. A *1d12 magic grenade* (8-inch black dome) is mounted on the ceiling with a 30 second delay after the door is opened.

North Tower Fourth Floor

[28] **Door Central.** Arrow slits are in the east wall along with four hanging wicker quivers (one has 3x Hunting Arrows in poor condition). The door on the north side (to #29) is black leather over wood and shows cuts and scorch marks, it has a steel keyhole (jammed), the door frame is warped and requires Strength GTET 19 to move the door. The west door (opens outward) on the south wall (to #31) is blue leather over wood with a brass

keyhole (locked, moderate to open), an Adventurer escapes a guillotine trap immediately on the inside on a moderate AGIL save (moderate to find, moderate to disarm). The middle door in the south wall (to #32) is badly damaged with holes in the wood, red stains, and scorch marks, the keyhole plate is missing. The eastern door in the south wall (to #33) is stone engraved with a Medusa's head with a brass keyhole, and is very heavy (requires STR GTET 21 to move, east to open). A small grimy embroidery hanging on the west wall by the stair depicts a large lone pine tree on a ridge with snow. The area is occupied by three HD4 **Zithrebee's Spiders**.

[29] **Brass Pots.** Three wood shelves on the north wall hold sixteen brass chamber pots with dried brown residue. One **1d8 Explosive Fungus** grows on the west wall, another **1d8 Explosive Fungus** grows on the east wall.

[30] **Cut Ups.** A grimy greasy rectangular rug with colorful geometric shapes hangs on the west wall. Two divans are overturned and badly sliced, a footstool is missing legs, a small end-table is split into two, a small wooden chest is overturned and its top ripped off, and a thin curio cabinet has been thrown down and its glass front is smashed. A rusted iron ladder on the north wall leads up to the tower roof, an Adventurer falls unless succeeding on an easy AGIL roll, the ladder breaks on 1d12 rolls of 01 or 02.

[31] **Swine Hide.** The room is furnished with an iron potbelly stove. A mounted Boar's head is on the west wall with an 8 SP silver ring in its nose. Two tanned Boar's hides are tacked to the south wall by rusted iron nails. One hide covers a good-quality black ink drawing of a young nude female Elf. One hide covers four incomprehensible yellow glowing symbols. Inside the stove, among the ashes, is found the bones of a severed right hand, and a 10 GP ruby.

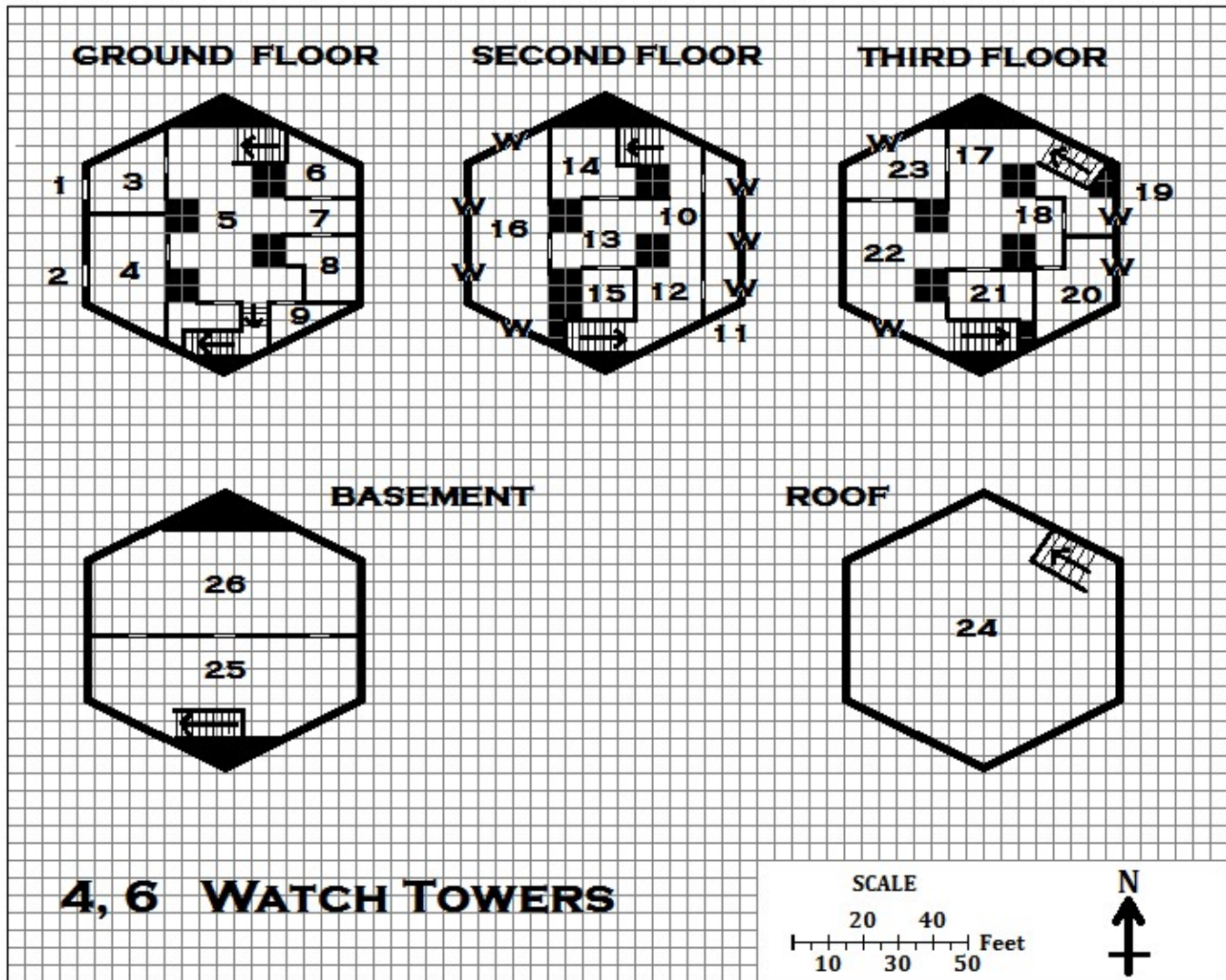
[32] **Aces Wild.** A small table is knocked over and four chairs are heavily damaged, a Dirk embedded in the south wall pins an Ace of Clubs and an Ace of Hearts. A few other cards are on the ground.

[33] **Medusa Door.** The room has a 7 FT statue of a Medusa in armor holding a two-headed snake vertically in each hand (upright); the statue wears an obvious tin-glass necklace (hidden inside is a 100 GP silver-amber-jade necklace). Half-sized HD3 **Gargoyles** are in each ceiling corner (total of four). A hidden compartment in the statue base (moderate find, easy open) holds 14 GP and a Blowgun with 10x silver-tipped Blowgun Darts.

South Tower Fourth Floor

[34] **Smelly Corridor.** There is rancid grease smeared on the floor from the top of the stairs (south end) to the triangular cut-out (#35), a shredded tapestry hangs on the west wall, two Boar skulls are on the floor. Adventurers lose an effective Agility-3 on the grease (and until they clean off their feet). The door at the northeast end (to #36) is sturdy wood with a rusty latch. The south door at the northeast end (to #37) is sturdy wood with a rusted latch, a brass plaque on the exterior depicts a woman's dress. The area is occupied by 8x HD2 **Giant Rats** (hp9-9-10-10-13-13-15).

GATEHOUSE (5) FOURTH FLOOR, WATCH TOWER (6)



[35] **Potion Repository.** A 3 FT by 3 FT hidden panel (moderate find, easy open) is on the diagonal wall. Inside is a wood chest with bronze keyhole (locked, easy to open); mis-fire needle trap; contains pouch (40 CP), axe head, steel lock pick, 4x *Holy Water*, 1x *Armorskin AC+14 Potion*, 1d8 *Cure Wounds Potion*, 2x *Banish Disease Potion*.

[36] **Old Armory.** Arrow slits are in the east wall. A 2d6 *Fire Trap* spell is in the room's center (difficult Will save). Adventurers find four old wood footlockers which hold three Chain Mail Armors, four Chain Mail Hoods, six pair of Chain Mail Mittens, two Chain Mail Waist Skirts, and five sets of Chain Mail armor protection (all rusted). An old backpack in the northeast corner hold 8 CP, 2 SP, 1 GP copper flask brandy, fire starter, 5x wood stakes.

[37] **Very Dressy.** Three rotting long calico dresses hang on pegs on the south wall, along with a rain cloak, two gingham blouses, a bonnet, a parasol, and a girdle. Two **Hypnotic Gourds** (moderate Will save) are on the floor. The door in the east wall is in poor condition, hangs from the hinges, and has a broken lock.

[38] **A Hand Up.** A tile fresco in the east wall depicts gardens of multi-colored flowers. An iron ladder up to the roof is on the south wall (falls unless succeeding on an easy AGIL roll), the ladder breaks on 1d12 rolls of 01. There is a rusted bolt on the trapdoor at the top of the ladder.

Watch Tower (6)

Ground Floor

[1] **Exterior North.** The wood door is in very poor condition with scars, divots, and small holes, the keyhole is broken (jammed, requires total Strength GTET 20 to push open). Two iron spikes are pounded into the door.

[2] **Easy Entry.** The door frame is open, the rotting door is lying on ground outside.

[3] **Guard Post.** The room is furnished with an old desk, two chairs, and an overturned bench. Two unlit torches are in brass brackets in the south wall. A faded mural on the south wall

WATCH TOWER (6), FIRST AND SECOND FLOORS

[3] **Guard Post**, continued...depicts the city wall. A small oil painting of a Medusa hangs on the north wall, it is smeared with a tan resin. Two spears are found on floor (break on use on rolls LTET 6). The wood door in east wall is in poor condition, it has a bronze keyhole (found open).

[4] **Open Room**. The room has a rough wood floor, the walls are brown stucco, and the ceiling is whitewashed. Two unlit torches are in brass brackets on the north wall. The southwest wall has 4 FT hole in the exterior wall with a 3 FT hole in the floor (wet) – allows water to flow into the basement #25. The room is filled with blown leaves and other general refuse. The interior door on the east wall is slightly damaged wood with stains and scars, a brass keyhole is found locked (easy to open). The exterior door in the east wall is on the ground outside.

[5] **Ground Hall**. The entire area is very cold with frost on walls, there are thick webs on most of the wall surface, some egg sacs hang by threads from the ceiling. Two dented black shields are bolted to the north wall; a *Web Wand* is found attached to the back of the second shield (exhausted, no charges remain). Unlit torches are in brass brackets on the interior walls of the four columns. The north door in the west wall is in poor condition, it has a bronze keyhole (found open). The south door in the west wall is slightly damaged wood with stains and scars, a brass keyhole is found locked (easy to open). There is no door in the south frame (immediately west of the stairs); the small room to the south (unnumbered) has the desiccated carcasses of two large spiders. The southeast door (to #9) is wood in poor condition with some holes, an embedded arrow, and scorch marks, the brass keyhole is jammed (must be pried open). The room is occupied by 7x HD4 **Frost Spiders** (hp17-17-20-21-21-25). The spiders at #7 join the combat on 1d12 rolls GTET 8 checked every round beginning the fourth combat round.

[6] **Sarge's Room**. The room is furnished with two old rotted cots and duffel bags (4 CP, tin whistle, 3x rusted iron spikes, wood mallet). A rusted Long Sword in poor condition is in the north corner.

[7] **More Spiders**. The door in the north wall is in very poor condition and the lock is broken. The door in the south wall is in very poor condition with a missing lock. Obscene graffiti is scrawled on the east wall. The area is occupied by 5x HD3 **Frost Spiders** (hp12-13-16).

[8] **Watch Officer**. The room is furnished with a small bed with rotted blankets, a writing desk with a thin coating of an orange fungus, an overturned bench, and a bookcase holding eight ruined books. The desk holds 2 SP, a silver-bladed curved Dirk, rotted army field book, and 3x wax candles. The room is occupied by a HD3 Human **Zombie** in Chain Mail Armor and steel Helm, armed with a *poisoned* (easy STAM save, sleep 2d20 minutes) 1d6 Short Sword.

[9] **Empty room**.

Second Floor

[10] **Hallway North**. The north door frame in the east wall is empty. There are small muddy footprints on the floor. Goblin graffiti is on the east wall between the doors. Empty wood picture frames hang askew on the side of the two columns.

[11] **Archer Positions**. The room has a stone floor, the walls are painted black, and the window shutters are rotting. Adventurers find 4x empty Quivers, ten broken Arrows, a Fletching kit, and a Field First-Aid kit.

[12] **Standing Guardian**. A wood shelf on the west wall holds a pewter vase with dried flowers, a green wax candle in a pewter candle holder, a pewter candle snuffer, and two pewter steins. The area is occupied by a HD6 **Wax Golem** with a 1d10 War Hammer.

[13] **Carcasses**. A small oil portrait of a Medusa sitting at a desk piled with books hangs on the west wall, a *Glyph of Sleep* is written on the back side (range 5 FT, moderate Will save, 1d100 minutes). The south door is sturdy banded wood glowing orange with a bronze keyhole (easy to open). Two rotting giant spider carcasses are found here (awful stink, moderate STAM save; disease carrying – moderate STAM save). Sticky webs hang from the ceiling. The door in the north wall is thin bronze over sturdy wood with a rusting padlock (easy to open). The door in the west end is slightly damaged red leather over wood with a rusted latch; a heavy metal ball trap inside the door malfunctions (1d12 crushing, avoid on an easy AGIL roll). The door in the south wall is sturdy banded wood with a steel keyhole (locked, difficult to open), a small brass plaque depicts a closed chest; opening the door releases a bladder of *blinding* gas (moderate to find, moderate to disarm, gas range 8 FT, moderate STAM save, 1d100 minutes, 1d10 days on saving roll of 01).

[14] **Armory**. The entire room appears to have been fire-blasted with scorch marks on the walls and ceiling; axe heads, pick heads, twisted knife blades, bare hafts, cracked sword blades, damaged scabbards, war hammer heads, and links of chain are on the floor. The room is occupied by 2x HD4 **Gargoyles** (hp22-24) armed with 1d8 ball-and-chain.

[15] **Chest Room**. The floor is covered by pine planks, the walls are painted blue, the ceiling has candelabra of ten candles. The room has a large black iron chest with a padlocked chain (moderate to open), a rusted latch, with wax seal around lid; eight rusted steel spikes are on the lid. When the lid is opened 15x HD1 **Giant Bees** fly out through a wide yellow metal loop on a metal stand which rests on a wood plate; under the plate are found a leather bag (48 CP, 13 SP), 3x pairs of army boots (one *climbing* +2, one *Traceless*), 3x pairs of old fingerless gloves (one *lock picking* +2), a camouflage vest with four interior pockets, a red-blue cape with a red flower clasp, and a brown hooded cloak (*protection from cold*).

[16] **Barracks**. An inlaid mural depicting a marching army is on the north end of the east wall (grimy and soot-covered). A picture of a Medusa in black robes performing a ritual in an enchanted circle hangs on the south end of the east wall. The room is furnished with twelve field cots with rotting blankets, three benches (holes drilled in one), two iron stoves, four empty wood boxes, a small wood box of coal, and two wood stools. Three moldy tapestries hanging between the windows depict army field camps. A backpack found under a cot holds 9 CP, 2 SP, a rotted 50 FT rope, 2x flasks oil, a *Disease Antidote Potion*, and a 1d6 *Cure Wounds* potion.

WATCH TOWER (6) THIRD FLOOR, COURT AND JAIL BUILDING (7)

Third Floor

[17] **Field Kitchen.** A four-burner field stove is set up in the hallway, two hurricane lanterns hang from the north wall by iron hooks, also found here are two over-sized wood buckets, a box holding pewter plates/mugs/bowls, and six burlap sacks of rotten potatoes. A picture on the north wall is defaced, a dirty cloth pendant hanging on the west column depicts a rearing stag and four horizontal arrows. A stained leather sheet hangs over the niche to the east (#18). Boards nailed over the door in the north-west prevent entry to #23. The south door (to #21) is missing, the frame filled by a hanging straw mat. Stairs up to the roof are at the east end, at the top is a wood door with moderate damage.

[18] **Cooks Quarters.** The area is furnished with two old field cots. The door in the east wall is banded wood in poor condition with rusted hinges rusted and a broken lock. The south door is sturdy banded wood with a bronze keyhole (moderate to open).



[19] **Officer's Quarters.** The room is furnished with a good-quality field cot with excellent blankets, a field desk and chair, and a candle stand with four blue candles. An unlit lantern hangs from a *Sky Hook*. The niche to the northwest holds chamber pot. The room is occupied by three HD2 **Skeletons** armed with spiked Clubs.

[20] **Commander's Quarters.** The room is furnished with a large mattress on wood planks supported by overturned half-kegs with a high-quality blanket, two old straight chairs, a wood chest on wheels (latch), a stand holding two unlit oil lamps, and a small rusted folding table. A parchment tacked to the southeast wall appears to be a field map with troop movements marked on it. A *1d6 Cure Wounds Potion* and a *Poison Antidote Potion* are found under one half-keg. The chest contains a rotting officer's uniform, moldy hooded cloak, rotted kilt, 100 FT good Elven rope, 2x flasks oil, 2x flasks poor-quality beer, an adamantite Hatchet (TD+1), an empty *Magic Bag* (500#), and a Long Sword with a silver tip in an ornate 5 GP scabbard.

[21] **Field Stores.** The room contains 8x crates of dried meat, 4x barrels of moldy flour, 3x crates of dried fruits, 2x crates of rotten eggs, a barrel of moldy rice, a crate of moldy crackers, and a wax-covered cheese wheel (*poisoned*, moderate STAM save, suffers hp1 damage every half-hour for 1d20 hours).

[22] **Cauldron Room.** A steel tripod supports a large bronze cauldron (stinking black mass in the bottom) over a brick circle filled by burned charcoal. Two empty tapestry rods are on the west wall. The door in north wall is sturdy wood with rusted hinges and latch. Lighting the charcoal causes thick smoke (eye irritation, moderate STAM save, 2d20 minutes). The room is

occupied by 2x HD5 male **Minotaurs** armed with 1d10 War Axes (they carry 19 CP, 8 SP, Dirks, 3x 50 FT rope, a canteen, lock pick, fire starters, flint-steel, 10x wood stakes).

[23] **Mirror Room.** The flooring is pine planks, the walls are covered by torn dark green velvet wallpaper, and a 5 FT oval mirror hangs on west wall. A purple glowing *Glyph of Summoning* (HD5 female Human **Vampire**, Rapier, *Unholy Water*, 8 SP) is written on the floor. An Adventurer reaching into the mirror removes a *Poison Antidote Potion*.

Roof

[24] **Empty roof area.** The west side (above 22/23) *collapses* on 1d12 rolls GTET 9.

Basement

[25] **Wet Basement.** The room has rough stone walls and flooring. A hole is in the ceiling at base of stair (leads up to #4). The floor at the base of the stair is covered by 1 FT of wet mud covered by 2 FT dirty water. There are the remains of rotted furniture throughout the room. The three doors in north wall have bronze keyholes (locked, moderate to open) but the lower sections are rotted out. The room is occupied by 3x HD3 **Giant Millipedes** (hp12-15-18).

[26] **Rotted Storage.** The room has a rough wood floor and stone walls. There is mud around the doors in south wall and the floor is wet. A great deal of old furniture is stored here, all of it moldy with a thin layer of a blue fungus. Four ordinary skeletons are found among the furniture. The *floor collapses* on 1d12 rolls GTET 8, a 12 FT pit is below the collapsed section.

Court and Jail Building (7)

See the diagram on page 36.

[1] **Northwest Door.** A sturdy door with a thin sheet of bronze over wood with weak hinges, bronze key hole (unlocked). A faded sunburst is painted on the door.

[2] **Northeast Door.** A sturdy door with a thin sheet of bronze over wood, bronze key hole (broken lock, jammed). A faded sunburst is painted on the door. The area in front of the door is a thin layer of dirt covered by thin boards and leaves (breaks 1d12 rolls LTET 9, falls into an 8 FT earthen pit with sharpened wood stakes at the bottom, +d6 damage).

[3] **Southeast East Carriage Door.** The double sliding barn doors are 12 FT high (heavy, requires total STR GTET 26 to open after the spikes are removed); the paint is faded and chipped; the doors are spiked together on the inside.

[4] **Southeast South Carriage Door.** The double sliding barn doors are 12 FT high (heavy, requires total STR GTET 24 to open); the paint is faded and chipped, rollers and track are rusted and need oil. A few unidentified large bones are on the ground outside.

[5] **Southwest Door.** A sturdy door with a thin sheet of bronze over wood and a bronze key hole (unlocked), a faded sunburst is painted on the door, a caricature of a medusa's face is painted in

COURT AND JAIL BUILDING (7)

[5] **Southwest Door**, continued...red. A cow bell attached to the door on the inside rings when the door is opened.

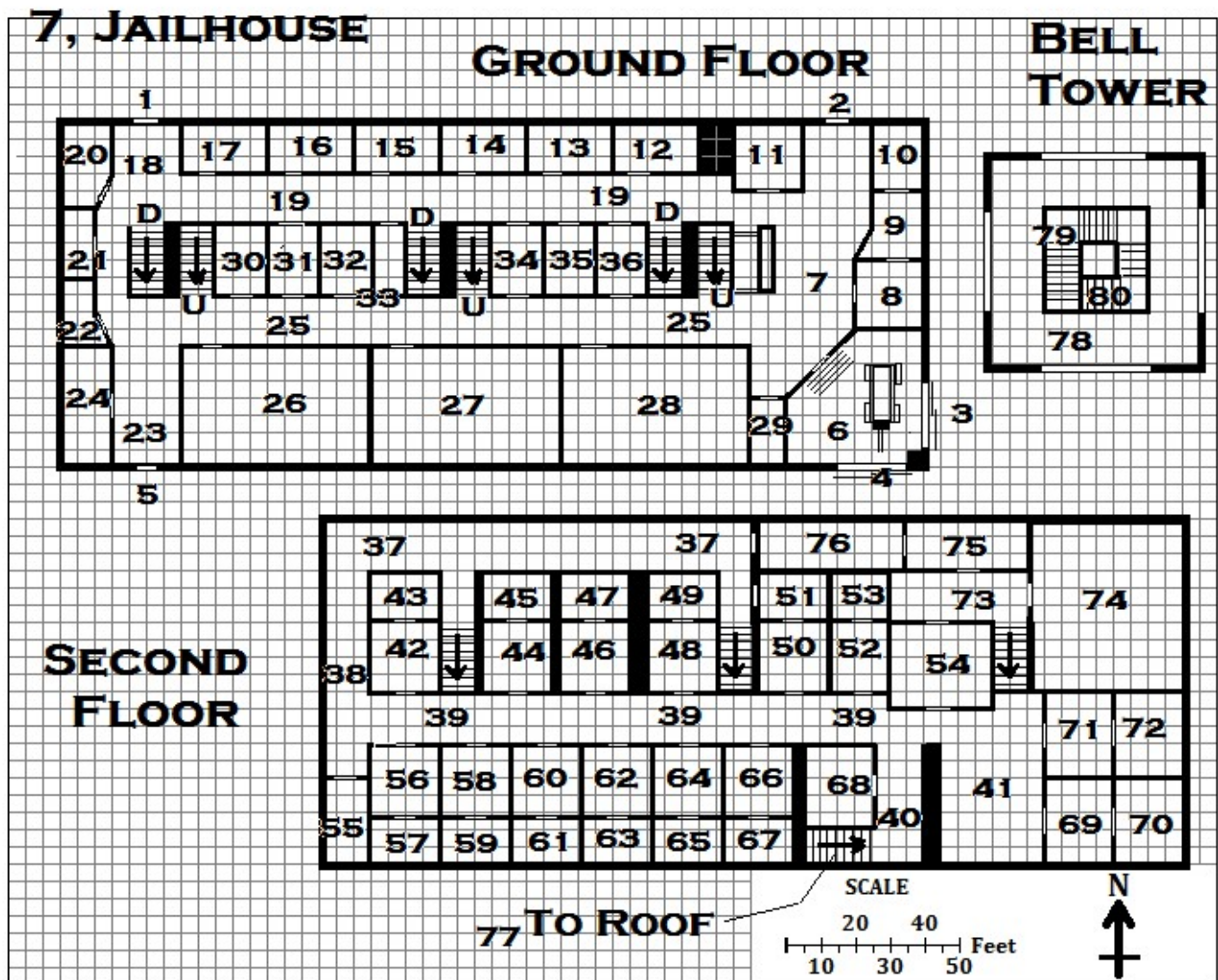
[6] **Carriage Entrance**. An antique eight-person coach is parked in the interior space, it has fine materials (velour, satin, etc.) which are now rotting; red curtains in the windows are embroidered with a medusa's head in gold. Two wheels are broken. A rusting Long Sword and Spear are in holders in the driver's seat. Three desiccated corpses (male Human, female Human, male Dwarf) sit in the coach in rotting clothes pierced by several arrows; they have belt purses (12 CP, 3 SP, 1 GP, illegible 6x4 inches paper sheets). Steps go up to the northwest door, the ornate wood door is carved with stars and gavel (bronze keyhole, double doors pushed open slightly, inward). Several arrowheads on the ground.

[7] **Patrol Desk**. The floor is covered in blue ceramic tile and the walls are painted pastel blue (now greasy and grimy and stained). A raised watch officer's desk is center west with swinging gates on either end; a rotting blue tapestry depicting a gavel between two stars hangs behind the desk. Four moldy padded leather benches are against the walls. The south door (#29) is splintered;

the north door (#11) hangs from one hinge; the east door (#8) has a thin layer of bronze over wood with a bronze keyhole (locked, moderate to open, warped frame), an attached wood plaque depicts a crown over crossed gavels. Two stinking Ogre's corpses (several days) are on the floor. The drawer of the patrol desk has been pulled out, on the floor; a variety of illegible ruined papers are on the floor. A hidden (moderate to find, easy to open) panel in the patrol desk hides two Stink Bombs,

[7] **Patrol Desk**, continued...a Smoke Bomb, a Cudgel, two rotting black cloth hoods, and a pair of rusted manacles.

[8] **Commander's Secretary**. The flooring is dark blue ceramic tile with a rotting oval rug, the walls are stucco painted dark blue, two unlit oil lamps hang from ceiling chains. The door in the north wall is rotting wood with a bronze latch (stuck open 2 FT). The room is furnished with a scarred oak desk (southeast corner) with swivel chair, an overturned wood bench, and two collapsed tall wood stools. Two empty frames hang on the east wall. The desk is *trapped* desk (1d10 firebomb, difficult to find, moderate to disarm, moderate to open); it holds 9 CP, 5 SP, 1 GP, 6x 2 SP bronze-jade patrol medallions, 5x rotting illegible books (ledgers), a 2 GP small mechanical songbird music box, and one



COURT AND JAIL HOUSE (7)

[8] **Commander's Secretary**, continued...1 SP bronze-pearl Earring.

[9] **Commander's Parlor**. The flooring is loose dark blue ceramic tile with a rotting bear rug, the walls are dingy yellow stucco, an unlit oil lamp hangs from a ceiling chain, and two upright brass 3-candle stands are in corners. The door in the north wall is solid wood covered by green leather with bronze keyhole, it is stuck open 3 FT. The room is furnished with three dust-covered stuffed chairs, a coffee table, a small circular side-table and an empty upright curio cabinet. An oil picture on the east wall depicts a long-haired older male Elf in a hunting outfit in a forest in autumn.

[10] **Commander's Office**. The flooring is dark blue ceramic tile, the walls are covered by tattered red satin wallpaper with pink flames, and an unlit oil lamp hangs from a ceiling chain. The room is furnished with an upright brass three-candle stand, an ancient desk with broken swivel chair, small broken bench, and two dust-covered chairs. The desk contains rotting parchment, several quills, dried glass inkwell, 6x rotting books (ledgers), 3x 2 SP bronze-lapis lazuli patrol medallions. A badly-defaced local area map hangs on the west wall. The room is occupied by 4x HD4 **Ahuizotl**.

[11] **Watch Officer's Office**. A HD5 **Ogre** (hp34) wielding dual 1d8 Clubs bursts through the door with surprise.

[12] to [17] **Investigator Offices**. The rooms each have wood floors, grey wallpaper, and two unlit oil lamps in wall brackets. The furniture was stripped to make a barrier [19] in the hallway.

[13] A loose floorboard (moderate to find) covers an illegible leather-bound notebook, a leather pouch holding 10 SP, a vial of spoiled poison, and a 10 SP ornate Dirk. [14] 3x HD2 **Lightning Bugs** are on the wall. [16] A loose seascape painting covers a burlesque painting.

[18] **Northwest Foyer**. The walls in the area have a lot of old dark red stains. A ripped and bloodied old cloak is on the floor.

[19] **North Hallway Ground Floor**. The doors on the north side are sturdy wood with bronze keyholes (locked, moderate to open; wood plaques depict a quill over manacles). The doors on the south side are sturdy wood with bronze keyholes (locked, easy to open), wood plaques depict a noose crossing manacles. The hallway is occupied by 5x HD1 **Skeletons** (leather shirts) with 1d6 Spiked Clubs and 2x HD2 **Zombies** (blue uniforms and caps) with Dirks and Short Bows (6x hunting arrows). A large pile of furniture (desks, etc.) is in the hallway between #14/#15, almost blocking the stairs down.

[20] **West Bailiff's Office**. The room is furnished with a splintered wood door, desk, 3x chairs, and a book case with ruined books/ledgers. Opening the desk drawer activates a *poison dart trap* on the desk front (hp1d3, easy AGIL save). 4x HD2 **Lightning Bugs** are in the room.

[21] **Middle Bailiff's Office**. The door is sturdy wood with rusty hinges and a bronze keyhole, the door is open a few inches. It is furnished with an antique desk (contains a 10 SP 4x jeweler's magnifier, wax, a 3 SP bronze flames seal ring, a ruined parchment, and snapped quill pens), small table with a 6 SP carved

stone chess set, and four empty book cases.

[22] **East Bailiff's Office**. The sturdy wood door has rusty hinges and a bronze keyhole (found unlocked). The room is furnished with an oval purple rug with red flames, a burned desk, and three broken chairs (stuck hatchet). An unlit oil lamp is on a bracket on the west wall. A defaced (tar and paint) tapestry on the north wall covers a wall safe (keyhole, moderate to open; contains a leather pouch holding 21 CP coin and 6 SP, ruined parchment contracts, a carved black ivory key, and a Wizard's scroll {Earth, 20x20 *Bog Down*, *Glue Surfaces*, *Hole 2ft^3*, *Remove Paralysis*, *Temporary Window 3x3 FT*}).

[23] **South Foyer**. There are divots in the floor. Found in the area are a right boot, dented bullseye lantern, and two broken clay flasks.

[24] **Chief Bailiff's Office**. The sturdy banded-wood door has a barred 8x6 inch hole, an attached bronze plaque depicts 2 quills, 2 stars, 2 quills. The room is furnished with a desk, couch, recliner, 3x chairs, two empty book cases, four two-drawer wood file cabinets, and two small circular rugs. An *invisible* wood coffer (10 CP coin, 5 SP bloodstone, 5x 1 SP polished quartz, bronze quill, 3-inch bronze medusa medallion) is on a book case shelf. A 7 FT diameter glowing red enchanted circle is at south end (wall of flame and *summons* HD4 **Fire Elemental**).

[25] **South Hallway Ground Floor**. The doors along the south side are sturdy wood with good latches; each one has a bronze plaque engraved with a pictograph of three gavels joined at the center. The doors along the north side are sturdy wood with bronze keyholes, the doors all have bronze plaques engraved with a pictograph of a magnifying glass between two stars.

[26] **West Court**. The room has wood parquet flooring, the walls are painted light purple, there is a raised wood platform at the east end with an oversized wood desk, a waist-high wood wall with double swinging gate, three rectangular wood tables with four chairs are between the divider and the desk, and 40 chairs. A wood gavel is found behind the desk. Five oil lamps are attached to wall brackets on the north wall, five more are on the south wall. The area east of the wall is carpeted in dark green. Four oil portraits hang on the west wall, depicting older Human males in light purple robes with black stripes on their sleeves. A 10 FT oil painting on the east wall depicts a group of Mountain Lions feeding on a Giant Stag. A hidden (difficult to find, moderate to open) drawer in the desk holds a moldy illegible book, three dried glass vials of ink, a purple stone (*Truth Stone*), a *poisoned* Dirk (unconscious 2d100 minutes, moderate STAM save) in an ornate 15 SP scabbard, and 2 GP.

[27] **Middle Court**. The room has wood parquet flooring, the walls are painted light purple, there is a raised wood platform at the east end with an oversized wood desk, a waist-high wood wall with double swinging gate, three rectangular wood tables with four chairs are between the divider and the desk, and 40 chairs. A wood gavel is on the desk. Five oil lamps are attached to wall brackets on the north wall, five more are on the south wall. The area east of the wall is carpeted in dark green. Four oil portraits hang on the west wall, depicting older Human males in light purple robes with black stripes on their sleeves. A 10 FT oil painting on the east wall depicts a battle by a mountain stream between green-clad Humans and a large group of Goblins.

COURT AND JAIL HOUSE (7), GROUND AND SECOND FLOORS

[27] **Middle Court**, continued...An ordinary skeleton with a glass left eye sits behind the bench in rotting purple/black robes (red metal key in interior pocket, 3 SP).

[28] **East Court**. The door is partially open (inward). The flooring is light wood parquet, the walls are painted light purple, there is a raised wood platform at the east end with an oversized wood desk, a waist-high wood wall with double swinging gate, three rectangular wood tables with four chairs are between the divider and the desk, and 40 chairs. Five oil lamps are attached to wall brackets on the north wall, five more are on the south wall. The area east of the wall is carpeted in dark green. Four oil portraits hang on the west wall, depicting older Human males in light purple robes with black stripes on their sleeves. A 10 FT oil painting on the east wall depicts four female Human witches bound to stakes with wood at their feet being torched. The room is occupied by 5x HD2 **Goblins** (Dirk, Short Sword, Short Bow/10 war arrows/10 hunting arrows, d10 fire bomb, stink bomb) and a HD5 **Ogre** (hp34, d10 Club, Short Sword); cover behind the judge's bench (2x 30 FT rope, 12 CP coin, 5x flask oil, 3x lock pick, folding saw, small Mattock).

[29] **Empty Room**. The door is shattered door and there is a pile of refuse in the room.

[30] **Court Recorder One**. The room is furnished with a small desk, stool, divan, and footstool. A chalkboard and an empty scroll rack are mounted on the wall.

[31] **Larder**. The room holds overturned circular tables/chairs and two dry barrels with tin dippers. A green marble counter is mounted along the whole east wall, six overhead cabinets are mounted to the east wall. The room is occupied by a HD4 **Mino-taur** with 1d10 Great Axe (to use requires STR GTET 19) in Chain Mail Armor with an open-face Helm, studded leather Gauntlets (carries flint, three white candles, 30 FT rope, backpack, first-aid kit, 5x wood Stakes, wood Mallet, 3x iron Spikes, Lock Pick, 12x rations, and a small cook pot).

[32] **Court Recorder Two**. The room has a small ochre rug, small desk (locked, easy to open) holding 2 CP, a 2 SP piece of green jade, a wax block, rubber eraser, Lock Pick), and two scarred stools. A chalkboard and empty scroll rack are mounted on the wall. A wood wall shelf holds several ruined books (ledgers) and two copper candle stands.

[33] **Cleaning Closet**. The room holds a variety of old brooms and mops. A HD3 **Shelf Fungus** (Airborne Disease reduces Stamina and Strength each 1/day for 1d20 days; dies at a statistic of 0) grows on the wall.

[34] **West Law Books**. The floor is covered in green ceramic tile, three unlit oil lamps are in metal brackets on the east wall, the west wall has floor-to-ceiling bookshelves (thirty moldy books in poor condition and an unknown language). A grimy oil painting hanging on the east wall depicts a court in session.

[35] **Empty Room**. The room has an oval blood rug with old bloodstains, a broken lantern, chipped axe head, and shredded bedroll.

[36] **East Law Books**. The flooring is grey ceramic tile, the walls are covered by wood wall panels painted red. Three unlit three oil lamps are in metal brackets in the west wall and there are floor-to-

ceiling bookshelves on the east wall (sixty-one moldy books in poor condition and an unknown language). An oil painting on the west wall depicts an execution by hanging. The room is occupied by two HD5 **Garm**.



Second Floor

[37] **North Hallway**. The flooring is light blue marble, wood panels cover the walls, and four oil lamps hang by chains from the ceiling. Six broken arrows are on the floor. The north door in the east wall (#76) is red-painted damaged wood with black stains and a damaged latch. The south door in the east wall (#51) is sturdy wood covered in ripped blue leather with a bronze keyhole (open, jammed).

[38] **West Hallway**. The south door (#55) is dark green-painted badly damaged with missing pieces and a bronze keyhole (open). The area is occupied by 3x HD2 **Zombies** with 1d8 War Hammers.

[39] **Central Hallway**. The flooring is dark blue marble and the walls are covered by tattered dark blue velvet wallpaper (blotches of fungus). Six unlit oil lamps hang from ceiling chains. The hall is patrolled by 5x HD3 **Ghouls** with Spiked Clubs (belt pouches 8 CP coin, 1 SP, 4 old dice, 9x large teeth, a dried nose, 1 SP copper Ring). The north side doors are sturdy with rusty hinges and bronze keyholes (locked, easy to open). The South side doors are sturdy wood with steel keyholes (the doors have interior bolts). See the **Ghouls** at #41 for support.

[40] **Roof Hallway**. The area has light-colored wood parquet flooring and peeling pale pink wallpaper with red flowers. The door in the west wall (#68) is rotting wood with some small holes, rusted hinges, and a bent latch. The putrefying corpse of a Ghoul (disease, easy STAM save) is found here.

[41] **Dining Area**. The flooring is dark wood parquet, the walls are wainscot with cherry wood below and dark blue wallpaper above with gold flowers. Four unlit oil lamps hang from ceiling chains. A 7 FT oil painting on the south wall depicts a courtroom scene. The wood door in the north wall (#54) is rotting and pieces are missing, it is on double-swing hinges with no latch. The north door in the east wall (#71) is solid but hanging by one hinge. The south wall in the east wall (#69) is rotting wood covered by a thin sheet of tin with a rusted latch. The room is furnished with four 15 FT wood tables and rotting leather-padded benches; one table

COURT AND JAIL HOUSE (7), SECOND FLOOR

[41] **Dining Area**, continued...is partially split, one table has several overturned pewter steins, one table has an embedded Hatchet. The area is occupied by 4x HD3 **Ghouls** armed with Spiked Clubs and Short Bows (12x)/support from the hallway #39; 2x Stink Bombs, 2d8 Firebomb, Smoke Bomb {they will retreat to Kitchen #54}; they carry 7 CP, 2 SP, dice, *Unholy Water*, a 3 CP copper Armband, 1 SP copper-amethyst Ring, 2 SP fang necklace, Lockpick, and small Hammer.

Judges Offices, [42] to [53]; **Outer Rooms**: The flooring is red-wood parquet and the walls have tattered red velvet wallpaper. Two oil lamps are in metal wall brackets. The rooms are furnished with white bearskin rugs, a fungus-covered divan, stuffed chair, coffee table, two-shelf bookcase with curio hutch, and a grimy 10-inch painting. The north doors have substantial wood doors, latches, and rusty hinges. **Inner Rooms**: The flooring is red-white ceramic tile, wood panels are on the west/east walls and white wallpaper is on the north wall; two unlit oil lamps are in metal wall brackets; the room are furnished with a large antique desk, swivel chair, two padded chairs, a coat stand, two five-shelf bookcases, an empty scroll rack on wall, a grimy and tattered 4 FT tapestry, and a 12-inch painting.

[43] The bookcase swivels to reveal a hidden 24-inch door (difficult to find, *poison needle trap*/hp2/moderate find, moderate to disarm, difficult AGIL to avoid if not detected), contents: two ruined books (flame emblem), a stack of ruined 6-inch scrip notes, a well-made recorder [43].../flute, four sheets of music, a 15 SP carved smoking pipe, 2x fine tins Pipeweeds, a 1 GP vial perfume; [44] a *phantasm* depicts an older male Human and a teenage Human girl sitting having tea, the girl's tunic is barely on; [46] the divan is a *shapechanged* HD4 **Ogre** (*Ring of Shapechanging*, 5x), the door to #47 is in splinters; [47] the room is occupied by 6x HD2 **Lightning Bugs**; [49] the scroll rack has four scrolls: {1} Priest's scroll with a medusa seal (*Deflect Magic*, *Detoxify Poisons*, *Detoxify Poisons*, d12 *Cure Wounds*, L10 *God's Hammer*), {2} Wizard's scroll (Shaman; *Fear the Reaper*, *Hold in Place*, *True Sight*, *True Sight*), {3} Trap Scroll (difficult INT save, *Mage Drain* – lose Lesser Magic for 1d6 days), {4} Wizard's scroll (*Water*; *Disperse Magic*, *Float Object*, *Ice Bridge*, *Ice Encasement*), [51] the room is occupied by 3x HD3 **Giant Constrictor Snakes**, [52] the room is occupied by a HD6 incorporeal **Ghost** of a middle-aged woman in judge's robes, [53] a loose wall panel on the east side (difficult to find, easy to open) conceals a *Long Sword* +1/TD+1, a 30 SP pink pearl necklace, *Salve against Paralysis*, *Thief's Gloves* +3.

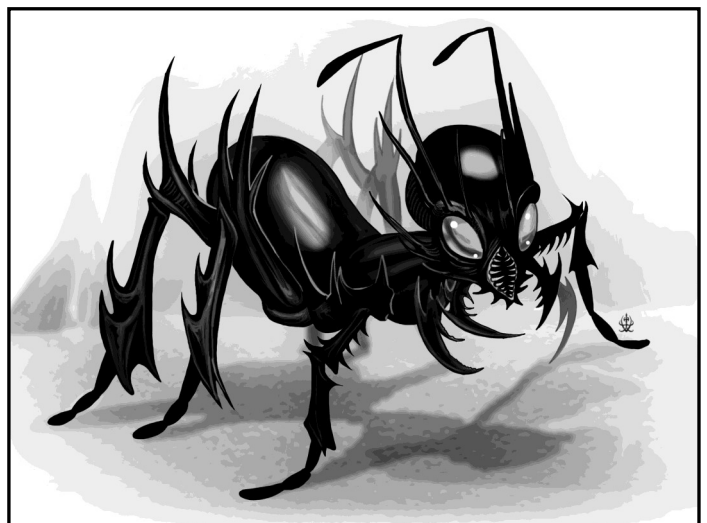
[54] **Greasy Kitchen**. The splintered door in the north wall is hanging by one hinge. The room smells like soup. A large cauldron in the northeast corner is embedded in stone with a rusted iron lid (*Cauldron of Plenty*, *beef stew*). The room is occupied by 8x **Giant Warrior Ants**.

[55] **Carcass**. The door is missing, inside is the desiccated carcass of a giant beetle (weeks dead; legs sticking out). Adventurers who move the carcass find a backpack (50 FT good rope, 200 FT good cord, Switchblade, folding Spade, Whetstone, Mallet, iron Wedge, 3x *Holy Water*, 1d8 *Cure Wounds Potion*)

Living Quarters, [56] through [67]; **Outer Rooms**: The flooring is grey ceramic tile, the walls are wainscoted wood below/grey stucco above; two unlit oil lamps are in metal wall brackets. The rooms are furnished with grey-red circular rugs, divans, a stuffed chair, coffee table, upright coat cabinet, two-shelf bookcase; **Inner Rooms**: The floors are covered by thick grey carpets, the walls have red-gold wallpaper; two unlit oil lamps are in metal wall brackets; the rooms are furnished with a queen four-poster bed, two nightstands, an upright armoire, upright curio cabinet, a wall cabinet with latch, and a 28-inch painting.

[58] 14 CP coin, 5 SP, 1 GP are hidden in an oil lamp on the east wall, [59] The room is occupied by two HD2 **Goblins** with Short Swords and 1x HD4 **Goblin Shaman** (prayers, free 6: 1d6 *Cure Wounds*, *Bar Good and Evil*, *Banish spells*, 2d8 10x10 *Fire Attack*, *Knock Out*, *Restore Sight*, *Sword Blessing*, *Minor Escape*, *God's Sword*), [61] The shelves hold four brittle old trashy novels, two old biographies in an unknown language, a tome on gardening in an unknown language, a tome on theory of air magic in an unknown language, [64] a *Book of Undeath* (transform into a Ghost) is found on a shelf along with an empty *Dimensional Book* 1000#, *Delimment's Tome* (SPM+1), and *Manual of Physical Power* (STR+2); four scrolls turn to dust when touched, *Trap scroll* (moderate Will save, *Mute* 48 hours), [65] the room is occupied by a HD7 **Hell Horse** (collar – walk through walls, Ring through left ear {*Invisible*, *Invisible*, 2d6 *Lightning Bolt*, 2d6 *Lightning Bolt*, *Putrid Scents*, *Remote Push*, *Confuse Missiles* -3, *Hold in Place*}), [66] the room is occupied by 3x HD4 **Poltergeists**; the following is on a shelf: 20 CP coin, 11 SP coin, 30 GP platinum Locket, 11 SP silver Ring, 20 GP gold Pin (horse).

[68] **Clerk Bullpen**. The room is occupied by 3x **Satyrs** (HD2, HD2, HD5); HD5 spells (*Rotting Hand* d6 for d4, *Slippery Surfaces*, 2d4+3 *Boulder Toss*, *Disperse Magic*, *Hold in Place*, *Bind Tongue*, *Charleyhorse*, *Displacement* 1d12 FT, *Spell Shield*) tending six cauldrons filled with earth and planted with pine seedlings.



COURT AND JAIL HOUSE (7), SECOND FLOOR, ROOF, CELL BLOCKS

[69] **South Stores.** The door in the east wall is scarred and stained with a 10-inch cutout, the hinges and latch are rusted. The room has twenty-six stacked crates of rotting dried meats and hardtack (some are chewed). The room is occupied by 14x HD1 **Giant Rats** (disease on 1d12 roll 01, easy STAM save).

[70] **Inner South.** The room contains 8x barrels of good aged red wine, 10x barrels of good mead, and 5x barrels of spoiled ale. A pale blue stone (*Romance Stone*) is in a crack in floor (difficult to find).

[71] **North Stores.** The flooring is black wood, the walls are stained grey wallpaper. The room is empty. The door in the east wall is scarred and stained with a 10-inch cutout, bronze keyhole (open).

[72] **Inner North.** The flooring is black wood, the walls are painted a dingy yellow. The room has 12x rotting padded chairs and 18x stacked crates (glass bottles with spoiled wine). The room is occupied by 6x HD2 **Warrior Ants** and 2x HD4 **Fire-Breathing Ants**.

[73] **Short Hallway.** The south door is badly damaged wood hanging on one hinge. The north door is sturdy banded wood with a bronze keyhole (locked, moderate to open). The east door to the Library is solid wood with a thin layer of bronze and a steel keyhole (locked, difficult to open; 1d6 electric shock trap, difficult to find, moderate to disarm, moderate STAM save). The door has a wood plaque with four book symbols, it is heavy and [73] **Short Hallway**, continued...requires STR GTET 20 to open. Inside are three beheaded Giant Bee carcasses and four broken arrows.

[74] **Law Library.** The flooring is dark red wood, the walls are covered by fading/torn wallpaper (blue-yellow stripes), and six oil lamps hang from ceiling chains. There are three four-shelf 25 FT long bookcases, two rectangular tables, 8x rotting padded chairs, and 2x musty padded chairs. Most of the 1955 leather books are moldy, rotting, the ink has run, and they are falling apart; those that are intact are in an unknown language (an *enchanted book* is found on 1d100 roll of 100, determine randomly). A single dark brown scroll found in the northeast corner (rear of one bookcase) has a *Glyph of Petrification* (moderate STAM save, petrified 2d100 days).

[75] **Empty Room.** The door in the west wall is sturdy banded wood with a steel keyhole (locked, moderate to open). The South door is sturdy banded wood with a bronze keyhole (locked, moderate to open). Two broken clay flasks are on the floor.

[76] **Scorched Room.** The floor and walls are badly burned, four man-sized charred mounds are on the floor. The west door is damaged red-painted wood with a rusted latch. The east door is sturdy banded wood with a steel keyhole (locked, moderate to open).

[77] **Roof Access.** A sturdy wood door covered with bronze is at the top of stair, it has a steel keyhole (locked, moderate to open).

Roof

The tower has eight large bells and four small bells (moved by strong winds). The ropes have rotted away. One large bell has wadded-up cloth stuck in it (*Cloak of Cold Protection*, pouch 30 CP coin and 10 SP coin; difficult to find).

[78] **Bell Tower Base.** Open arches are on all four sides, the floor is red tile, the interior has gold bricks in the corners faced in weathered carved oak panels (very difficult to find). The area is occupied by a tribe of 14x HD2 **Flying Medusa Monkeys**

[78] **Bell Tower Base**, continued...(Dirks, Short Swords, Slings, 20 shot, Stink Bomb, 1d10 explosive Grenade). An apparent Human teen girl is here dressed in a leather blouse and breeches (HD5 **Monkey Queen**, *Ring of Shapechanging* {on her toe inside shoe}).

[79] **Bell Tower Stairs.** The steps are slippery with monkey dung (easy AGIL save versus fall).

[80] **Bell Tower Top.** A bronze chest with a keyhole {locked, difficult to open} is at the top of the stairs; it has a *poison* gas trap {hp1d6 plus unconscious 1d100 minutes, moderate to find, moderate to disarm, moderate STAM save, range 8 FT, the gas is *fatal* on a saving roll of 01}. The chest holds 140 CP coin, 26 SP coin, 6x 4 SP medusa medallions, 8 SP copper-moonstone Locket, 3x 5 SP ram's horns, a brass flying monkey pendant, 10 SP bolt silk cloth, Chain Mail armor, Chain Mail Hood.

Cell Block Level

See diagram on page 41.

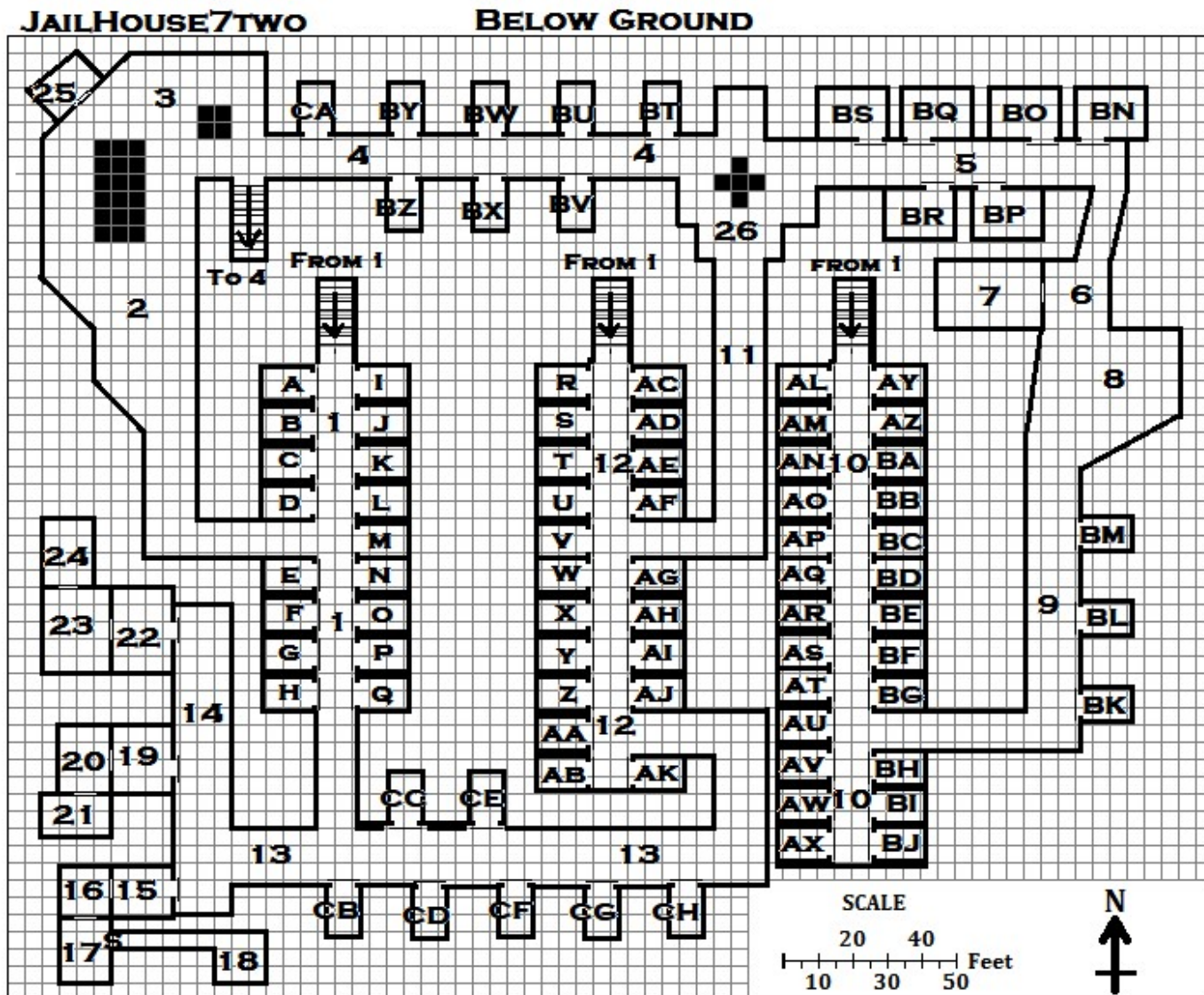
[1] **West Cell Block.** Four oil lamps hang from the ceiling by chains. The cells are all undressed stone roughly 10 FT wide by 15 FT deep with vertical iron bars, a straw mat is on the floor along with a poorly built pallet, rotting blanket, rickety chair, and tin chamber pot. A small hinged wood piece is chained to the back wall. The area is patrolled by two HD1 **Skeletons** (Dirks, Short Bow, 10x hunting arrows; dark blue tunics, white sashes with crown-gavel-star, blue hats). Cells: [a] Locked/Empty, [b] Unlocked/HD2 **Zombie**, [c] Locked/Skeletal Remains, [d] Unlocked/HD2 **Zombie**, [e] Locked/Empty, [f] Locked/Desiccated Corpse, [g] Unlocked/Empty, [h] Locked/Skeletal Remains, [i] Unlocked/Empty, [j] Unlocked/Skeletal Remains, [k] Locked/HD1 **Skeleton**, [l] Locked/Empty, [m] Unlocked/HD4 **Doppelganger**, [n] Locked/HD1 **Skeleton**, [o] Unlocked/Skeletal Remains, [p] Locked/Empty, [q] Unlocked/HD3 **Ghoul**.

[2] **Questioning Area.** The area has a bare stone floor, two torn tapestries of Medusas hang on the west wall (diagonals), and a peeling oil painting of an old Human male in robes hangs on the north column. Two upright posts have ordinary skeletons bound to them, two metal tables have metal cuffs mounted on them. The area also has a partially-disassembled rack, a table of nails, an upright rack with manacles and water tank above, two 8x8 FT by 10 FT pits (water bottoms), and a cold brazier with brands. Four pairs of manacles are built into the east wall. A *Phantasm* depicts a naked Human male on the rack.

[3] **Off-duty Area.** The room is furnished with five padded benches, three copper spittoons, a wood card table, and three padded wood chairs. Three risqué rotting calendars hang on the north wall. The area is occupied by 3x HD3 **Giant Scorpions**.

[4] **Northwest Cell Hallway.** Six torches are in wall brackets every 25 FT. Several broken clay flasks are on the floor. Cells: [ca] Locked/Desiccated Corpse, [by] Locked/Empty, [bw] Unlocked/Desiccated Corpse, [bu] Unlocked/Skeletal Remains, [bt] Unlocked/HD1 **Skeleton**, [bz] Locked/HD2 **Ghoul**,

JAIL HOUSE ROOF, CELL BLOCK (UNDERGROUND)



[4] **Northwest Cell Hallway**, continued...[bx] Locked/Skeletal Remains, [bv] Locked/HD **Doppelganger**.

[5] **Northeast Cell Hallway**. Six torches are in wall brackets every 15 FT. Two rotting leather padded benches are overturned. The area is patrolled by four HD1 **Balringog's** (1 SP each).
Cells: [bs] Unlocked/Empty, [bq] Unlocked/HD3 **Ghoul**, [bo] Unlocked/Desiccated Corpse, [bn] Locked/Skeletal Remains, [br] Locked/Empty, [bt] Unlocked/HD2 **Zombie**.

[6] **Antechamber**. Three badly-decomposed bodies (Human male, Human female, Gnome female) are found heere, their clothes are ripped and rotting. Their backpacks are mostly ruined (15 CP, a rusty miner's pick, Light Mace, broken Bow, 6x rusting iron Spikes). The door in the west wall is intact but badly rotted (falls apart).

[7] **Guard's Wardroom**. The flooring is green stone tile, the walls are covered by peeling red-green striped wallpaper; four unlit torches are in metal wall brackets. The room is furnished with a small desk, four splintered chairs, three overturned benches, and empty shelving on the west wall. There are 1d4 Caltrops

(easy to find, easy AGIL to avoid) on the floor. Copper amulets hang from each torch bracket (difficult to see), Adventurers walking between the amulets are put to *sleep* (moderate STAM save).

[8] **Cellblock Kitchen**. The holds a large brick oven, two cauldrons of dried gruel, and a charcoal stove with a huge cast iron skillet. Shelves on the east wall hold moldy/rotted flour, corn meal, ground rye, sugar, salt, sourdough, etc. Three barrels are empty. The area is occupied by a HD6 **Aralez** (4 CP, 2 SP, 8 GP diamond, cell key, *glowing* Dirk) with a length of chain.

[9] **East Cell Hallway**. There is some light fog in the area (visibility 25 FT). Three unlit oil lamps hang from ceiling chains. Ten rotted whips hang on pegs in the west wall. The hallway holds the bleached bones of an 18 FT snake. Cells: [bm] Locked/Desiccated Corpse, [bl] Locked/Empty, [bk] Locked/Skeletal Remains.

[10] **East Cell Block**. The area has a very thick white *fog* giving visibility of 10 FT. Seven unlit oil lamps hang from the ceiling by chains. The area is patrolled by a HD5 **Zombie Master** and

JAILHOUSE (7), CELL BLOCK LEVEL

[10] **East Cell Block**, continued...four HD2 **Zombies** carrying 1d6 War Hammers (all wearing tattered blue uniforms and caps). Cells: [al] Unlocked/Desiccated Corpse, [am] Locked/Skeletal Remains, [an] Locked/HD6 **Wraith**, [ao] Locked/Empty, [ap] Locked/HD1 **Skeleton**, [aq] Unlocked/HD4 **Doppelganger**, [ar] Locked/Skeletal Remains, [as] Locked/HD2 **Zombie**, [at] Unlocked/Empty, [au] Locked/Skeletal Remains, [av] Unlocked/HD1 **Skeleton**, [aw] Locked/HD3 **Ghoul**, [ax] Locked/Desiccated Corpse, [ay] Unlocked/HD3 **Ghoul**, [az] Unlocked/Empty, [ba] Locked/HD5 **Ghost**, [bb] Unlocked/Skeletal Remains, [bc] Locked/Empty, [bd] Locked/HD2 **Zombie**, [be] Unlocked/HD1 **Skeleton**, [bf] Locked/Skeletal Remains, [bg] Locked/Empty, [bh] Unlocked/Empty, [bi] Unlocked/Desiccated Corpse, [bj] Locked/Skeletal Remains.

[11] **North Center Connector**. There are two unlit oil lamps hanging from ceiling chains. A curtain of rusty chains hangs from the ceiling at midpoint. A stuffed vulture with mold on its feathers is on the floor (north half).

[12] **Middle Cell Block**. Five unlit oil lamps hang from the ceiling by chains. The area is patrolled by four HD1 **Skeletons** (Dirks, Short Bow, 10x hunting arrows; dark blue tunics, white sashes with crown-gavel-star, blue hats). Cells: [r] Locked/HD1 **Skeleton**, [s] Locked/Skeletal Remains, [t] Locked/Empty [u] Unlocked/Desiccated Corpse, [v] Unlocked/HD2 **Zombie**, [w] Unlocked/Empty, [x] Locked/Empty, [y] Unlocked/Skeletal Remains, [z] Locked/Skeletal Remains, [aa] Unlocked/Empty, [ab] Locked/HD4 **Doppelganger**, [ac] Unlocked/Desiccated Corpse, [ad] Unlocked/HD2 **Zombie**, [ae] Locked/HD5 **Ghost**, [af] Locked/Empty, [ag] Unlocked/Empty, [ah] Locked/Skeletal Remains, [ai] Unlocked/HD1 **Skeleton**, [aj] Unlocked/HD3 **Ghoul**, [ak] Locked/Empty.

[13] **South Cell Hallway**. Six unlit oil lamps hang on ceiling chains, every 20 FT. Two *illusions* (disbelieve difficult Will save) make it appear that burning fires are at one-third and two-thirds the length (at CC and CG, accompanied by the sound of crackling wood and a wood-smoke odor). Cells: [cc] Locked/Skeletal Remains, [ce] Unlocked/Empty, [cb] Locked/Empty, [cd] Unlocked/HD1 **Skeleton**, [cf] Unlocked/Skeletal Remains, [cg] Locked/Desiccated Corpse, [ch] Locked/HD4 **Doppelganger**.

[14] **Southwest Hallway**. The doors in the west wall are of the sliding barn door type with rusted rails and bound rollers and rusted latches, doors have some small holes in them. Three unlit oil lamps hang from ceiling chains. Two rotting tapestries on the east wall have been badly defaced with black paint. There are the skeletal remains of twenty Giant Rats.

[15] **Prisoner Holding Room**. There are dark wood panels on the walls, one unlit oil lamp hangs from a ceiling chain, the north and south walls wall have six pairs of manacles (one pair holds the desiccated corpse of a Gnome in rotting shirt/shorts). The door in west wall is bronze over wood with a steel keyhole (locked, difficult to open) and stuck hinges. One loose wood panel board (moderate to find) conceals a leather bag with 12x 1 SP amber pieces, 4 SP antler scrimshaw, 14x 2 CP bone gaming chips, and a 6 SP bottle Scotch liquor). The area is occupied by four HD2 **Bone Zombies**.

[16] **Armory**. A wall rack on the left wall holds: 14x Staff, 6x Spear, 9x Bullwhip, 10x Weighted Chain (leather wrapped), 5x

Club (padded), 4x Long Sword, 2x metal mesh net, 20x leg manacles, 11x hand manacles. All weapons are in rusty/moldy/poor condition and break when used on 1d12 rolls GTET 5.

[17] **Shift Sergeant's Office**. The flooring is tan wood planks and the walls are covered by peeling brown/white diagonal striped wallpaper; two unlit oil lamps are on metal wall brackets. The room is furnished with a small desk (one drawer, 4 CP, vial poison {*sleep*, moderate STAM save}, an empty copper flask, an illegible manual, cell key, a key to deeper cells, a useless luck amulet), two wood chairs, a large oval rug, three two-drawer wood filing cabinets, and a small barrel on iron stand. A hidden door is in the east wall (*enchanted*, moderate to find, difficult to open). A desiccated body (disease, easy STAM save) seated in a swivel chair is slumped over the desk.

[18] **Teleporter Room**. The walls each have an old torn tapestry depicting a medusa head on blue. A 12 FT diameter glowing blue circle is centered on an inlaid tile medusa face in the floor. The circle is a one-way *teleporter* that sends Adventurers to location #26 on the Third Catacomb Level of the church (Building #1).

[19] **Coal Bunkers**. The room has three large open metal bins piled high with dirty coal (there is thick dust in the air, moderate STAM save versus a 2d20 minute coughing fit), two coal buckets and a large coal shovel. A metal cylinder (lock, easy to open) found under a thin covering of coal in the third bin contains 15 pounds of high-quality Pipeweed. A HD6 **Basilisk Lizard** is on top of the coal with 4 eggs.

[20] **Body Prep Room**. The room has white tile flooring and walls, one unlit oil lamp hangs from the ceiling, and three rotting white overcoats (2x scalpels in pockets) hang on pegs on the north wall. A knitted bag holding six pairs of bloody linen gloves hangs from a peg. An empty door frame is in the south wall. Two rolling wood carts in the room are topped by 7 FT metal plates (slide bolts), a desiccated female Human corpse (*disease*, easy STAM save) is on one cart.

[21] **Crematory**. A large oven (currently cold) is built into the west wall, the oven has two coal chutes, an iron hatch door with exterior clamps and pull-out rollers is at the rolling cart height. One metal plate sits on the rollers with blackened bones (7 GP Jade eye, 2 SP silver Ring, 4 SP copper-amethyst Bracelet). Four HD4 **Uber Skeletons** with large single-blade 1d10 War Axes are in the room.

[22] **Outer Infirmary**. The walls are covered by pale pink tiles, the flooring is covered in yellow tiles. Two unlit oil lamps hang from metal wall brackets. A tapestry hanging on the north wall is in poor condition, it depicts four hexagons with leaves. The room is furnished with a small rotting desk, two fungus-covered chairs, a rotted padded bench, and a wood table with white tile top. The wood door in the west wall is in poor condition (latched). There are two empty metal shelves on the south wall.

[23] **Inner Infirmary**. The room has white tile floors and walls. Two unlit oil lamps are on metal wall brackets on the west wall. There are two metal shelves on the west wall, one holds two oil-skin-wrapped first-aid kits. The room is furnished with two wood tables with black leather pads on top, four tall wood stools, a small desk with knife scars, two faded posters on the south wall (anatomy). Two bloody leather aprons and three stinking white

JAILHOUSE (7), DEEPER CELLS

[23] **Inner Infirmary**, continued...smocks with black stains hangs from pegs on the east wall. The door in the north wall is wood with a layer of bronze and a steel keyhole (locked, moderate to open; the hinges stick).

[24] **Med Supplies**. The room has a black tile floor and red wood panels are on the walls. The west and east walls each have five full-length wood shelves. A crude drawing of a dragon in blue paint is on the north wall. Many small ceramic pots and jars, glass jars, ceramic cylinders with tight lids, small wood boxes of various sizes; most are labeled but illegible. The area has a strong aroma of cinnamon. A HD3 **Bogeyman** is in the area.

[25] **Cellblock Office**. The flooring a light wood parquet that has been scorched and the walls are painted green. Two unlit oil lamps are on metal wall brackets. The room contains a partially-burned desk, splintered chairs, an overturned bench, and two split barrels. Several giant insect's eggs (scorpion) are on the floor. The desk holds 3 SP and a pewter stein.

[26] **North Intersection**. The area has a black tile floor, the walls are white painted with murals depicting cells filled with Human men and women in rags. The northwest, northeast, southeast, and southwest niches in the central column hold 4 FT black medusa statues, 5 FT off the floor. The niche on the north side holds two **Arrowhead Plants** in stone vats.

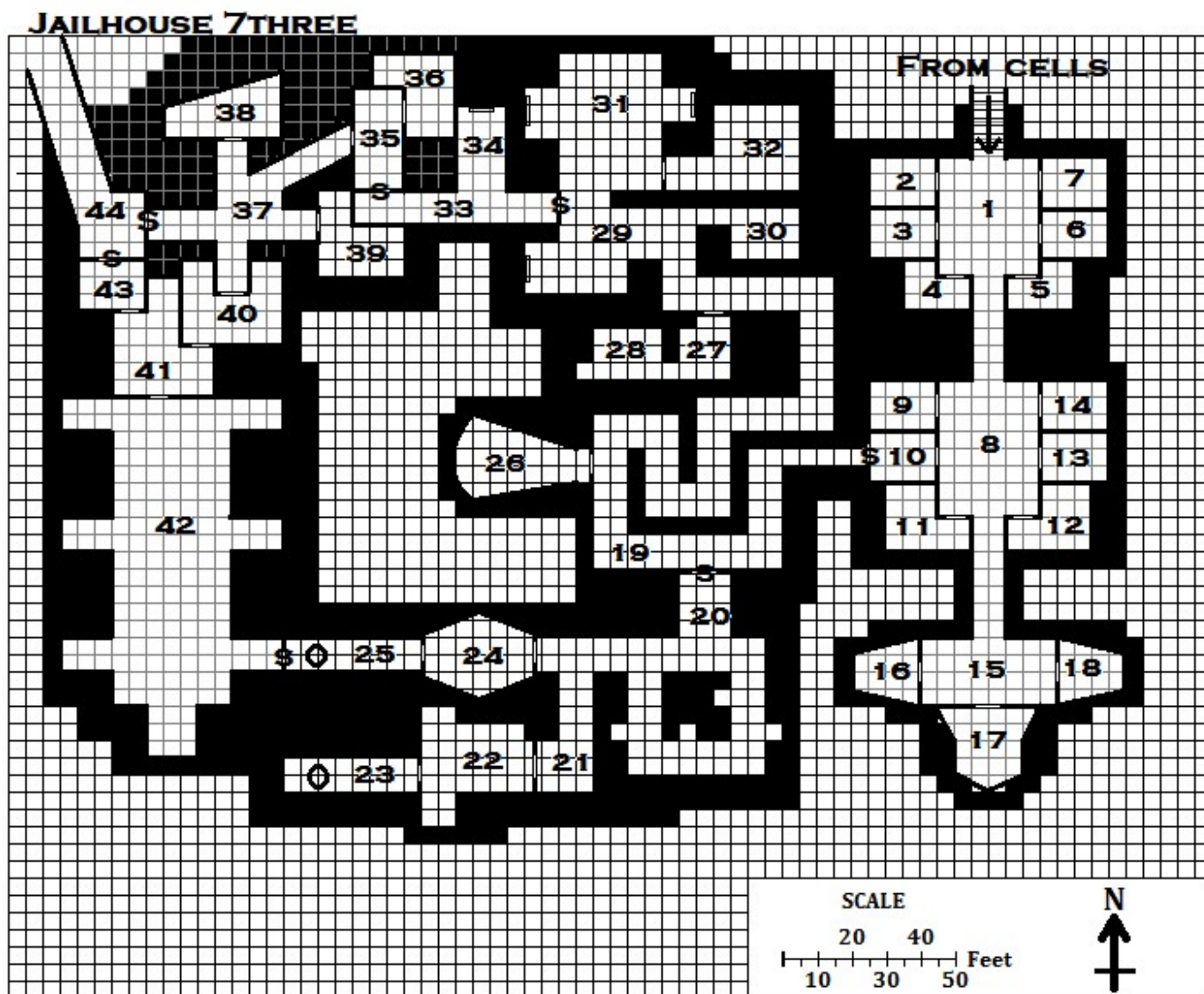
Jailhouse, Deeper Cell Block Level

[1] **North Vestibule**. All of the cell doors are vertical iron bars with iron keyholes (locked, moderate to open).

Cells 2-7 have old pallets with blankets, a water bucket, chamber pot, one chair, two empty wood crates, two stubby candles, and a small fold-down wood desk on the back wall.

[2] **Minotaur Corpse**. The corpse wears a rotting leather shirt and breeches and moccasins. A small copper box under pallet is empty.

[3] **Empty Cell**.



JAIL HOUSE, DEEPER CELL BLOCK LEVEL (7)

[4] **Bone Zombie Cell.** An *illusion* (disbelieve on moderate Will save) depicts a Bone Zombie manacled to the wall.

[5] **Cell of Bones.** The cell holds the ordinary skeletons of three Human Adventurers.

[6] **Illusion Cell.** An *illusion* (disbelieve on moderate Will save) depicts a bearded Human male in a leather shirt and black pants pacing in the cell.

[7] **Warlock Cell.** The cell holds a **HD6 Zombie Warlock** (**Spells:** *Bind Breath*, *1d12 FT Displacement*, *Flame Up*, *1d8 Icy Spray*, *Mists of Fate*). A single-bladed War Axe is hidden under the blanket. A hole in the wall with 4 GP and a 10 GP sapphire is behind the fold-down desk.

[8] **Central Vestibule.** All of the cell doors are vertical iron bars with steel keyholes (locked, moderate to open).

Cells [9] through [14] have good quality beds and blankets, a chair and stool, a small desk, upright armoire (basic clothing), chamber pot, oil lamp, candle stand.

[9] **Double Doppel.** The armoire holds *poisoned* Scimitars (one +1, *paralysis* 2d100 minutes, moderate STAM save), fine satin shirts and black hoods, *Chains of Binding*, 16 SP, 2 GP, and 3x 10 SP green jade. Two HD5 **Doppelgangers** appear as **Skeletons**.

[10] **Hidden Way West.** Flashing red-green-blue lights crawl over the ceiling. A two-dimensional black spider moves across the walls. The hidden door in the west wall is difficult to find and difficult to open (place hand on dark hand print, turn left then right).

[11] **Empty Cell.**

[12] **Witches Ending.** The desiccated body of an old Human woman is dressed in rotting black robes and a black pointed hat. A broom is in a corner, a copper cauldron in the room holds a bubbling green liquid (*poisonous*, difficult STAM save, *fatal*). The armoire holds four moldy black tunics, two purple-black robes, two pair of black cloth gloves with yellow fungus, a black pointed hat, black stockings, 3x **Curse Root** and 3x **Trance Gourd**, *Dwarven Death Dust*, *Loadstone*.

[13] **Phil Specter.** A desiccated male Human corpse is in the bed. The armoire holds three 5 SP silk robes. A HD5 **Specter** is in the room.

[14] **Giant Corpse.** A dry-rotted 13 FT corpse lays on the floor, dressed in rotted leathers. The armoire holds 10 SP silver stein (large), two oversize illegible books, 1 GP coin.

[15] **South Vestibule.** All of the cell doors are vertical iron bars with steel keyholes, locked (difficult).

[16] **Gnome Illusion.** The cell holds a good quality bed, padded chair, stool, small circular table, small wood chest, straw floor mat. The cell *apparently* holds (*illusion*, disbelieve difficult) a female Gnome in a tattered blue dress. The chest holds four folded dresses, two flasks of good wine, a 4 SP glass decanter, a 9 GP silver chain with rhinestone Locket, a sewing kit, a partially-done embroidery, knitting needles, and four rolls of yarn.

[17] **Trapped Cell.** The cell holds a good quality bed, two padded chairs, tall stool, small circular table, instrument stand with (good) guitar, a music stand with illegible papers, a small wood chest, and a good wool floor mat. A small oil painting hanging on the south wall depicts a fisherman collecting fish from tidal pools. One minute after the cell is entered, the bed catches fire (hp1d10).

[18] **Where is the Golem.** The cell holds a good quality bed, padded chair, tall stool, footstool, a small circular table with pewter vase and dried flowers, and a good wool floor mat. A HD7 **Quartz Golem** is *blended* into the stone.

[19] **Entry Tunnel.** The hidden door in the south wall (#20) is difficult to find/moderate to open. The door in the west wall (#26) is sturdy wood covered in bronze with a steel keyhole, found open, an exterior wood plaque depicts two ears. The door in the south wall (#27) is in poor condition with several holes, hanging by one hinge with a broken lock. The tunnel is patrolled by three HD2 **Giant Beetles**.

[20] **Going in Circles.** The flooring is dark wood planks, the walls are cream and covered (1 FT top/bottom border) with writing in an unknown language {an account of the prophet of Falaillon}. There are four 5x5 FT cutouts each holding 6 FT blue metal standing suits of armor, the shields have medusa head emblems. Opening the suit in the east niche releases a *poisonous* blue gas (*blindness*, 2d100 minutes, difficult STAM save). The suit in the west niche has 170 CP coins and 18 SP coins in the left foot.

[21] **Mural Room.** The door in the west wall is sturdy banded wood with rusty hinges (required STR GTET 20 to open) and a rusted steel keyhole (difficult to open). A mural on the east wall depicts a riverboat on a wide river in Spring, the crew are Minotaur, and two veiled Medusa are on couches.

[21] **Mural Room**, continued...The area is occupied by a HD5 **Furry Death Beetle**.

[22] **Teleport to Tower.** The walls are covered by teak wood panels, the flooring is red-black stripes of ceramic tile. The door in the west wall is in poor condition with an embedded hatchet and weak hinges. A tapestry hanging on the north wall depicts the Flame Tower at night. A tapestry hanging on the south wall depicts the Sun Tower at dawn. A tall mahogany armoire (gold keyhole, locked, difficult to open) stands in the south niche, it contains five Human-sized green robes embroidered in silver with medusa faces and six 1 GP copper medusa masks inlaid with jade and amber (the fourth one has a *paralyzing contact poison*, difficult STAM save, 3d100 minutes). A hidden armoire drawer (difficult to find, difficult to open) contains a silver *Ring of Beasts* (speak/understand felines). A glowing 12 FT diameter green enchanted circle on the floor is a one-way *teleporter* which sends Adventurers to the Flame Tower (#20 on the Third Elevation).

[23] **Dwarven Archer Statue.** A dark green 5 FT tall statue of a Dwarf stands with a Crossbow aimed to the east; it fires 1d6 bolts (12x). A hidden 3 FT panel in the west end wall (difficult to find, difficult to open) holds 18 SP, 8 GP, 4x 10 SP vials of perfume, *1d8 Cure Wounds Potions*, *1d6 Cure Wounds Potion*, *2x Poison Antidotes*, *Banish Disease Potion*, and a *Salve versus Petrification*.

JAIL HOUSE, DEEPER CELL BLOCK LEVEL (7)

[24] **Long Hexagon Room.** The flooring is white ceramic tile with a tile inlay depicting a tower on a hill with a red sun behind it. The walls are painted lavender, and two unlit oil lamps hang from ceiling chains. The door in the west wall is sturdy banded wood with a bronze keyhole (easy to open); four bronze chains from the corners of the door are padlocked together (moderate to open) at the center. A 5 FT diameter *sparkling pulsating pink ball* is suspended 4 FT off the floor in the room's center (mild hp1 shock on touch).

[25] **Elven Archer Statue.** An 8 FT tall statue of a male Elf holds a Bow aimed to the east; it fires a 1d8 arrow (10x). A switch on the back (moderate to find) drops the statue into the floor, allowing access to the hidden door (moderate to find, difficult to open) in the west end.

[26] **Lecture Hall.** The room slopes down from east to west, with fourteen padded stadium seats facing a scarred wood podium at the east end. The entire west wall is painted to depict old bookcases. Two desiccated Human male corpses wearing decaying black robes sit in seats (one has a 3 SP silver Ring in its pocket).

[27] **Old Beer.** Four wood barrels with wood tops (handles) and tin dippers are in the room, each one is three-quarters filled with stale beer.

[28] **Antique Slots.** Two gaudy old slot machines stand against the back wall. Each pull requires one SP coin. The results are determined using 1d100: (01-39) No return, (40-52) 1 CP, (53-65) 1d10 CP, (66-76) 1 SP, (77-85) 1d10 SP, (86-91) 1 GP, (92-97) 1d8 GP, (98) Small Jackpot 2d20 GP, (99) Large Jackpot 2d20*1d10 GP, (100) Special 1d100: {[01-50] 1d6 Wizard's Scroll, [51-70] Potion, [71-89] Miscellaneous Magic Item, [90-97] Enchanted Weapon, [98-100] Enchanted Ring}. The enchanted items are determined randomly.

[29] **False Ghost.** The hidden door in the west wall slides down into the floor (difficult to find, moderate to open). The door in the west wall is sturdy wood covered in thin bronze with a bronze latch (defaced with a painted red X); opening the door reveals an *illusion* (disbelieve difficult Will save) of a dark arched hallway occupied by a female Ghost holding a lantern. A faded torn tapestry hanging on the south wall depicts two naked Nymphs in a waterfall pool seducing Humans. A small wooden chest in the southeast corner is open and empty.

[30] **Putty Room.** The flooring is pale pink ceramic tile, the walls are covered in green tile covered a half-inch deep by a pale grey putty (easily scraped away). When the east wall is scraped, it reveals a *Glyph of Petrification* (range 8 FT, moderate Will save, 3d100 minutes).

[31] **False Doors.** The flooring is grey granite, the walls are light grey painted with blue spirals, and four unlit oil lamps hang from the ceiling by chains. Two empty tapestry rods are on the north wall. The door in the southeast corner is in poor condition with several chopped holes and rusted hinges and a damaged (stuck) bronze lock (requires STR GTET 20 to open). The door in the west wall is sturdy wood with a bronze latch, opening the door reveals a full-sized portrait of a gaudy clown. The north door in the east wall is green-painted wood with rusted hinges and a bronze keyhole (open); opening the door reveals four 2 FT wood plaques hanging on the wall, when any one plaque is removed

the others disappear and the effect occurs only to the reader: (1) *stunned* 2d100 minutes (moderate Will save), (2) heal hp1d6 and permanently increase hp+2, (3) banish any disease and poison, (4) *shapechange* (moderate Will save) into **Grey Ooze** 1d2 hours. The room is occupied by two HD3 **Goblins** with Short Swords and Short Bows (10x hunting arrows) and a HD4 female **Goblin Shaman** with a 1d8 *Splinter Staff* (spells, free 4: *Bind Tongue*, *Bind Weapon* -3, *Guide Missiles* +2, *Hold Up* 6 rounds, *1d8 Icy Spray*, *Mists of Fate* TH-5, *Pierce Armor* TD+2).

[32] **Throne Room.** The flooring is green marble mottle with gold, the walls are covered by faded gold wallpaper, and two unlit oil lamps shaped like crowns hang from brass wall brackets. An oil painting hanging on the south wall depicts an Ogre in yellow robes sitting on a chair carried by four Ogres, through a group of kneeling Ogres. An Ogre-sized bronze throne sits on a 12 FT diameter green stone platform (2 FT thick). The throne has six sword hilts stuck into the back and a rotted velvet cushion on the seat. An Ogre-sized ordinary skeleton sits on the throne wearing a 20 GP silver-ruby *Crown* (cursed, aura evil, wearer demands worship from all, moderate Will save). One sword can be removed (as a difficult disarm), *Cutlass* +1.



[33] **Hidden Hallway.** The floor is light wood parquet, the walls are covered in mauve wallpaper with yellow seven-point stars. One star-shaped unlit oil lamp hangs from a ceiling chain. The hidden door in the northwest corner slides to the left (difficult to find, moderate to open). The south wall opposite the door (#34) is badly scorched.

[34] **Fried Goblin Corpses.** Two old decaying corpses of male Goblins are on the floor, their bodies show severe burn marks; they wear backpacks (15 SP, 6 SP, 40 FT good rope, flask oil, 2x lock pick, two pots grease, 6x wood stakes, 8x goblin rations, 10 SP ornate Stiletto). The door at the north end is sturdy banded wood with a bronze keyhole (open) and is warm to the touch, opening it releases a 2d8 *Fireball*.

[35] **Death Masks.** The door in the west wall is wood covered by a thin sheet of bronze, it is badly dented and there are gashes in the bronze, the bronze keyhole is locked (easy to open). The door in the east wall is sturdy banded wood with a wood plaque depicting a clown's face. A 4 FT bronze medusa mask hangs on the north wall. Three Human-sized ceramic masks of tragedy hang on the east wall (the third one is *cursed*: wearer has to *save versus suicide* every 3 hours, easy Will save).

JAIL HOUSE, DEEPER CELL BLOCK LEVEL (7)

[36] **Laughing Gas.** The flooring is alternating red-yellow tile and the walls are covered in red-yellow vertical striped wallpaper. There is a strong licorice smell at the door. The room is filled with a pale-yellow *laughing gas* (moderate STAM save, 1d100 minutes). The room is occupied by a HD6 **Wax Golem** dressed like a Clown (*regenerate* hp1/round) with a 1d8 Ball-Chain. Under the clown hat a red-metal Dirk is stuck into the Golem's head (used at #37).

[37] **Crossroads.** The north door is sturdy wood covered in leather with a steel keyhole (open). The east door is sturdy wood covered in leather with a steel keyhole (locked, easy to open), six 6 FT spikes bar access to the door (through the floor), a two-position switch on the south wall lowers the spikes. The south [37] **Crossroads**, continued...door is banded wood in poor condition, rusty, scarred, scorch marks, and a broken steel keyhole. The west end wall has a 3 FT red metal plate with a circle, inside the circle is a thin vertical slit (for red-metal dagger from #36), inserting the dagger and turning counter-clockwise opens the door to #44. The area is cold (below freezing), four HD5 **Yassakko's Spiders** are on the walls.

[38] **Mechanical Bronco.** The bare stone floor is covered in sawdust, the walls are cream, two unlit oil lamps hang from ceiling chains. The north wall is entirely taken up by a mural depicting Humans on horses on a grassy plain in summer near dusk, they are roping horses from a galloping wild herd. Four felt cowboy hats hang on wood pegs in the east wall, along with three pair of steel spurs, and a leather (turquoise) bit and bridle. The word, "*giddyup*" is written on the south wall. A full-sized mechanical stallion is in the room center, attached to a metal post, its back is leather and it is fitted with an ornate saddle. The bronco bucks hard when fitted with the bit/bridle, mounted, and the word said – to remain in the saddle each rider must succeed on a difficult Agility roll, checked per round. If a rider makes it through 8 rounds they are awarded with a 10 GP star-shaped gold badge (also, receives a +2 *roll bonus* for any activity performed on horseback).

[39] **Komodo Lockup.** The bare stone room holds two adult HD6 **Komodo Dragons** and one HD4 juvenile **Komodo**. Two stone vats hold partially-rotted meat.

[40] **Ruby Gargoyles.** The flooring is red ceramic tile and the walls are white stucco. The door in the southwest corner is sturdy wood covered in leather with a steel latch. Six half-sized red-skinned Gargoyle cling to the walls (2 west, 2 south, 2 east) 8 FT off the floor, visible red beams are emitted from their eyes and move across the floor (*no effect*). The west and east niches each hold old wood chests with steel keyholes (locked, easy unlock). West Chest (*poison needle* trap, hp6, moderate to find, moderate to disarm, easy STAM save), they hold 6x 10 SP green satin tunics with silver piping, four bronze medusa masks, 5x *Unholy Water*, a 2 GP gold chalice stained with a dark red residue, rusted steel manacles, three purple cloth hoods). East Chest: holds six wood panels depicting male Humans hanging from gallows with a Medusa executioner (master artwork), a 4 GP wood panel with inlaid ivory depicting a Medusa in robes with a knife in one hand and a heart in the other, two 1 GP pieces of whale ivory engraved with pictures of sailing ships, and a 16 inch carved wood bust of an aged older male Human.

[41] **Chapel Antechamber.** The door in the north wall is sturdy wood covered by leather with a steel keyhole (difficult to open), the door has a *1d8 electric shock trap* (3 shocks, moderate to find, moderate to disarm, moderate STAM save). The door in the south wall is sturdy wood covered by thin bronze with a steel latch. A faded tapestry hanging on the west wall depicts dark figures riding across a winter meadow next to a mountain stream. The room holds the smashed remains of a yellow stone fountain.

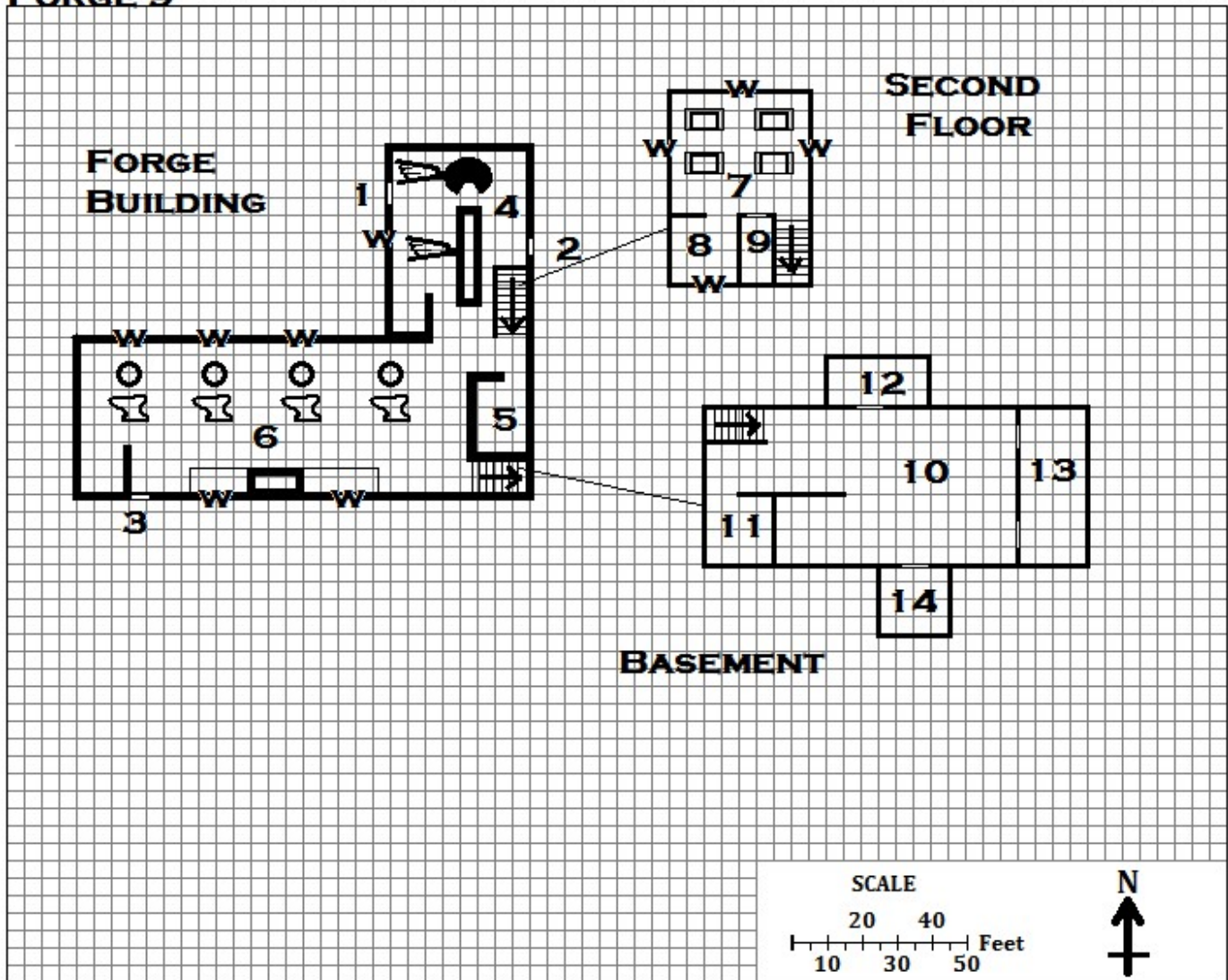
[42] **Evil Chapel.** The flooring is hexagonal purple tiles, the walls are dark purple stucco with jagged black and green lines, the 30 FT ceiling is arched with red wood supports and pale-yellow panels. Two rows of five unlit oil lamps shaped like fires hang from ceiling chains above the eight rows of wood pews. There are eight old, threadbare, dingy, damaged tapestries which depict Devils from Hell, four each on the west and east sides, two on each wall section. 12 FT black statues of Asmodai (aura of evil, aura of fear; moderate Will saves) are located in the four side tunnels (west/east, north end and middle): each statue has 15 GP glowing emerald eyes and nine 1 GP ivory teeth. A 17 FT yellow stone statue of Lucifer (aura of evil, aura of fear, aura of confusion; moderate Will saves) is in the center-south space, with six glowing 10 GP cat's eye eyes. A black bloodstained altar with manacles is in the south end of the room. Two 6 FT diameter gold Unholy Symbols of Lucifer hang 10 FT off the ground on the south wall. A clear platform is above the Lucifer statue, reached by stairs on either side. The chapel is occupied by seven HD2 **Goblins** with Cutlass and Short Bow (10x hunting arrows) and a male HD4 **Goblin Shaman** with a 1d8 *Splinter Staff* (spells, free 4: *Bind Tongue*, *Bind Weapon* -3, *Guide Missiles* +2, *Hold Up* 6 rounds, *1d8 Icy Spray*, *Mists of Fate* TH-5, *Pierce Armor* TD+2). Two archers are initially on the platform above Lucifer. There is a metal door in the west end of the south-west niche, while that door remains open an additional four HD2 **Goblin Archers** arrive every 12 rounds and every second group is accompanied by another HD3 **Goblin Shaman**. The hidden door at the east end of the southeast niche is difficult to find, moderate to open. Behind one of the tapestries is a shelf with a metal chest (locked, difficult to open, *poison gas trap*, *unconscious* 2d20 hour, moderate to find, moderate to disarm, moderate STAM save), the shelf is concealed by an *illusion* of wall (disbelieve difficult Will save). The chest holds a leather bag (38 CP coin, 20 SP coin, 5 GP coin), three 6 GP silver medusa Masks, four 1 GP silver Candlesticks, 2x 3 GP silver-amethyst Chalices, two jagged silver-bladed Dirks, a 7 SP copper-jade wide bowl, four pewter Platters engraved with Lucifer's Unholy Symbol, and three 4-inch silver Spheres.

[43] **Meditation Room.** The flooring is redwood planks, the walls are covered by light blue wallpaper, and an unlit oil lamp shaped like an Owl hangs from a ceiling chain. The hidden door in the north wall is moderate to find, moderate to open. A 5 FT silver Unholy Symbol of Lucifer is attached to the west wall. The room is furnished with three sturdy wood kneelers with rotating cushions. A shelf on the east wall holds a pewter incense burner. The room is occupied by a HD4 **Black Pudding**.

[44] **Passage to the Sun Tower.** An arched tunnel leads to the northwest, it is paved with grey flagstones and the walls are grimy yellow tile, a glowing ceiling light is mounted every 40 FT. The tunnel is patrolled by 3x HD5 **Assassin Bugs**.

GRAIN SILOS (8), FORGE/SMITHY (9)

FORGE 9



Grain Silos (8)

Four cylindrical structures stand in a line, each one is 18 FT diameter by 35 FT tall with 2 FT thick walls. There is 40 FT between them. Each silo has a 6 FT wide by 4 FT tall open hatch located 5 FT off the ground,. The space inside is filled between 2 FT and 4 FT thick with leaves, debris, bones, etc. The second from the north structure is occupied by a nest of eight HD3 **Armorpickers** (5 eggs). During the day a group of ordinary bats roosts in the southern-most silo.

Smithy (9)

The long end of the building is single story, the short end has two stories. A strong rope ladder hangs down from the roof on the north end. **Lahallya** is on the roof, looking toward the east and northeast (very difficult to see). When Adventurers are within 200 FT of the building, she casts a 1d12 *Lightning Bolt* from a scroll (misses on 1d12 rolls LTET 6).

[1] **Exterior One.** The wood door is badly damaged and hangs from one hinge; a hatchet head is sticking into the door.

[2] **Exterior Two.** The wood door is warped with rusted hinges and latch and an open padlock; the door requires total Strength GTET 21 to open.

[3] **Exterior Three.** The door is missing from the frame.

[4] **Casting Line.** The area has a large 10 FT and 8 FT-across furnace and boiler, a half-filled coal bin, a waist-high 25 FT-long pouring line with rollers, and three rotted leather bellows. Four ingot molds sit on the line (one has a rusted steel ingot).

[5] **Metal Stores.** There is stack of 42x tin ingots, 55x copper ingots, and the badly-rusted flakes of iron ingots. A **Rust Mold** is on the east wall.

[6] **Smithy Area.** The area has four badly-rusted anvils with rotting wood vats, a variety of damaged and rusting tools hang on south wall, and empty wood shelves are in the center of the south wall. A 120-pound rusted metal ball hangs from a heavy

FORGE/SMITH (9)

[6] **Smithy Area**, continued... hoist by a thick rusted chain; it drops (1d6, easy AGIL save) on a 1d12 roll 01 checked every 5 minutes; from the ground the hoist appears to be very rusty. There area is occupied by 8x HD1 **Skeletons** armed with 1d8 Scythes.

The stair to the second floor is blocked halfway by a desk wedged against the walls with the legs pointed down. **Hremfan** is crouched behind it (hidden) armed with two *poisoned* Dirks (*paralysis* 2d100 minutes, easy STAM save).

[7] **Second Floor office**. The room is furnished with three desks (plus the one on the stair), two chairs in poor condition, and a small circular table. The desks contain 4 CP, 1 SP, badly damaged ledgers, trashy novel (in Common), an 8 SP watercolor book of flowers, colored wax, a copper wax seal (castle and fir tree), harmonica, 2x flasks lamp oil, and a red metal key. **Hremfan** is at the east window armed with a Bow, **Maerogon** is at the west wind armed with a Bow.

[8] **Manager's Office**. The room has been cleared, three bedrolls and backpacks are on the floor. A rickety (breaks on 1d12 rolls GTET 8 when climbed) wood ladder leads up to a ceiling trapdoor which opens to the roof.

[9] **Safe**. An iron safe room has a heavy 7 FT by 6 FT black metal door (total Strength GTET 23 to move) decorated with gold geometric design and a combination lock (digits 0 to 100): 45L-17R-91L {very difficult to open}, a 16-inch handwheel turns counterclockwise. Inside the safe room is a small wood table and one chair. Shelves on the south wall hold a cloth bag with 159 CP coins, a leather pouch holding 19 SP and 6 GP coins, a leather pouch holding four pieces of 10 GP antler ivory scrimshaw, a 4x5 FT 50 GP painting, a rolled 7 SP tapestry, a leather satchel holding twenty faded 3 SP musical scores, *1d8 Cure Wounds Potion*, 2x *Poison Antidotes*, *Invisibility Potion*, *Invulnerability Potion* (spoiled, *poisonous*, 1d12+2 *incapacitating cramps*, moderate STAM save).

[10] **Basement**. The room holds an assortment of badly-damaged furniture and unknown rusted mechanical equipment, mostly shrouded in fungus-covered tarps. The room is occupied by a HD7 **Boobrie Bird** (hp42). The north door is solid wood with a bronze keyhole, found unlocked. The south door is solid wood with a bronze keyhole (locked, door opens outward); the door key is nearby on the dirty floor (moderate to find). Danger and eye symbols are carved into the wood. The east doors are both solid wood with brass latches and rusty hinges.

[11] **Back Room**. The room holds nineteen open barrels of badly-rusted nails, screws, hinges, hooks, buckles, and rings (chainmail). A backpack found in the top of one barrel holds 11 CP, 6 SP, four adamantite spikes, an adamantite Lock Pick, an empty 5 SP silver flask, a 12 SP copper-agate Ring, rusted steel trowel, a folding spade, and a small hand drill/bit.

[12] **North Locked Room**. The room is bare stone, a *darkness zone* spell affects the area.

[13] **East Locked Room**. A plain stone room with two unlit oil lamps on hooks spiked into the east wall. There are three moldy field cots in the room, two boards are across empty barrels form a rough table, a poor-quality rocking chair, two blackened wood benches, a tall copper candle stand, and a desk with the drawers

missing. The room is occupied by four HD3 **Zombies** (hp16-18-18-20) armed with Sabers; they are dressed in ornate white shirts with white collars and ruffles, blue topcoats, red sashes, with leather satchels (19 CP, 10 SP, 1 GP, ruined parchments, 3x vials black ink, vial invisible ink, vial invisible ink restorer, *1d6 Cure Wounds Potion*, *Poison Antidote*, and an unidentified potion {*Spider Climbing*}).

[14] **South Locked Room**. The room is bare except for a 12-inch glowing copper sunburst sitting on small table. The sunburst glows with a light so intense that anyone looking at it is *blinded* 3d20 minutes (difficult STAM save; on a 01 saving roll the blindness persists 1d100 hours).

Warehouse (10)

Most of the building is a 20 FT high single story with six thick support columns; a 35 FT-wide second story is above the north-most part of the first floor (north of the columns), that part of the room is 12 FT high. The interior is one single room with a hard dirt floor. A very old wooden ladder (breaks 1d12 LTET 9) is found outside at the northwest exterior corner, it leads up to an empty window frame on the second floor (#13). See the diagram on page 49.

[1] **East Entrance**. The wood door is in poor condition with rusted hinges rusted, warped door frame, and a broken lock. A patch of pink-green flowers grows near the door against the building (**Anger Flowers**, range 15 FT, moderate Will save, 2d100 minutes).

[2] **South Man-Door**. A man-sized 7 FT by 6 FT stone door on bronze hinges (heavy, requires total STR GTET 18 to move) with a badly-rusted latch; the door is inscribed with a double-flame pictograph. Obscene Goblin graffiti is painted on the exterior. Two HD6 **Black Annis** (hp38-48) with a HD2 **Basilisk Lizard** (hp13) on a leash enter the building through this door 15 minutes after Adventurers.

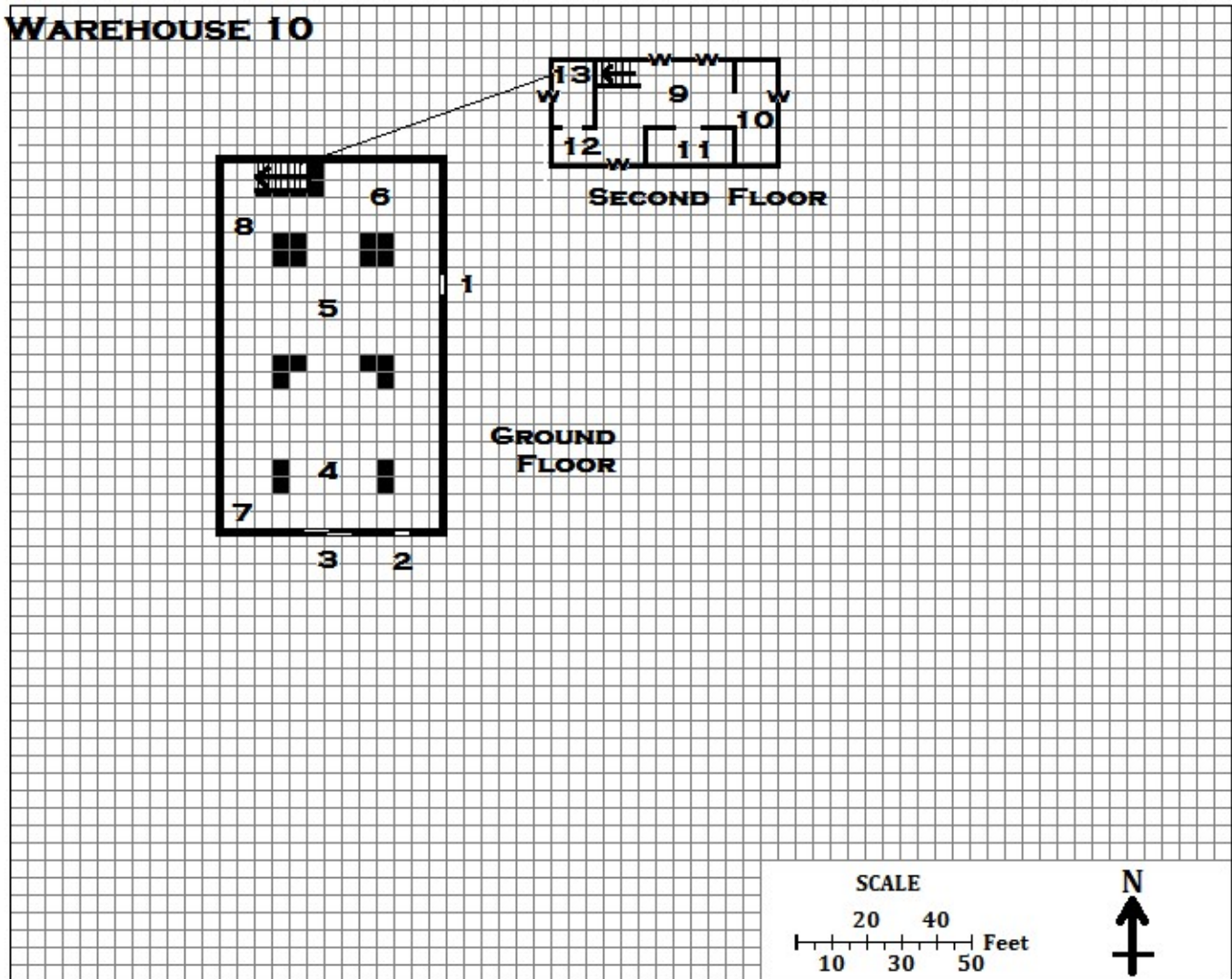
[3] **South Wagon Door**. Two 14 FT by 12 FT sliding double barn doors are constructed of wood in good condition, a 2 FT hole is in the west door at eye height. The doors have rusted tracks and rollers. The doors are heavy (requires total STR GTET 20 to open, a door falls when an attempt is made to open it on 1d12 rolls LTET 3).

[4] **Abandoned Wagons**. There are two wagons sitting on blocks with removed wheels. One wagon has a cargo under a tarp (eight half-barrels of naphtha, two have leaked and soaked into the wood floorboard; moderate INT roll to smell/recognize the material). An open flame in the area causes the wagons to explosively ignite (hp2d8, difficult AGIL to avoid) on 1d12 rolls GTET 4, checked every minute.

[5] **Winery**. Three wine press vats are stained dark purple with smelly black gunk in the bottom, an old 8 FT by 5 FT distiller's boiler and condenser is here (one-tenth-full, 100-proof, *poisonous*, 2d100 hours *blindness*, moderate STAM save) along with four empty open-top barrels.

[6] **Angry Buffalo**. Four HD5 **Giant Bison** (9 FT tall, hp26-29-32-27), they appear to be stuffed (approaching with 5 FT releases the *stasis*).

FORGE (9), WAREHOUSE (10)



[7] **Stacked Crates.** The area holds a pile of crates with twelve 3 FT crates on the bottom, seven crates on the mid-level, and four crates on top. Two of the top crates are empty. Middle crate #15 holds eight rusted Hatchets and five steel open-faced Helms. Bottom crate #4 holds twenty iron Hammers, fifteen rusty Saws, 15-pounds of rusted nails, and thirty rusted iron horseshoes – moving this crate releases a plunger on a hp1d12 Explosive Grenade (15 second delay, range 6 FT, easy to find, moderate to disarm). Bottom crate #6 holds nine Dirks packed in straw over a 300 GP value 10-pound gold ingot and two 70 GP value 12-pound silver ingots. A wood box with brass latch is buried in ground under a pile of straw; the box holds 16 CP coin, 8 SP coin, 2x *Unholy Water*, 8x fire starters, a 5 SP flask of good-quality Dwarven Mead, and a *Short Sword* +1/TD+1.

[8] **Impeded Access.** The stair is blocked by a pile of stacked furniture (falls on 1d12 rolls of 01 checked every 2 minutes, hp1d10 crushing, easy AGIL save to avoid). Two oil painting hang on the stair walls, one is a faded painting of a red-bearded older male Dwarf in chain mail with a red X painted on it, the other is a flaked-painting of a young female Gnome with long yellow pigtails in an expensive gown.

[9] **Cold Trap.** The north windows have closed shutters with empty exterior wood planters. The flooring is old wood planks, the walls are covered by cherry-wood panels, and two unlit oil lamps hang from wall hooks. A 9 FT-diameter pale white *enchanted circle* (difficult to detect, moderate AGIL to avoid) is in front of the empty door frame leading to #11. An Adventurer entering the circle triggers an *ice encasement* spell (difficult STAM save).

[10] **Old Office.** The room is furnished with an antique desk, damaged wood chair and two wood file cabinets; the furniture is overturned with drawers on the floor. A HD1 **Recluse Spider** (hp7) hides under the desk.

[11] **Bookcases.** Four-shelf bookcases are on the east and west walls, the books appear to be ledgers in poor condition (unknown language). A ceramic mask painted like a Medusa's face hangs centered on the south wall (enchanted on 1d12 rolls of 01, continuing *paralysis*, easy Will save). Two rolled scrolls and a leather bag are found behind books on the north end top row west: Priest (*1d8 Cure Wounds*, *1d8 Cure Wounds*, *Banish Paralysis*, *Restore Sight*), Wizard (Shaman, *Confuse Weapons* - 2, *Detection*, *Glow Balls*, *Identify Magic Effects*, *Levitation*,

WAREHOUSE (10), MONUMENT (11), SUNBURST TOWER (12)

[11] **Bookcases**, continued...*Mind Speech, See Enchantments*); the bag holds 25 CP and 10 SP coin.

[12] **Exit Stage Roof**. The brittle desiccated corpse of a male Dwarf is found here in badly-rotted clothes with an empty backpack. The missing window gives access to the roof. Four HD3 **Giant Vultures**, hp12-14-16-19) are outside the building.

[13] **Smashed Office**. The exterior window is missing. A desk is found split with an axe head in one section. The drawers are out and smashed. A 5x5 FT tapestry on the north wall is moldy, slashed and ruined. A stone planter holds a HD1 **Iberian Needle Plant** (hp6; buried in the planter is a 15 GP silver Chain and a gold-amber-green jade Pendant).

Monument (11)

A 22 FT green copper statue (aura of enchantment, aura of evil) on a 12 FT-diameter by 4 FT height red stone pedestal. The statue depicts a Medusa in plate armor with a raised lance on a rearing horse with bull's horns, wearing a sword on her belt, a shield fastened to her saddle. The flame symbol is on her armor and

shield.

A 2 FT-wide hidden (difficult to find, moderate to open) panel on the north side of the pedestal reveals a 3 FT-deep compartment holding a rotting leather bag (43 CP coin, 19 SP coin, a 2 SP copper Ring, four 3-inch copper discs engraved with the flame symbol, 3x vials of poison (now impotent), a vial of blue crystals {arsenic, moderate INT roll}, a small rotted leather book with illegible writing {code book}, and a Priest's Scroll

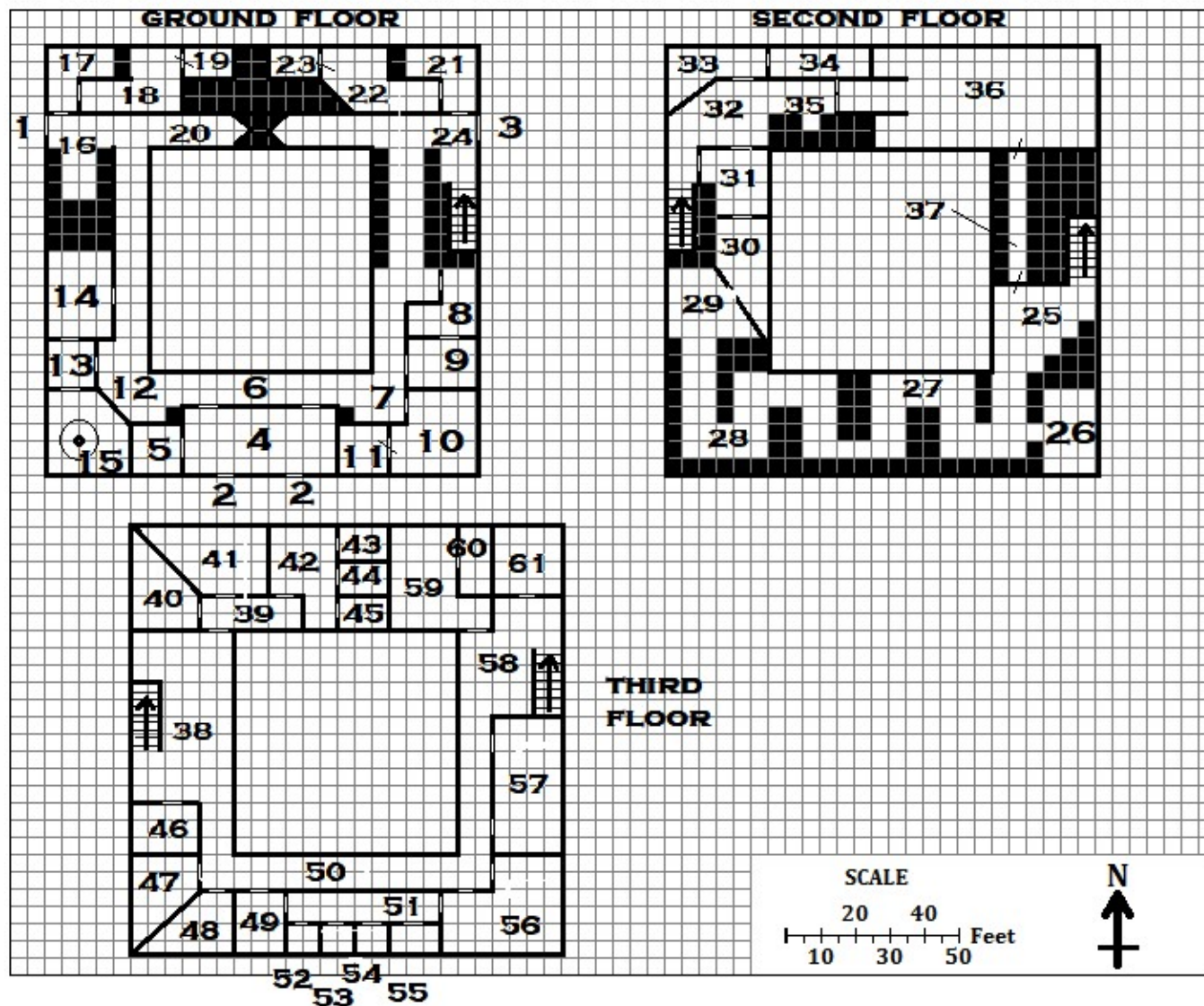
Monument, continued.... {Medusa, 1d8 Cure Wound, 1d8 Cure Wounds, Detoxify Poison, Banish Paralysis, Waken}.

Sunburst Tower (12)

Tower Ground Floor

The Jungle Level is inside the center section.

[1] **Pit Top Door**. The door is sturdy wood covered in bronze with a steel keyhole (locked, easy to open). The door has a wood plaque depicting a lightning bolt from a cloud. A 6x9 FT stone piece is immediately in front of the door, the metal pins holding it



SUNBURST TOWER (12), GROUND FLOOR

[1] **Pit Top Door**, continued...in retract on 1d12 rolls GTET 7, dropping into a 30 FT deep shaft which narrows at the bottom (contact glue, difficult STR to break free).

[2] **Double Plaza Doors**. The doors are heavy bronze with the sunburst symbol, heavy (STR GTET 22 to move), latch (broken on 1d12 rolls GTET 10).

[3] **Missing Door**. The bronze door frame is empty, the door is found on the ground 10 FT out; a thick wool blanket hangs in the frame (2 FT gap at bottom).

[4] **Golden Sun**. The flooring is pale yellow tile, the walls are covered in ripped gold foil wallpaper, and three lit torches are in wall brackets (2 north, 1 south; *enchanted ever-burning*). The northwest door is sturdy banded wood with a bronze keyhole (open). The northeast door is damaged wood covered by torn/sliced leather (rusted hinges, broken latch/jammed). The door in the west wall is rotting/stained leather with a bronze keyhole (locked, moderate to open, hinges rusted, 1d6 electric shock trap {moderate to find, moderate to disarm}). The room's center is taken up by a 12 FT diameter burnished bronze replica of the sun, held up between two thick metal arms.

[5] **Illusory Old Man**. The flooring is pale yellow tile, the walls are covered in ripped gold foil wallpaper, and an unlit oil lamp hangs from a ceiling chain. The room has the *illusion* (disbelieve moderate Will) depicting a very old Human man in long yellow sunburst robes and a flowing beard sitting on a honey-colored chair at a secretary desk filled with scrolls.

[6] **South Interior Hallway**. The flooring is pale yellow tile, the walls are covered in ripped gold foil wallpaper, and two unlit oil lamps hang from ceiling chains. Two moldy tapestries hanging on the north wall cover windows into the Interior Tower (Jungle). The area is occupied by a HD5 **Golden Beetle** (*hypnotic/mesmerizing*, difficult Will save) and four HD3 **Rifle Beetles**.

[7] **East Interior Hallway**. The flooring is pale yellow tile, the walls are covered in ripped gold foil wallpaper, and four unlit oil lamps hang from ceiling chains. The north door frame is empty (to #8). The middle door (#9) is badly-damaged wood and it hangs from one hinge. The south door (#10) is sturdy banded wood with a bronze keyhole (locked, easy to open; apparent needle trap on the latch). The hallway is occupied by two HD3 **Rifle Beetles**.

[8] **Looted Chest**. The flooring is pale yellow tile, the walls are covered in ripped gold foil wallpaper, and two unlit oil lamps hang from ceiling chains. The door in the south wall is sturdy wood with a bronze keyhole (locked, easy); a wood plaque on the door depicts a quill and scroll. The southwest area has a partially-destroyed secretary desk and an open wood chest (empty).

[9] **Unstable Flooring**. The flooring is pale yellow tile, the walls are covered in ripped gold foil wallpaper, and two oil lamps hang from ceiling chains. The door in the north wall is sturdy wood with a bronze keyhole (locked, easy to open). The center (5x10 FT) part of the floor breaks when walked over (avoid difficult AGIL when not detected, save versus falling moderate AGIL), revealing a 15 FT pit with *poisoned* wood stakes at the bottom (TD+d6, *fatal* after 1d100 minutes, moderate STAM save). Among the bones at the pit bottom are 14 CP coin, 10 SP coin, 1 GP, *Poison Antidote Salve*.

[10] **Naked Diva Statue**. The flooring is pale yellow tile, the walls are covered in ripped gold foil wallpaper, and an unlit oil lamp hanging from a ceiling chain, another lamp is on the floor under an empty chain. The hidden door in the west wall is moderate to find, moderate to open. A 10-inch wood platform in the southeast corner supports a 10 FT long white marble statue of a nude Elven woman with long hair lounging on a divan while eating a pear. A dusty, greasy, tapestry hanging on the north wall depicts the sunburst symbol.

[11] **Jewelry Box**. The flooring is pale yellow tile, the walls are covered in ripped gold foil wallpaper, and two oil unlit lamps hang from ceiling chains. A circular mirror in wood frame hangs on the north wall. An upright cherry wood jewelry box is in the room; the box contains 9x 2 CP beaded Necklaces, 3x 2 SP thin silver Chains, a 2 GP thin gold Chain, 12x 1 CP copper Rings, 4x 3 SP silver Rings, 2x 3 GP gold Rings, 4x 5 CP Armbands, a 3 GP silver-gold Charm Bracelet, 2x 4 SP silver Earrings, and a 4 GP gold-ruby Locket. A piece of jewelry is *poisoned* (fatal, moderate STAM save) on 1d12 rolls 01.

[12] **West Interior Hallway**. The flooring is pale yellow tile, the walls are covered in ripped gold foil wallpaper, and four oil lamps hang from ceiling chains. The south door (#13) is thin stone on rollers painted yellow (moves to the right) with a twisted latch. The north door (#14) is sturdy wood covered in rotting leather and a steel keyhole (locked, difficult to open). A 1d6 spike springs down from the door frame 20 seconds after the door is opened (avoid difficult AGIL on entering when not detected; difficult to find, moderate to disarm).

[13] **Empty transit**. The flooring is pale yellow tile, the walls are covered in ripped gold foil wallpaper, and an unlit oil lamp hangs from a ceiling chain. The door in the north wall is badly damaged wood with holes/stains, an arrow sticks in the door, the lock is damaged (open). A chalk drawing on the east wall depicts an obscene act between a male Giant and a Human woman. An empty leather sack is in the northwest corner (interior surface *poison, paralysis* 1d100 minutes, moderate STAM save).

[14] **Stone Sun**. The flooring is pale yellow tile, the walls are covered in ripped gold foil wallpaper, and three oil unlit lamps hang from ceiling chains, one lamp has a hole in it. The door in the south wall is badly-damaged wood with holes/stains, the lock is damaged (open). A 6 FT stone panel hanging on the west wall depicts the sunburst. Two black stone gargoyle faces hang on the north wall (3 SP amber eyes); the west face *spits* d4 acid (avoid easy AGIL).

[15] **Way 'Down**. The flooring is pale yellow tile, the walls are covered in ripped gold foil wallpaper, and four unlit oil lamps hang from ceiling chains, a small puddle of oil is below a lamp which drips slowly. A fresco inlaid in the northeast diagonal wall depicts a wizard in yellow sunburst robes summoning a Fire Elemental in an outdoor enchanted circle. The room has the aroma of roses. A circular bronze stair leads down below ground (to #118 on Underground One, Two, and Three). The room is occupied by a HD5 **Mummy** (+2 on all saving) in yellow cloth and a red kilt, armed with a 1d8 Flail, wearing a 5 SP copper necklace, a 2 SP copper-bloodstone Ring, and a 7 SP silver Armband.

[16] **West Guard**. The floor and walls are covered in a dull black ceramic tile, an unlit torch is in a wall bracket on the south wall. A stone cube is on the floor with a hole directly above it in the

SUNBURST TOWER (12), GROUND AND SECOND FLOORS

[16] **West Guard**, continued...ceiling. If searched, two hp1 mousetraps (difficult AGIL to avoid) are in the hole.

[17] **Dead Froggy**. The flooring is pale yellow tile, the walls are covered in ripped gold foil wallpaper, and one oil lamp hanging from a ceiling chain. The door in the east wall is painted dark blue, scarred with small holes, bronze latch, a wood plaque depicts a beer stein. The northeast end (L) has the skeleton of a giant frog.

[18] **Rotten Escargot**. The flooring is dirty/muddy white ceramic tile, the walls are painted a steel-grey, one cut-open oil lamp hangs from a ceiling chain. The hidden door in the northeast corner pushes vertically up (moderate to find, moderate to open). Six HD2 **Fireflies** are feeding on the rotting carcass of a Giant Snail.

[19] **Red Armoire**. The flooring is pale yellow tile, the walls are covered in ripped gold foil wallpaper, and two unlit oil lamps hang from ceiling chains. An upright red-painted armoire stands at the east end, chain/padlock, easy to open. The armoire contains four white silk shirts, two faded yellow gowns, white linen gloves, two stove-pipe hats, a 2 SP silver-tipped cane, a dark green winter cloak, and a paisley 4-pocket vest; a locked compartment (difficult to open) contains a small blue wood box with a yellow sunburst that holds an 8½ inch dark yellow crystal (used in the beacon on the roof, #117).

[20] **Perilous Hallway West**. The flooring is pale yellow tile, the walls are covered in ripped gold foil wallpaper, and two oil lamps hang from ceiling chains. A belt-fed bolt thrower is mounted in the wall at the east end of the hallway, avoiding the bolts requires a moderate AGIL save. Two ordinary Human-sized skeletons are face down on the floor. The door in the northwest end is sturdy wood with dark red stains and a bronze keyhole (locked, moderate to open, two wires stick out of the door frame {disarmed trap}).

[21] **Padded Room**. The floor is covered by a spongy black material (rubber), the walls are covered in rotting tan leather pads (stinks). The door in the west wall is sturdy wood painted sickly green, bent bronze latch, a wood plaque depicts a compass. A rotted leather strap is attached to a hook in the ceiling of the northwest end (L), under it is a Human-sized ordinary skeleton with a strap around their neck.

[22] **Short Drop**. The flooring is dirty/muddy redwood planks, the walls are stucco painted a dingy yellow, an unlit oil lamp hangs from a ceiling chain. The hidden door in the northwest end is moderate to find, easy to open. The planks appear not to be firmly attached (easy to find), an Adventurer crossing the floor breaks through on 1d12 rolls GTET 5 – the drop is 2 FT (no damage). A backpack contains 50 FT good rope, a lantern, 2x flasks oil, flint-steel, broken compass, 8x wood stakes, mallet, 3x 1 SP pouch Pipeweed, corn cob pipe, 2x 4 FT silk cloths, and a first-aid kit.

[23] **Copper Chest**. The flooring is redwood planks and the walls are a dark brown stucco. A 1d12 *Flame Trap* is in the room's center. A black cloth covers a 4 GP 8-inch ebony idol (*Stunning Glyph* on the base, 2d20 minutes, range 5 FT, easy Will save) sitting on top of a small copper chest (locked, easy to open) at the west end. The chest contains 78 CP coin, 22 SP coin, 5 GP, 6x 5 SP 10 FT fine lace tablecloths, 5x thick wool blankets, an oilskin Duster, 3x fine wide-brimmed black {cowboy}



hats, a 3 SP pair of silver spurs, 2x 1d6 *Cure Wounds Potions*, and a *Poison Antidote*.

[24] **Perilous Hallway East**. The flooring is pale yellow tile, the walls are covered in ripped gold foil wallpaper, and two oil lamps hang from ceiling chains. A belt-fed bolt thrower is mounted in the wall at the west end of the hallway, avoiding the bolts requires a moderate AGIL save; the bolt tips are *poisoned* (sleep, moderate STAM save, 1d100 minutes). Two ordinary Human-sized skeletons are face down on the floor. The door in the northeast wall is painted a peeling gold, is badly damaged and missing pieces, and has a broken bronze keyhole. The skeleton of a juvenile bear is found in the alcove on the south side (stairs up to the second floor, tripwire moderate to find, 1d6 80-pound weight falls from the ceiling, avoid moderate AGIL).

Second Floor

The Earth Level is inside the central area. Unless otherwise noted the rooms have red-orange ceramic tile floors, the walls are wainscot (redwood bottom, light red satin wallpaper with yellow sunbursts).

[25] **Second Floor Entry**. Three lit torches are in wall brackets in the southeast wall (jagged). The hidden door in the north wall is moderate to find, difficult to open. A 15 FT torn/stained tapestry on the west wall depicts two airborne dragons fighting; a window to the interior is behind the tapestry. Two empty wood chests are overturned.

[26] **Tar Babies**. A window in the east wall is bricked up. The room is furnished with a rust-colored rug (**Rust Mold** spores if moved on 1d12 rolls GTET 6), two moldy couches (north, south), and a small circular table with an empty pewter vase. A beautiful charcoal drawing on the east wall depicts Dwarves being hung by Goblins. The area is occupied by 2x HD4 **Tar Golems** armed with 1d10 Spiked Heavy Maces (triple damage from fire-lightning, weapons stick to the body).

[27] **Pin Cushion**. A floorplate (moderate to find, moderate to disarm) activates four 6 FT 1d8 spear points which eject from the south (cover plate, difficult to find)

[28] **Electric Mirrors**. 5 FT oval mirrors are on the west and east walls opposite each other, a continuous 1d12 *lightning bolt* spans the 25 FT between them (standing wave), difficult AGIL to avoid, moderate STAM save. There is a 2 FT gap beneath the

SUNBURST TOWER (12), SECOND AND THIRD FLOORS

[28] **Electric Mirrors**, continued...*lightning*. Breaking either mirror disrupts the pattern.

[29] **Priest's Statue**. The floor is covered in orange terra cotta tile, the walls are painted tan with orange lines, and two unlit oil lamps hang from ceiling chains. A faded/frayed tapestry on the west wall depicts the sunburst symbol. An arch in the northeast wall (diagonal) leads to #30. A 7 FT yellow stone statue of a Medusa in the robes of a Sunburst Priest is in the southeast corner; the statue holds a wood Staff. A spring-loaded spot at the top of the statue holds a *Coel's Wand* (31x, difficult to find).

[30] **Sticky Feet**. The flooring is light grey ceramic tile (north end covered by a thin layer of strong glue, moderate to find, STR GTET 18 to break), the walls are painted chartreuse, the west wall is completely covered by a sheet of frosted grey glass (2-inch gap), two unlit torches are in brackets on the east wall. The door in the north wall is sturdy wood covered in dark yellow leather, bronze keyhole (moderate to open); a needle trap is disarmed. An open arch is in the southwest wall (to #29).

[31] **Phantasms**. The door in the north wall is mostly intact wood painted grey (small holes), bronze keyhole (easy to open); a wood plaque on the door depicts a flying eagle. Graffiti on the east wall is in an unknown language. The door in the south wall is sturdy wood covered in dark yellow leather, bronze keyhole (moderate open); a needle trap is disarmed. Adventurers see/hear a *phantasm* of a Minstrel reading an epic poem in an unknown language. The room is occupied by 4x HD2 **Giant Rattlesnakes** (reduce AGIL/STR per bite, moderate save).

[32] **Skull Pins**. The floor is covered by dark brown wood planks, the walls are painted honey-brown, three unlit oil lamps hang from the ceiling by chains. Twelve large bleached bones stand on-end in the west end, four rounded black skulls are found in the east end. The door in the north wall (#33) is solid wood, it hangs from only the upper hinge (breaks on 1d12 rolls GTET 8). The door in the east end is badly damaged with missing pieces and a bronze latch. The door in the south wall is mostly intact wood painted grey (small holes) with a bronze keyhole (easy to open). Stairs up to the Third Floor are in the southwest corner.

[33] **Rosewood Cover**. The floor is covered with terra cotta tiles, the walls are covered by yellow-dyed leather (sunburst symbol west end), and two unlit oil lamps hang from ceiling chains. A carved rosewood panel covers the door at the east end, it is rotting wood covered in stained red leather with a bronze keyhole (locked, easy to open). Two emaciated ordinary black cats are in the room.

[34] **Iron Box**. A 5x4x4 solid black stone is located in the east end, a 2x2 FT iron box is bolted to the top by two iron bands screwed into the stone (hex bolts). A small blue wood box with a yellow sunburst is revealed when the box is lifted off, it holds an 8½ inch dark yellow crystal (used in the beacon on the roof, #117)

[35] **Small niche** (5x5). The niche is occupied by a tin imitation suit of plate armor holding an imitation bronze Long Sword.

[36] **Melee Zone**. The door in the west wall is badly damaged with missing pieces, covered by worm-eaten brown leather, with a bronze latch. The hidden door in the south wall (#37) is moder-

ate to find, moderate to open. The northwest and southwest alcoves each have a 7 FT yellow stone statue of a Medusa (*paralysis* range 10 FT on 1d12 roll 01, moderate STAM save). A wooden balcony is across the east end with two 5 FT-wide stairs at the north and south ends. Three HD3 **Goblins** armed with Short Sword) are at rail-mounted bolt-throwers (1d10+2, TH GTET 14, two rounds to reload). Windows are along the southwest wall that look into the central area. Four HD3 **Giant Boar** are on chains attached to the east wall, can be loosed by the Goblins. The room has a *magic-suppressing enchantment* (difficult Will save to enable casting spell, lose spell slot on failure).

[37] **Hidden Walk**. The south end door (#25) is moderate to find, difficult to open. The north end door (#36) is easy to find, easy to open.

Third Floor

The Cloud Level is visible inside the central area. Unless otherwise noted the flooring is white ceramic tile and the walls are white plaster.

[38] **Central West**. The door in the north wall is bronze over wood but badly damaged and barely attached to the frame. The door in the southwest is banded wood with some divots and stains, it has a brass keyhole (easy to open). Windows along the east wall look into the central area. Stairs along the west wall go down to the Second Floor. A 6 FT by 4 FT painting on the north end of the west wall depicts a male Human Wizard in an alchemical laboratory. A 9 FT by 6 FT painting on the south end of the west wall depicts a tropical volcanic island erupting at dawn (a Priest's scroll is attached to the back {1d6 Cure Wounds, 1d6 Cure Wounds, 1d8 Cure Wounds, 1d10 Cure Wounds, 1d12 Cure Wounds}). The area is occupied by eight HD3 **Zombies** armed with War Axes, two also have Short Bows (12x War Arrows, *Arrow of Paralysis*), two have smoke grenades.

[39] **Three Amigos**. An unlit oil lamp hangs from a ceiling chain. All three doors (west, northwest, northeast) are sturdy banded wood with brass keyholes; the west door is open, the northwest door is locked (moderate to open), and the northeast door is locked (easy to open, open out, black cloth hangs in upper half of the frame, a *Glyph of Blindness* is written on the reverse side {range 6 FT, 2d100 minutes, moderate Will save}). A rotting leather left boot is on the floor.

[40] **Cozy Bedroom**. The floor is covered by yellow wood planks with a 15 FT red oval rug, the walls are covered in peeling red-and-white striped wallpaper, and three unlit torches are attached to the west wall by brass brackets. The room is furnished with the bare frame of a four-post bed, an over-turned and ripped-open coach, a coat rack snapped in two, a padded bench cut in two pieces, and an upright armoire with its doors hacked off. A broken axe head, a dismembered skeleton, and a badly-decomposed zombie corpse is on the floor.

[41] **Bunkroom**. The flooring is dark wood with a grey rug, the walls are covered by burlap, and two unlit oil lamps hang from ceiling chains. Four two-high wood bunks are in the room with straw mattresses and rotting blankets; two contain ordinary skeletons and two contain the dry desiccated corpses of male Gnomes in rotting leathers. One skeleton wears a 12 SP gold

SUNBURST TOWER (12), THIRD FLOOR

[41] **Bunkroom**, continued...-topaz Ring. Searching the bottom bunks sets off a 1d12 black powder charge on 1d12 rolls GTET 8 (moderate to find, easy to disarm, moderate AGIL to avoid).

[42] **Specter's Abode**. The walls are covered in dark leather. The north door in the east wall is badly-damaged and only the upper part is in place; the center door in the east wall is banded wood with a brass keyhole (locked, easy open); the south door in the east wall is wood covered by stained and cut leather with a brass keyhole (locked, easy open). The room is furnished with a small secretary desk and three over-turned stools. The room is occupied by a HD7 **Specter**.

[43] **Stiff Ogres**. The room contains two 7 FT stuffed Ogres standing 6 FT apart facing other. One Ogre has an 11 SP silver Armband, a leather thong around his neck has a 4 CP copper Amulet, a 3 SP earring is in his left ear, and an oversized 3 SP copper-onyx Ring. When Adventurers get between the Ogres to remove the jewelry, the facing Ogre's hand *animates* to grab (difficult AGIL to avoid) the Adventurer's shoulder (*Paralyzing Hand*, difficult STAM save).

[44] **Shifting Sand**. The floor appears to be sand (*Create Quicksand* spell, moderate AGIL to avoid sinking, difficult STR to break free if sucking into quicksand). A 20 GP gold comedy mask hangs on the east wall.

[45] **Hogshead**. The room contains ten old oak barrels, five by two high. The top barrels are all empty. Three of the bottom barrels contain rotted (diseased) flour. One contains ten pewter steins, six pewter goblets, and two 4 SP silver goblets, and five pewter platters. One contains a leather bag concealed in salt; the bag holds 22 CP coin, 9 SP coin, 1 GP, 2x vials *Holy Water*, a 1d8 *Cure Wounds Potion*, and a 20-pack of chewing gum.

[46] **Crossbow Phantasm**. The room is empty. An *illusion* (disbelieve moderate Will) depicts two male Gnomes in Leather Armor, each has a Short Sword and Crossbow (10 illusory bolts).

[47] **The Eyes Have It**. The floor is covered by a layer of green spongy (rubber) material, the walls are painted in alternating green-and-black stripes, and two unlit oil lamps hang from the ceiling. Two unlit torches are in brackets on the west wall. A 10 FT by 6 FT by 4 inches-thick black stone plaque is mounted on the west wall inscribed with five rows of five 5-inch-wide eyes; the four corner eyes have red centers and the rest have blue centers. All of the eyes move side-to-side and wink. The plaques are *mesmerizing* (range 8 FT, easy Will save checked every 3 minutes); the red-centered eyes *paralyze* (easy to avoid, moderate STAM to save).

[48] **Fake Stones**. The floor is covered in thin red paving stones, the walls are covered in tattered wallpaper with a rough stone appearance, and two unlit oil lamps hang from the ceiling. A charcoal drawing on the south wall depicts snow in a rocky mountain pass. There are four stone boulders in the room, each about 8 FT by 6 FT by 5 FT tall (the boulders are hollowed out and can be turned over with Strength GTET 17). The second boulder conceals a HD4 **Grey Ooze**. Inside the fourth boulder is *Chain Mail Armor* (AC9+6, *Never-Cleaving*), an open-face *Helm AC5+5* (*Determination*, +2 Will Save), and a *War Axe +1* (*Shield Splitter*). A HD5 **Mold Golem** armed with a 1d8 Spiked Club stands in the room.

[49] **Cauldron Duo**. Two 5 FT diameter copper cauldrons are partially-filled with a hardened black muck, if Adventurers chip away the muck in the first cauldron a 12 GP platinum-emerald Ring is revealed. The door in the east wall has dark leather over sturdy wood with a brass keyhole (open), a contact *poison* (hp1d8 damage, easy STAM save) is on the doorknob.



[50] **South Hallway**. The west end door (to #47) is covered by dark green leather with green stains, a brass keyhole is open. The southwest door frame (to #48) is filled by a dark brown stiff leather sheet tacked inside the frame. The south-west door (to #49) is covered by dark red leather with a brass keyhole (locked, easy to open, the leather has cuts and slashes in it). The east doors (to both doors of #56) are sturdy banded wood with a 14-inch cutout and brass latches. Windows embedded in the north side give a view of the interior Cloud Level. An empty tapestry rod is mounted on the south wall, pulling on it causes a bell to sound. There is a wide dark red smear on the floor at the center of the hallway. A badly-dented small steel Shield, cleaved Helm, a piece of a Sword blade, and a snapped Staff are found on the floor.

[51] **Cell Access Hallway**. The door on the west end has dark leather over sturdy wood with a brass keyhole (open), a contact *poison* (hp1d8, easy STAM save) is on the doorknob. The door on the east end is dark leather stained with red over mostly intact wood with a brass keyhole (locked, easy to open). The four cell doors on the south wall are rotting wood with 10-inch cutouts, rusted hinges, bronze latches, the bottom half of the center-east cell (#54) is missing. Two unlit oil lamps hang from ceiling chains. The badly-decomposed carcasses of two spiders are in the hallway (nauseating 1d20 minutes, moderate STAM save).

[52] **West Monk Cell**. The cell has a bare stone floor and walls, a moldy straw floor mat, and an unlit torch in a wall bracket on the west wall. A sleeping pallet with rotted blankets is on the floor. The number 628 is marked on the east wall in tally marks (four plus a diagonal for five). An empty leather Bota is on the floor.

SUNBURST TOWER (12), THIRD AND FOURTH FLOORS

[53] **West Center Monk Cell.** The cell has a bare stone floor and walls, a moldy straw floor mat, and an unlit torch in a bracket on the west wall. A sleeping pallet with rotted blankets is on the floor. A paving stone in the floor under the pallet *conceals* (easy to find) a rosewood box holding an 8½ inch dark yellow crystal (used in the beacon on the roof, #117).

[54] **East Center Monk Cell.** The room has a rotting sleeping pallet with the shredded remains of blankets; a thick straw mat is on the floor. A hole in the ceiling leads to #81 on the Fourth Floor. The bones of several persons are in the room, along with a mostly-intact backpack (14 CP, 3 SP, 30 FT good rope, 2 flasks oil, 4 torches, a small brass key, 2 rations, small copper flask with brandy). The room is occupied by three HD4 **Rifle Beetles** (five additional in the room above).

[55] **East Monk Cell.** The room has a bare stone floor and walls, a moldy straw floor mat, and an unlit torch in a bracket on the west wall. A sleeping pallet with rotted blankets is on the floor. An old wooden footlocker with brass latch contains a variety of tattered and stained old dark brown hooded robes, underclothes, and two pairs of sandals. The room is occupied by two HD3 **Shelf Fungus**.

[56] **Music Room.** The two doors in the west wall is dark leather stained with red over mostly intact wood with a brass keyhole (locked, easy to open). The floor is covered by grey planks, the walls are painted tan, and there are four unlit oil lamps hanging from ceiling chains. Cabinets along the south wall hold four antique guitars, two violins, a fiddle, three flutes, a piccolo, a clarinet, three tambourines, a trumpet, four hand drums, several sets of spare instrument strings, instrument pics, three instrument bows, and a key-wound Metronome. Four metal tuning forks are stuck in the top of a 3 FT-tall wood block in the north end of the room; striking any of the forks causes a loud reverberation in the room (*disorientation* 1d20 minutes, moderate Will save).

[57] **Devil's Nook.** The floor is covered by alternating tiles of red and yellow, the wall is wainscot with redwood planks on the bottom and peeling silver foil wallpaper on top, and five unlit oil lamps are attached to brass brackets in the east wall. An oversized ornate carved-wood chair is on the north side with a grimy/moldy satin pillow; there are empty sockets in the chair. Only smashed pieces of wood and fabric remain of any other furniture that had been in the room. The room is occupied by a **Type 1A Devil**. The Devil is wearing a *Chest Charm*; the chest contains 36 SP coin, 7 GP coin, a *Flail +1*, *Lijeth's Melee Bracers* (TH+1 in direct combat), silver *Spirit Binding Chains*, a closed-face steel Helm (AC5+4, cursed – *Babel*), 6x Torches, 10x wood Stakes, 12x adamantite Spikes, a Mallet with an adamantite striking surface, two fresh sprigs of Garlic, 2x vials *Unholy Water*, a 20 GP diamond, a 12 GP white pearl, a 2 GP piece of polished green jade, a 4 SP copper-amethyst Ring, a 9 SP obsidian Necklace, a 3 SP copper Armband, and a 2 SP polished shell.

[58] **Bad Gas.** The northwest door (to #59) is leather over sturdy wood with a rotating disk handwheel to open (rusty padlock on the wheel, easy to open), if examined closely leather seals are along the door frame, an unpleasant stinging aroma is noted near the door; a wood plaque depicts a skull over crossed bones (*poisonous* gas is inside). The northeast door (to #61) is sturdy banded wood with a brass keyhole (locked, moderate to open). The doors in the east wall to the south (to #57) are sturdy banded wood with a brass keyhole (locked, moderate to open); a Holy

Symbol is fixed on each door, along with (dried/rotting) garlic and wolfsbane (removing the Holy Symbol allows the **Devil** held at #57 to leave the room). Stairs along the east wall lead up to the Fourth Floor. The shredded remains of a tapestry hang on the west wall. A wood footlocker is in the southeast corner against the stair, it has a brass latch; the footlocker holds four flexible rubber masks shaped like Ogre's heads (allows safe breathing of the gas in #60; because of the narrow eyes, apply a -4 TH penalty). This area is occupied by two HD3 **Giant Skunks**.

[59] **Do Not Pass Gas.** The room is filled with a lethal *poisonous* gas (difficult STAM save, *fatal* in 2d20 rounds); Adventurers wearing the masks found at #58 are protected from the gas although some sticks to their clothing when they exit. The door in the east wall is bronze over sturdy wood with a brass latch, the frame has leather seals around it. The room is occupied by five HD3 **Zombies** armed with Spears.

[60] **Gypsy Lady.** A 6 FT painted plaster figure of a female Human gypsy stands in the south end, she holds a tray on which a deck of playing cards (aura of enchantment) are spread out face down. Adventurers can make four picks from the deck before it disappears (it cannot be removed from the room).

Clubs: (A) heal hp6, (K) immediate hp1d12 damage, (Q) banish disease, (J) Agility-2 one hour, (10) TH+1 one hour, (9) saving rolls-1 one hour, (8) immune poisons 1 hour, (7) SPM-2 one hour, (6) SPM+1 one hour, (5) open/disarm-2 one hour, (4) +2 open lock one hour, (3) permanent hp-4, (2) permanent hp+1; **Diamonds:** (A) heal hp4, (K) immediate hp1d10 damage {no save}, (Q) banish poison, (J) Intelligence-2 one hour, (10) TH+2 30 minutes, (9) saving rolls-2 30 minutes, (8) immune paralysis 1 hour, (7) SPM-3 30 minutes, (6) SPM+2 30 minutes, (5) climb-2 one hour, (4) +3 open lock 30 minutes, (3) permanently *blinded* {difficult Will save}, (2) permanent AGIL+1; **Spades:** (A) heal hp6, (K) immediate hp1d8 damage, (Q) banish confusion, (J) Strength-2 one hour, (10) TH+3 15 minutes, (9) saving rolls-3 15 minutes, (8) immune disease 1 hour, (7) SPM-3 30 minutes, (6) SPM+2 30 minutes, (5) find-2 one hour, (4) +2 disarm trap one hour, (3) permanent *shapechange* {difficult Will save, into an **orange tabby cat**}, (2) permanent WILL+1; **Hearts:** (A) heal hp4, (K) immediate hp1d6 damage, (Q) banish deafness, (J) Stamina-2 one hour, (10) TH+1 one hour, (9) saving rolls-2 two hours, (8) immune stoning 1 hour, (7) SPM-1 one day, (6) SPM+1 one hour, (5) -3 versus Undead one day, (4) +3 disarm trap 30 minutes, (3) permanently stoned/petrified {difficult Will save}, (2) permanent hp+2;

[61] **Card Shark.** An old octagonal card table in the room's center has a house of cards built on it using a Tarot Deck. Only one card is duplicated (Hanged Man, pair of *Linked Tarot Cards*/magic gate, range 500 FT). The Hanged Man cards can be extracted on difficult Agility rolls, if the extraction is failed the cards fall on 1d12 rolls GTET 6; when the house of cards falls a *remove air* spell is invoked (notice difficulty breathing after 1d12*15 seconds, another 1d12*15 seconds to exit the room before going *unconscious*, *fatal* after Stamina*15 seconds unconscious).

Fourth Floor

See diagram on page 56. Unless otherwise noted each room has dark red wood plank flooring and walls painted a bright, almost phosphorescent yellow. The Cloud Level is visible through win-

SUNBURST TOWER (12), FOURTH FLOOR

dows into the central area.

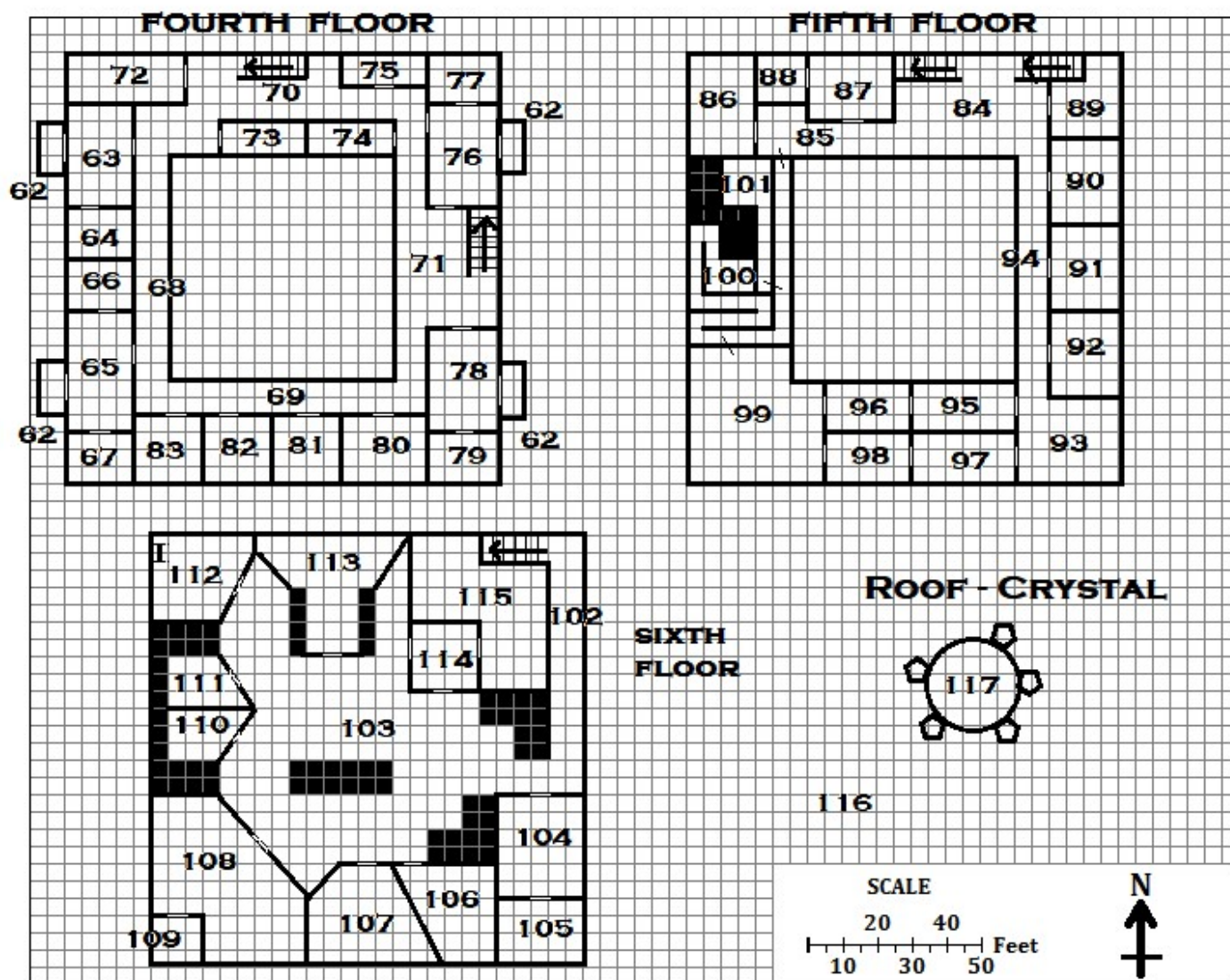
[62] **Balconies.** Four identical balconies, 8 FT wide, made of pink marble with a marble railing, the sunburst symbol is attached to the exterior wall on both sides of the door. The door is thick glass in a bronze frame with rollers, bronze latch (locked, easy to open), dark drapes hang in the room inside each door. The southeast (at #78) balcony *crumbles* on 1d12 rolls of 01-02.

[63] **String Music.** The drapes over the glass door in the west wall are musty and dirty. The door in the south wall has an upper and lower piece, each with its own separate brass latch. The door in the east wall has some damage and has dark red splotches and stains, brass keyhole (locked, moderate to open, odor of stale smoke). The room is filled with the sounds of violins playing classical chamber music. A *phantasm* shows eight Medusa in colorful knee-length gowns doing a pairs dance with four Human string players in the background.

[64] **Smoking Room.** A rotting rug depicts Djinn on flying carpets. The room is furnished with eight dirty and moldy stuffed

chairs with three small round tables. A shelf on the west wall holds ten large pewter steins. A shelf on the east wall holds three pewter canisters, each of which has a dozen good quality (1 SP each) cigars. An Adventurer who rolls 01 on a 1d20 roll is [64] **Smoking Room**, continued...overpowered by the smoke and has a strong coughing fit (moderate save, affected for 1d20 minutes).

[65] **Art Studio.** The drapes over the door in the west wall (door is thick glass in a bronze frame with rollers, bronze latch {locked, easy to open}) are dusty and dirty. The door in the east wall is sturdy banded wood with two brass keyholes (locked, both are easy to open). The door in the north wall is painted dark red with two snakes swallowing each other, has a brass latch and a warped door frame (STR GTET 19 to move). The door in the south wall is painted black with a yellow sunburst design with a brass keyhole (locked, moderate to open). The room has several artist's easels with partially completed landscape paintings. Shelves on the northwest wall hold a variety of rotted brushed and hardened paints and pigments. Several rotting rolls of canvas lean in the southeast corner.



SUNBURST TOWER (12), FOURTH FLOOR

[66] **Whipping Boy.** The floor is covered in cream-colored ceramic tile with black grout, and the walls are covered by peeling dark green wallpaper with gold crowns. An unlit oil lamp hangs from the ceiling. The east wall is heavily spattered by a dried dark red material, as is the floor at the wall's base. Four **Whipping Vines** grow on the north wall. An old (brittle, rotted) backpack holds 18 CP coin, 6 SP coin, a moldy rope (breaks 1d12 GTET 7 per use), a Dirk in moldy leather sheath, ten rotted wood stakes, four rusted iron spikes, a slide whistle, six putrefied rations, and a brass Lock Pick.

[67] **Power Conduit Southwest.** A continuous floor-to-ceiling piece of red crystal is in the northwest corner, it is 14 inches wide and 9 inches thick; a two-position dial switch is on the crystal 5 FT off the ground; when the switch position is moved from pointing left to pointing right, the crystal begins glowing red and it becomes warm to the touch. A grey-metal panel on the east wall is 3 FT tall by 2 FT deep, four two-position throw switches are on top, all in the down position with an associated red light (lit) and a green light (dark); throwing a switch turned the associated red light dark and the green light becomes lit. There is no effect from any of the switches.

[68] **Pointed Objects.** Spikes are fixed into the wall at the north end (by #72) and at the south end (by #83). Bands of metal 6-inches across circle the corridor at 5 FT intervals (floor, ceiling, walls), these form the coils of an accelerator which flings Adventurers into the spikes for hp2d8 damage; a person in metal armor resists acceleration on a difficult Strength roll. A three-position vertical lever in the wall is next to three white lights, the lever is in the middle position and the middle light is blinking. When either lever is moved to the upper position the upper light becomes lit and the accelerator pushes from south to north, when either lever is moved to the lower position the lower light becomes lit and the accelerator pushed from north to south; both levers move together.

The north door in the west wall has some damage and has dark red splotches and stains and a brass keyhole (locked, moderate to open). The south door in the west wall is sturdy banded wood with two brass keyholes (locked, both easy to open).

[69] **South Corridor.** Windows built into the north wall look into the Cloud Level. The west end door is heavily damaged and held in place by a plank nailed across the frame. The west-center door is bronze over wood with a brass keyhole (open); the bronze layer has several parallel grooves cut into it (claws). The east-center door is sturdy banded wood with a brass keyhole (open); the door has a sticky/tacky orange-colored stain on it. The east door is sturdy banded wood with a brass keyhole (moderate to open, a needle is sticking out of the door knob {easy AGIL to avoid}); a brass fish's head door knocker is on the door.

[70] **North Corridor.** The door on the west end (#72) is somewhat damaged with divots and stains, it has a brass keyhole (open) and latch; the door in the southwest (#73) is banded wood in good repair with a steel keyhole (locked, moderate to open, a wood plaque depicts a lion's head - underneath is a *Glyph of Stunning* {range 6 FT, 1d100 minutes, moderate Will save}); the door on the east end (#75) is heaving damaged and the lock has been cut out. Stairs up to the Fifth Floor are in the center north area. Four unlit oil lamps hang from the ceiling. Two spaces on the south wall show where frames had been hung.



[71] **East Corridor.** The door in the northwest (#74) is missing, the frame is empty; the door in the northeast (#76) and the door next to the stairs are both sturdy banded wood with a steel keyhole (locked, moderate to open); the door in the southeast (#78) is badly damaged with pieces missing and a jammed brass keyhole. Stairs down to the Third Floor are along the east wall. The corridor is occupied by a HD5 **Assassin Bug** and four HD3 **Am-bush Bugs**.

[72] **Northwest Power.** The floor is covered in alternating red-black tiles, the walls are whitewashed stucco, and four unlit torches are in brackets on the north wall. A continuous floor-to-ceiling piece of red crystal is in the northwest corner, it is 14 inches wide and 9 inches thick; a two-position dial switch is on the crystal 5 FT off the ground; when the switch position is moved from pointing left to pointing right, the crystal begins glowing red and it becomes warm to the touch. Four 10-inch diameter floor-to-ceiling metal pipes are along the south wall, they are missing a 2 FT section, the missing pieces are on the floor (latches allow them to be secured in place); there is no apparent immediate result from replacing the missing pieces (other actions are required).

[73] **The King's Room.** The room is flooring in tawny ceramic tiles, the walls are covered in tattered gold foil wallpaper with silver lions, and two lion-shaped unlit oil lamps hang from ceiling chains. Inside a stuffed large lion is mounted on a redwood base, over the stuffed body of an antelope. Behind the lion's glass eye is a 25 GP gold-diamond Ring. Moving the antelope (~550 pounds) reveals a wood cover in the base, removing it

SUNBURST TOWER (12), FOURTH AND FIFTH FLOORS

[73] **The King's Room**, continued...reveals a silver-bladed *Long Sword* +2 (*triple damage versus Undead*) in a well-made scabbard (*heals hp6, 1/day*).

[74] **Snakes and Ladders**. The floor is covered by redwood planks, the walls are wainscot with the lower half in redwood planks and the upper half painted dark yellow. An unlit oil lamp hangs from a ceiling chain. An old chest with a brass keyhole sits inside a 6 FT diameter glowing blue circle at the west end. Adventurers crossing the blue line feel an instant of vertigo but are otherwise unharmed. The chest falls apart when an attempt is made to open it; it contains a 30 FT rope ladder and twenty rotting hides. The room is occupied by a HD2 **Giant Rattlesnake**.

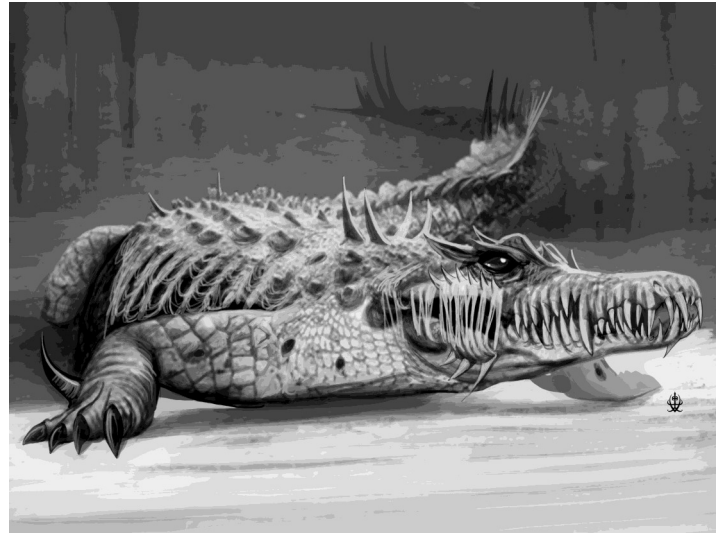
[75] **Junk Room**. A lot of damaged furniture have been piled in here, up to 6 FT high, there is hardly room to get in past the door. The room is very flammable (3d8 explosion if an exposed flame is brought into the room, difficult AGIL to avoid, difficult STAM to reduce to half-damage).

[76] **Northeast Balcony**. The flooring is alternating white and grey ceramic tiles, the walls are covered in peeling grey wallpaper, and unlit oil lamps are attached to each corner by brass brackets. A grimy and badly-damaged tapestry on the west wall depicts a Medusa in front of an altar in a temple with kneeling Medusa. An old divan in the room collapses when sat on. The exterior door in the east wall is thick glass in a bronze frame with rollers, bronze latch (locked, easy to open), dark drapes hang in front of the door. The west and south doors are sturdy banded wood with steel keyholes (west wall locked, moderate to open; south wall is open). The north door is bronze over sturdy wood with a brass keyhole (locked, moderate to open). A 5 FT diameter glowing circle in front of the south door is a 1d10 *Flame Trap* (difficult AGIL to avoid, difficult STAM to save).

[77] **Northeast Power**. A continuous floor-to-ceiling piece of red crystal is in the northwest corner, it is 14 inches wide and 9 inches thick; a two-position dial switch is on the crystal 5 FT off the ground; when the switch position is moved from pointing left to pointing right, the crystal begins glowing red and it becomes warm to the touch. A workbench on the west wall has two mounted vices, a rusty claw hammer, and six old C-clamps.

[78] **Southeast Balcony**. The flooring is dark green ceramic tile, the walls are painted wood planks alternating green and purple, and four unlit torches are in brackets on the west wall. The south wall is extensively splattered with a dark red stain. The exterior door in the east wall is thick glass in a bronze frame with rollers, bronze latch (locked, easy), dark drapes hang in front of the door. The door in the south wall is bronze over sturdy wood with a steel keyhole (locked, moderate to open). The room is affected by a *Confuse Weapons* spell (TH-3). The room is occupied by an *invisible* HD9 **Giant Mummified Crocodile**.

[79] **Southeast Power**. A continuous floor-to-ceiling piece of red crystal is in the northwest corner, it is 14 inches wide and 9 inches thick; a two-position dial switch is on the crystal 5 FT off the ground; when the switch position is moved from pointing left to pointing right, the crystal begins glowing red and it becomes warm to the touch. Two upright armoires are against the west wall, one has a brass plaque depicting a wand and wizard's hat, the other depicting a woman's gown; both have small brass keyholes (easy open). The wizard's armoire holds six well-made



robes (one is AC12), three conical wizard's hats (one is AC8), three pairs of leather shoes, four fine tunics, two wool sweaters, and two trousers {all clothing is Human-sized}. The gown armoire holds eight fine woman's gowns, three pairs of ballroom slippers, two lace shawls, a bonnet, five silk handkerchiefs, a heavy cloak, and three wool scarfs. A hidden panel (moderate to find) on the back of the wizard's armoire (must be moved to find) holds a leather bag (18 CP, 8 SP, 2 GP, 12 SP piece of jade, 4 SP copper-amethyst Ring), *Salve Against Paralysis*, *Antidote Tonic*, and a *Stoning Wand* (touch, 12x).

[80] **Tanking**. The floor is covered by dark blue ceramic tile, the walls are painted light blue with wavy green lines, and two unlit oil lamps hang from ceiling chains (one chain has no lamp). There are four heavy wood stands with 8 FT-long glass by 3 FT glass tanks (white stains, colorful pebbles, 2-3 inches brackish water (poisonous to drink, easy save). Two tanks have the skeletons of small fish. A small spigot (dry) is 6 inches off the floor in the northwest corner.

[81] **Beetle Mania**. A hole in the floor opens to #54 on the Third Floor. The room is occupied by five HD4 **Rifle Beetles** (three more are in the room below).

[82] **Broken Faces**. The south wall has two long wooden shelves, a single 24-inch white stone bust of a Medusa is on a shelf. Three damaged busts are on the floor against the north wall with pieces missing and cracks (thrown against the wall). A chalk drawing on the east wall depicts combat between a small dragon and a large flaming bird.

[83] **Chamber Pot Room**. There is a faint nauseating odor in the room. A 3 FT tall by 2 FT diameter metal pipe goes through the floor, the pipe exterior is stained dark brown. Shelves on the west wall hold twenty-six unused brass chamber pots.

Fifth Floor

Unless otherwise noted the floors are covered by oak parquet and the walls are painted light blue. The Cloud Level is inside the central area.

SUNBURST TOWER (12), FIFTH FLOOR

[84] **Stair Foyer.** A stair down from the Sixth Floor is in the northeast corner, a stair down to the Fourth Floor is in the northwest corner. A 12 FT diameter seal inlaid in the floor depicts circles of colorful intertwining snakes (aura of enchantment); Adventurers walking across the seal feel a ‘tingling’ sensation in their legs but are otherwise unharmed. Four unlit oil lamps are in brass wall brackets on the south wall. The door in the east wall (to #89) is sturdy banded wood with a sticky latch (STR GTET 17 to open).

[85] **Northwest End.** The door in the west wall (to #86) is dark black wood with splatters of dark red across it, the brass keyhole is open; a *poisonous* (hp1d6 for 1d6 rounds, moderate STAM save) gas bladder trap mounted above the door inside the room may malfunction (fails to open, on 1d12 rolls GTET 7). The door in the north wall (to #87) is thoroughly rotted and breaks easily (jammed brass keyhole). Four putrefying corpses (*fatal* disease in 1d100 hours on 1d12 rolls GTET 10, moderate STAM save) in decaying Leather Armor lay on the floor, showing slash marks; two notched Cutlasses are on the floor.

[86] **Zombies Rest in Pieces.** A variety of antique furniture is piles/stacked against the north wall. Three unlit torches are in brass wall brackets on the west wall. The badly-decomposed remains of five zombies are on the floor, their various pieces hacked apart. There is a *strong stench* in the room (vomit, moderate STAM save). In examining the furniture Adventurers note a 6-inch brass circular disk engraved with a five-pointed star on the floor.

[87] **Failed Ritual.** A 12 FT diameter red circle is drawn on the floor in a dried dark red material (blood), the waxy stubs of seven red candles are spaced along the perimeter, two broken Wands are inside the circle. The decomposing body of a female Elf dressed in orange robes lies sprawled partially outside the circle. Several precise scorch marks are on the east wall. The door in the west wall is bronze over wood with a brass keyhole (open); a wood plaque on the door depicts a humanoid figure surrounded by a jagged circle.

[88] **Wizard’s Chest.** A decaying bedroll is on the floor next to a dirty stuffed chair, night stand, and foot rest. A metal chest is surrounded by a glowing blue aura (aura of enchantment). Adventurers suffer hp1 from touching the aura; requires a *banish magic* spell or prayer. The chest contains two *Wizard’s Robes* (a Human-sized robe has AC16, a Dwarf-size robe *deflects normal missiles*), *1d8 Cure Wounds Potion*, *Salve against Paralysis*, *Salve against Sleep*, *Antidote Tonic*, and a *1d20 Priest Zapping Wand* (50 FT, hits like arrow, 28x, 1d12 versus a Priest or Crusader, 1d4 versus all others). The room is occupied by a HD6 **Mobile Pile**.

[89] **Somebody’s Bunkroom.** Three old bedrolls are found around a cold campfire built on a 5 FT-across layer of stones. A brass Holy Symbol and obsidian Prayer Beads are found in one bedroll. Two discolored areas on the east wall indicate where picture frames once hung.

[90] **Broken Strings.** Four black leather cases hang from pegs in the east wall by leather straps, they contain a well-made Guitar, Fiddle, Banjo, and Ukulele, none of which have strings. The sound of a fiddle continually plays in the room (level of ordinary conversation; an Adventurer is *confused* 1d100 minutes on a

1d20 roll of 01, moderate Will save).

[91] **Well Dressed Zombies.** The room is occupied by a HD5 **Zombie Master** (Shaman, Basis free 7: *1d6 Energy*, *Confuse Weapons -3*, *Dominate Person*, *Illusion*, *Minor Sleep*; Lesser free 5: *2d6 Energy Attack*, *1d6 Attack {acid, fire, lightning, cold}*, *1d8 Arrow Volley at d3*, *Aura of Heroism*, *Cloud the Mind*, *Disperse Magic*, *Fear the Reaper*) controlling six HD3 **Zombies** armed with War Axes; each zombie wears a leather vest and a leather beret. The Zombie Master has in a coat pocket 8 CP, 6 SP, 1 GP, a wood key, a pair of six-sided die, a *1d6 Cure Wounds Potion*, and a 6-inch brass circular disk engraved with a five-pointed star.

[92] **Big Tent.** A well-used, grimy, weather-stained 15 FT long by 6 FT wide by 7 FT tall tent (*Warehouse Tent*, interior 30 FT long by 15 FT wide by 10 FT tall) is set up in the room, guy ropes attach to iron spikes in the floor and walls. Inside the tent are eight empty wooden chests along each long side, a single lit hurricane lantern hangs from the ridge pole. An *illusion* (moderate Will to disbelieve, aura of enchantment) depicts eight black humanoid figures moving on the walls (projected onto the wall, like a person’s shadow).

[93] **Another Iffy Portrait.** A grimy portrait hanging on the north wall depicts three young (teen) Medusa in white-and-green dresses and bonnets (*paralysis* 1d100 minutes, range 5 FT, easy STAM save); a Wizard’s scroll is attached to the back of the painting (Shaman, *Aura of Heroism TH+3*, *Bar Good or Evil*, *Fear the Reaper*, *1d12 round Stun*). The northern door in the west wall is missing and a stiff leather sheet hangs in the frame. The southern door in the west wall is badly-damaged, the hinge appears to be bent. A HD5 **Immense Protozoa** is on the south wall.

[94] **Graffiti Passage.** Two unlit oil lamps are in wall brackets in the west wall. The northern door in the east wall (to #90) is sturdy banded wood with an antique latch. The middle door in the east wall (to #91) is painted dark red, it has a few minor holes and shows axe gouges and an unlocked brass keyhole. The south door in the east wall (to #92) is sturdy banded wood with a brass keyhole (locked, moderate to open), a red powder (*paralyzing contact poison*, 1d100 minutes, moderate STAM save, difficult AGIL to avoid) is on the keyhole and latch. Graffiti in Goblin is scrawled on the west wall in chalk, it reads “*the Hand Cleavers rule the tribes.*”

[95] **Mirror-Mirror.** The floor is covered by grey and black alternating ceramic tiles, the walls are a yellow stucco, and unlit torches are in wall brackets in each of the four corners. The door on the west end is sturdy wood painted a dark green, a wood plaque depicts a bow-and-arrow, brass keyhole (locked, easy open); the door in the east wall is missing and a stiff leather sheet hangs in the frame. A 6 FT-wide floor-to-ceiling mirror is mounted midway on the north wall, with a similar mirror opposite on the south wall (aura of enchantment). A floor panel west of the mirrors (difficult to find, moderate to disarm) causes four *poisoned* blowgun darts (*blindness* 1d100 minutes, moderate STAM save, moderate AGIL to avoid) to be discharged from small holes in the ceiling. Breaking the north mirror reveals a *Glyph of Muteness* (range 8 FT, moderate Will to avoid, moderate STAM save, 3d100 minutes unable to speak).

SUNBURST TOWER (12), FIFTH AND SIXTH FLOORS

[96] **Workbench.** The door in the east wall is sturdy wood painted a dark green with a brass keyhole (open). The door in the west wall is bronze over wood and slides/falls down into the floor, it has a brass keyhole and no latch (easy to open). A large sturdy workbench in against the north wall, three wood shelves are mounted against the south wall. A few rusty tools are on the bench, pliers, small wrenches, a small hammer, and four small screwdrivers, along with four spools of thin wire. Open wood boxes on the shelves are filled with terminal connectors, alligator clips, copper U's, and wire splices. A small metal vice is connected to a hidden battery (difficult to find), touching it delivers a hp1d4 shock.

[97] **Like a Buzz Saw.** The floor is covered in dark blue ceramic tile which has been oiled (slippery), the walls are covered by tattered light blue wallpaper with white clouds, and two unlit oil lamps hang from ceiling chains (small puddle of oil). The door in the east wall is badly-damaged, the hinge appears to be bent. The door in the west wall has moderate damage and some holes and areas of rot, and a brass keyhole (open); the door is cold to the touch. Three metal arms ending in 3 FT diameter spinning metal disks (1d12 saw blades) are attached to 5x5 FT by 6 FT-tall brass pedestals along the north wall (about 3 FT apart), a high-pitched metallic 'whine' is also heard. Adventurers slip into a saw blade unless succeeding on an easy AGIL roll (if moving carefully), if an Adventurer is hit by one blade they also fall into a second blade on 1d12 rolls GTET 10 (sever limb on roll of 12).

[98] **Cold Storage.** The door in the west wall is somewhat damaged with small holes and scorch marks with a brass keyhole (open). The door in the east wall has moderate damage, some holes, areas of rot, and a brass keyhole (open); the door is cold to

the touch. The room is at 25°F, a **White Fungus** is on the south wall. A Spear with a red metal tip (TD+1) is on the floor.

[99] **Power Panel.** The flooring is a dull grey metal with four rectangular black spongy mats, the walls are covered with peeling grey wallpaper with black fleur-de-lis, and four unlit torches are in wall brackets (2 west, 2 south). The north door in the southeast (#96) is bronze over wood and slides/falls down into the floor, it has a brass keyhole and no latch (easy to open). The south door in the southeast (#98) is somewhat damaged with small holes and scorch marks and a brass keyhole (open). Two 4 FT wood columns in the room's center support 3 FT diameter red and green glass spheres; the green column has a hidden panel (difficult to find, easy to open) which covers a two-position switch. A hidden door in the north wall slides vertically down when the hidden switch is thrown. A ripped tapestry hanging on the south wall depicts the tower with the beacon activated. A 4 FT bird cage hangs from a wall bracket in the northeast corner, it is occupied by a HD2 **Harazon**. See picture this page.

A 15 FT long by 10 FT tall by 4 FT deep grey metal cabinet is in the southwest corner. It has four unlit red lights, one unlit orange light, a keyhole, and three two-position knife switches. When the power conduits at #67, #72, #77, and #79 are all activated, red lights on the panel light illuminate as power is restored, the large orange light illuminates when power is present and the key (#101) is inserted. When the three knife-switches are thrown from down to up, the beacon on the roof (#117) comes on. A loud humming sound is heard in this room when that occurs.

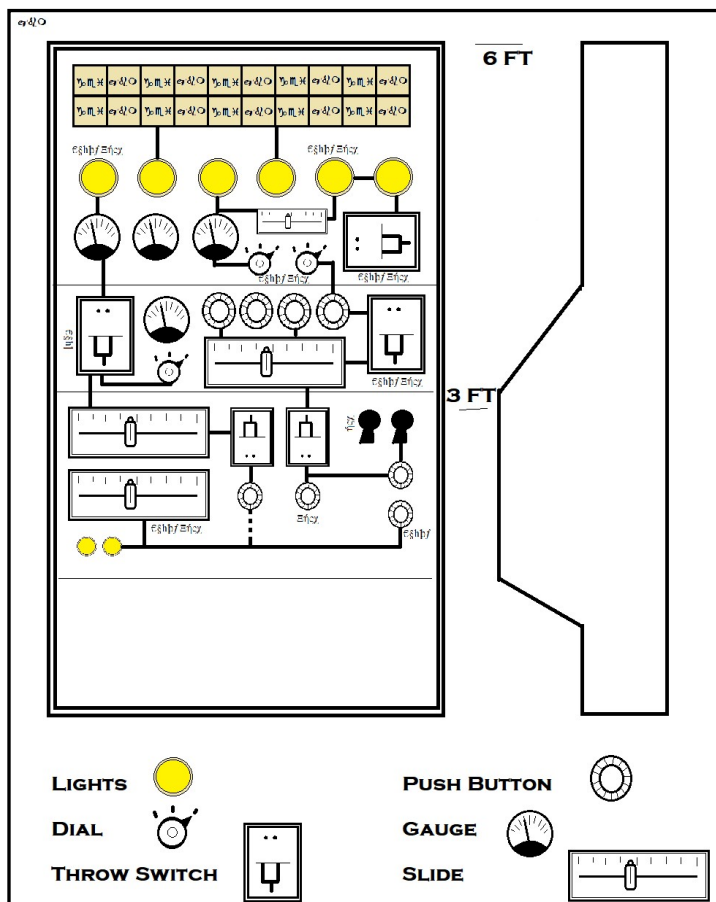
[100] **Canaries in the Coal Mine.** Two bird cages hang from the ceiling by chains at the east end, each cage holds a small singing canary (aura of enchantment). Pulling both chains down causes an arched opening to appear in the east wall, giving access to the hidden corridor.

[101] **Red, Red, Robes.** Four Human-sized knee-length dark red robes with gold hems hang from pegs in the north wall. Each robe has an interior pocket (easy to find), a red metal key (activates the power panel at #99) is in the pocket of the fourth robe. An Adventurer reaching into the pocket of the second robe has their hand stuck (powerful contact glue, alcohol will dissolve the glue).

Sixth Floor

[102] **Ramp North.** The floor is covered in white tile with gold flecks, the walls are covered by glossy white wallpaper with green snakes, and three unlit oil lamps hang from the ceiling by chains. The south end is 3 FT higher than the north end (by the stairs). Two dirty/tattered tapestries hanging on the east wall together depict a duel between Medusa wizards in an arena. A greasy smudged oil painting on the west wall depicts three Medusa walking along the top of a rainbow. The door at the south end (#104) is badly-damaged and hangs by one hinge.

[103] **Manticore's Playground.** A large empty area when initially entered, although Adventurers find a few disconnected bones and a few spines on the floor. Ten lit torches are in green metal wall brackets around the perimeter. The arched ceiling is 20 FT above the floor. The doors around the perimeter are banded wood with brass keyholes (open #112, #114, #106, #107; #108, #110, #111, #113 are moderate to open). When Adventurers enter any door on this elevation, a HD9 **Manticore** is waiting



SUNBURST TOWER (12), SIXTH FLOOR

[103] **Manticore's Playground**, continued...in this area when they emerge on 1d20 rolls GTET 15.

[104] **Old Office**. The flooring is white ceramic tile, the walls are covered by a light grey stucco, and four unlit torches are in brass wall brackets on both the west and east sides. A fresco in the east wall depicts a group of Medusa in white gowns dancing around a bonfire at night by a lake with the moons in the background. Six large wood desks are overturned, three form a barrier 10 FT from the south wall. There are scorch marks on the desk tops and on the west wall. A number of arrows are stuck in the desktops and several broken arrows are found on the floor. The door in the south wall is badly damaged and barely hangs by its hinges. The room is occupied by a **Burning Cactus** and two HD4 **Hell Rats**.

[105] **File Room**. Ten upright wooden four-draw file cabinets are in this room (latched). The parchments are all moldy, stained, brittle, and illegible. A leather bag is in the top drawer of the fourth cabinet; it holds 14 CP coin, 10 SP coin, a 4 SP whistle carved from antler, a small brass key, a 3-inch green glass cube, and 6-inch brass circular disk engraved with a five-pointed star. Any open fire in this room quickly catches the contents on fire (hp4d10 conflagration, difficult AGIL to avoid firing, moderate AGIL to escape, difficult STAM to reduce damage to half if caught in the explosion).

[106] **Healing Room**. The floor is covered in grey wood planks with a rotting white rug, the north and south walls are painted black, the west and east walls are painted light purple. A 15 FT diameter glowing *enchanted circle* pulses blue and white; Adventurers entering the circle are healed hp1d6 and any active diseases are banished.

[107] **Billiard Room**. The floor is covered by white ceramic tile with a large green rug, the walls are wainscot with redwood planks on the lower wall and red satin wallpaper on the upper wall, three unlit oil lamps hang from ceiling chains. The room is furnished with an octagonal wood table, eight wood folding chairs, and a 14x8 FT billiard table. A rack of billiard sticks and balls hangs on the south wall. Three 4 FT painting hanging on the east wall depict older Medusa dressed in togas from the waist, their purple eyes move about. An *audible illusion* makes it appear the paintings each cast a *hold person* spell; an Adventurer who does not disbelieve (moderate Will) is held (checked every 3 minutes for release). Adventurers who reach into the northeast billiard pocket find a small catch which releases a hidden compartment (very difficult to find, difficult to open) in the bottom of the table, a Priest's scroll (*Body Restoration*, *Break Curse*, *Creature's Form*, 4d8+4 *God's Brimstone* 25x25) drops out.

[108] **Executive Suite**. The flooring for 20 FT around the door is parquet, the remainder of the room is covered by a molding/mossy thick green carpet with white lines. The walls are covered by tattered gold wallpaper. Three lit torches are in brass wall brackets on the west wall, three more are on the south wall. The southeast corner is furnished with a large four-poster bed, divan, night stand, stuffed chair, and padded bench. The northwest corner is furnished with two antique couches, a padded bench, two stuffed chairs, a 5 FT diameter round table, and a footrest. A 7 FT painting of a Medusa in black robes hangs on the north wall. A tattered tapestry depicting a mountain lake in

spring hangs on the east wall in the southeast. A grimy tapestry with a geometric pattern hangs on the west wall. The door in the southwest is stained banded wood with a brass keyhole (locked jammed, STR GTET 20 to push open). The room is occupied by six HD4 **Incorporeal Spiders**.

[109] **Back Room**. The floor is covered by black ceramic tile, the walls are covered in sickly-green wallpaper with black blotches, and an unlit oil lamp hangs from a ceiling chain. Four wood shelves are across the south wall, six large lidded clay pots sit on the shelves, one holds 22 CP coin, one holds 8 SP coin, and one holds a 1 GP gold Ring and 3 GP gold-topaz wolf's-head Pin. A banded wood chest is along the west wall (latch). The chest contains five 6 SP crystal vases, three 3 SP (good) wine bottles, four 3 SP silver plates, two 3 SP silver goblets, six 8-inch copper figurines, and two fine lace tablecloths.

[110] **Curse Room**. The floor is covered in dirty wood, the walls are paneled with hickory plants, and an unlit oil lamp hangs from a ceiling chain. An 8½ FT skeleton lies on the floor. Scrawled on the west wall are the words (Common): *These words condemn your voice, your eyes, and your ears*. A moderate difficulty Will roll avoids reading the words, Adventurers save against the curse on a moderate difficulty Will roll. Affected persons become blind, deaf, and mute for 3d100+30 hours.

[111] **Office Star**. The floor is covered by a rotting dirty yellow thick carpet, the walls are painted tan, two unlit torches are mounted on the south wall by brass bracket and one is mounted on the north wall. A 6 FT diameter five-pointed star hangs on the west wall. The room is furnished with an antique desk, three overturned wood chairs, a yellow flower-print divan, a foot stool, and a half-cask of spoiled beer. A 6-inch brass circle on the desktop (aura of enchantment) is engraved with a five-pointed star, when a similar disk is touched to it, an *invisible/enchanted* compartment on the desk opens to reveal a small oak wood box containing an 8½ inch dark yellow crystal (used in the beacon on the roof, #117)

[112] **Three Giants**. The floor is covered by blue tiles, the walls are painted dark blue, and there are two unlit torches in brass wall brackets on the north wall and two on the south wall. There is an unlit fireplace in the northeast corner. A metal ladder in the northwest corner leads up to a metal hatch in the ceiling that gives access to the roof. Three 10 FT metal figures are on the ground, one has a single-bladed War Axe wedged in its head (remove STR GTET 19) and all of the bodies have cuts and slices. A brick in the fireplace (hidden, moderate to find, easy open) can be removed, revealing a small, thin, wood box; the box contains 3 SP, 1 GP, a 6-inch brass circular disk engraved with a five-pointed star, a 3 CP copper Ring, and a 2 SP piece of white ivory. If Adventurers climb to the roof, three HD3 **Glowing Hornets** are here when the return down the ladder.

[113] **Talk to God**. The floor is covered by redwood planks, the walls are covered by a thin sheet of mottled blue marble. The west and east walls just inside the door have rotting tapestries depicting a golden-snake Medusa face surrounded by yellow stars, a 10 FT gold Medusa mask hangs on the north wall. A 15 FT square platform 7 FT tall at the north end is made of black stone with flecks of gold with short steps at the south end. On the platform is a 3 FT black column with a red handprint on top. When an Adventurer stands on the platform and makes skin

SUNBURST TOWER (12), SIXTH FLOOR AND ROOF

[113] **Talk to God**, continued...contact with the handprint, a 20 FT image appears of a golden-snake Medusa in a white gown (**Dolligathni**), she has bronze skin and a large bust. The Medusa demands to know why her priestess **Kympa'haki** isn't there. The image then demands that the Adventurer get the **Scroll of Trocollon** and perform the ritual to bring Dolligathni back into the world. The image attempts to dominate the Adventurer to force them to becoming her worshiper (moderate Will save, domination persists 1d12 days).

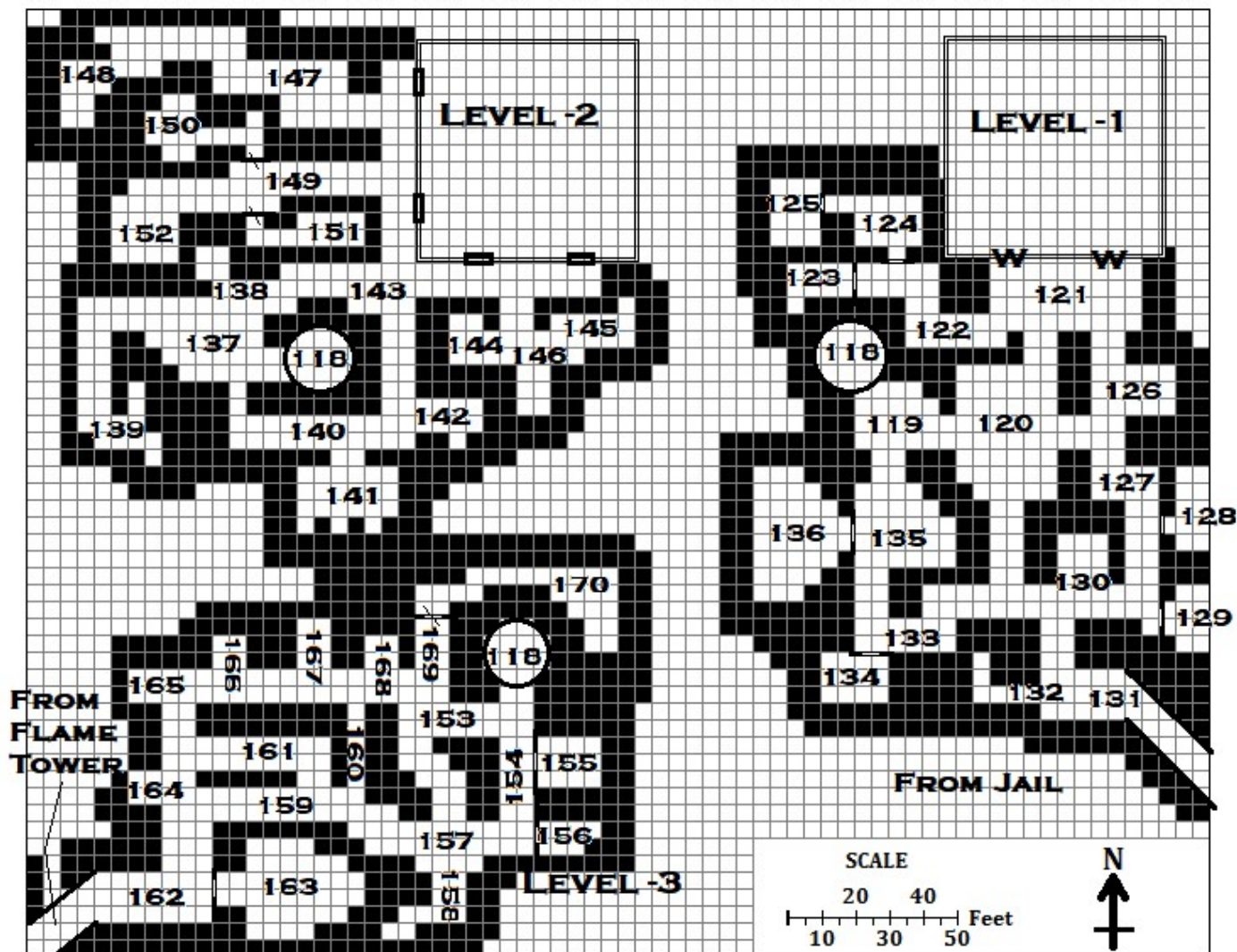
[114] **Teleporter at the Top**. A 12 FT glowing yellow enchanted circle is on the floor, Adventurers are *teleported* (two-way) to #148 on the Second Underground Level of the tower. The door in the east wall is banded wood in a stone arch with a brass keyhole (locked, easy to open), a hasp has a padlock (moderate to open). A fresco in the north wall is mostly covered in dirt, it depicts several Medusa in roman-style bath.

[115] **Time Walk**. The floor is covered in redwood planks, the walls are covered in light yellow stucco, and there are five lit torches in brass wall brackets on the east wall. A 6x8 FT wood

cabinet hangs on the north wall, 4 FT off the floor, has a brass keyhole (locked, moderate to open; a *poison* gas (range 10 FT, *fatal* in 1d20 minutes, moderate STAM save) bladder in the cabinet is deactivated when a thin knife blade is inserted in a slot (difficult to find) at the bottom of the left side. Six pair of silver hourglasses sit on 2 FT black pedestals, the paired pedestals are separated by 10 FT (~5 FT gap to the wall) and are 8 FT apart (very strong aura of enchantment); Adventurers who walk between the hourglasses are *transported* either 3d100 days forward *in time* or 3d100 days backward on 1d12 rolls of 01, checked for each pair they walk between. The **Scroll of Trocollon** (opens astral portal to allow the Medusa Goddess to enter the Material Plane) is inside the cabinet.

Roof

[116] **Tower Roof**. The roof is covered in yellow ceramic tiles, a 2 FT wall of yellow stone is around the perimeter. In the center is a 25 FT circular brass structure (#117). A metal hatch in the northwest corner covers a ladder (down to #112). The roof is occupied by 3x HD5 **Sand Golems** (immune cold-fire-lightning magic, edged weapons TH-4). On a second visit Adventurers are



SUNBURST TOWER (12), ROOF, FIRST UNDERGROUND LEVEL

[116] **Tower Roof**, continued...attacked by a group of 6x HD5 **Harpies** armed with *poisoned* blowguns (save easy, sleep 1d100 minutes) and Sabers and a HD6 **Harpy Shaman** (spells {free 5}: *Confuse Weapons -2*, *Disperse Magic*, *Dominate Animal*, *Fear the Reaper*, *Hold in Place*, *Illusion*, *Minor Sleep*).

[117] **Beacon of Light**. A circular bronze structure curve up from the bottom, 15 FT diameter at the base (2 FT off the floor), 25 FT in diameter at 4 FT off the ground. The top is a single white-yellow crystal 18 inches deep. Five curved vertical arms along the side are 4 FT above the crystal, each one is tipped by a socket with five golden arms; one socket is filled by a yellow crystal and the other four sockets are empty. The beacon activates when, [a] a yellow crystal is placed in every empty socket, [b] the four vertical red crystal power conduits at #67-72-77-79 are turned on, [c] the key is inserted into the power panel at #99, and [d] the knife switches on the power panel at #99 are turned on. When the beacon activates any Adventurer within 15 FT suffers hp1d12 heat damage and those within 30 FT is *blinded* (difficult STAM save, 2d100 hours).

First Underground Level

The Lava Level is inside the central area. Unless noted, the rooms all have a polished stone floor painted black, the walls are dressed grey stone, a cap of pink stone flowers line the top of each wall. The air is very dry on this level and the interior temperature is hot (98°). **Wandering Monsters**: on 1d12 rolls 11-12, HD2 **Gelatinous Mass** (d10 explosion if burned). See map on page 62.

[118] **Circular Access** (down Second/Third, up Ground #15). The metal circular stair has an arch to the southeast, and continues down/up.

[119] **Desert Fresco**. The west wall has an inlaid fresco depicting a desert scene at dawn. A longhorn skull is on the floor.

[120] **Cactus Please**. Four 8 FT diameter stone vats contain HD2 **Needle Cactus** (1d8 needles at hp1d3, range 10 FT), one vat holds a 1d10 **Explosive Cactus** (range 15 FT, moderate AGIL avoid).

[121] **View to a Lava Lake**. The windows in the north wall look into the Tower Interior. A 3 FT oval fired-clay striped mask hangs on the east wall. The room is occupied by 3x HD4 **Giant Scorpions**.

[122] **Quartz Passage**. Hundreds of highly reflective chips of quartz are embedded in the walls (*blinding*, 1d10 minutes, moderate STAM save). The door at the west end is decayed, damp, moldy, bronze keyhole (locked, easy to open), a wooden plaque depicting a rose is barely attached. The door on the north wall is rotting wood covered by bronze with a bronze keyhole (locked, moderate to open), the door has a wet surface.

[123] **Flowers on the Wall**. The flooring consists of slate grey ceramic tiles, the walls are a pink stucco, and two unlit torches are in brass brackets on the north wall. The walls are covered by many 6-inch red-pink flowers with yellow centers (3 per SQ-FT), the flowers create a pleasant, relaxing, perfumed atmosphere, after 3 minutes *hallucinations* begin (moderate Will save, persists 3d100 minutes). A 4 FT wood door is in the ceiling above

the southwest niche, opening it releases a HD2 **Grey Ooze**.

[124] **Hot on the Way Out**. The flooring is light orange ceramic tile with a 10 FT diameter circle of hard melted glass, the walls are a yellow wood with some scorching on the north and east walls. The door at the northwest end is badly damaged, hanging from one hinge, with scorch marks. A badly-melted oil lamp hangs from a ceiling chain. A bare metal tapestry rod is on the east wall. A HD4 **Fire Elemental** appears when Adventurers emerge from #125.

[125] **Plaster Casts**. Six plaster casts of humanoid figures stand in the southern half of the room: a male Human in Chainmail with a sheathed sword, a female Elf in a high-necked long gown with a wand in her hand, a male Gnome in Wizard's robes and hat, a male Goblin in Leather Armor holding a club, a male Dwarf in Studded Leather Armor with an axe on their back and a tower Shield, and a female Human in Priest's robes with a Holy Symbol, a mace on her belt.

[126] **Desert Wanderer**. A mural painted on the west wall (aura of enchantment) depicts a rainbow over a desert butte after a spring rainstorm. An Adventurer who touches the mural is *transported* (moderate Will save) to a desert demi-plane until they can find their way out (see map on page 64); Wandering Monsters 1d12 roll of 1 checked each box, 1d8: (1) 1d6 HD4 **Dragon Lizards**, (2) 1d12+4 HD2 **Coyotes**, (3) 1d6 HD2 **Giant Rattlesnakes**, (4) HD8 **Desert Worm**, (5) 2d12 HD1 **Desert Rats**, (6) 1d6 HD3 **Giant Vultures**, (7) 1d4 HD3 **Giant Scorpions**, (8) HD4 **Gila Monster**.

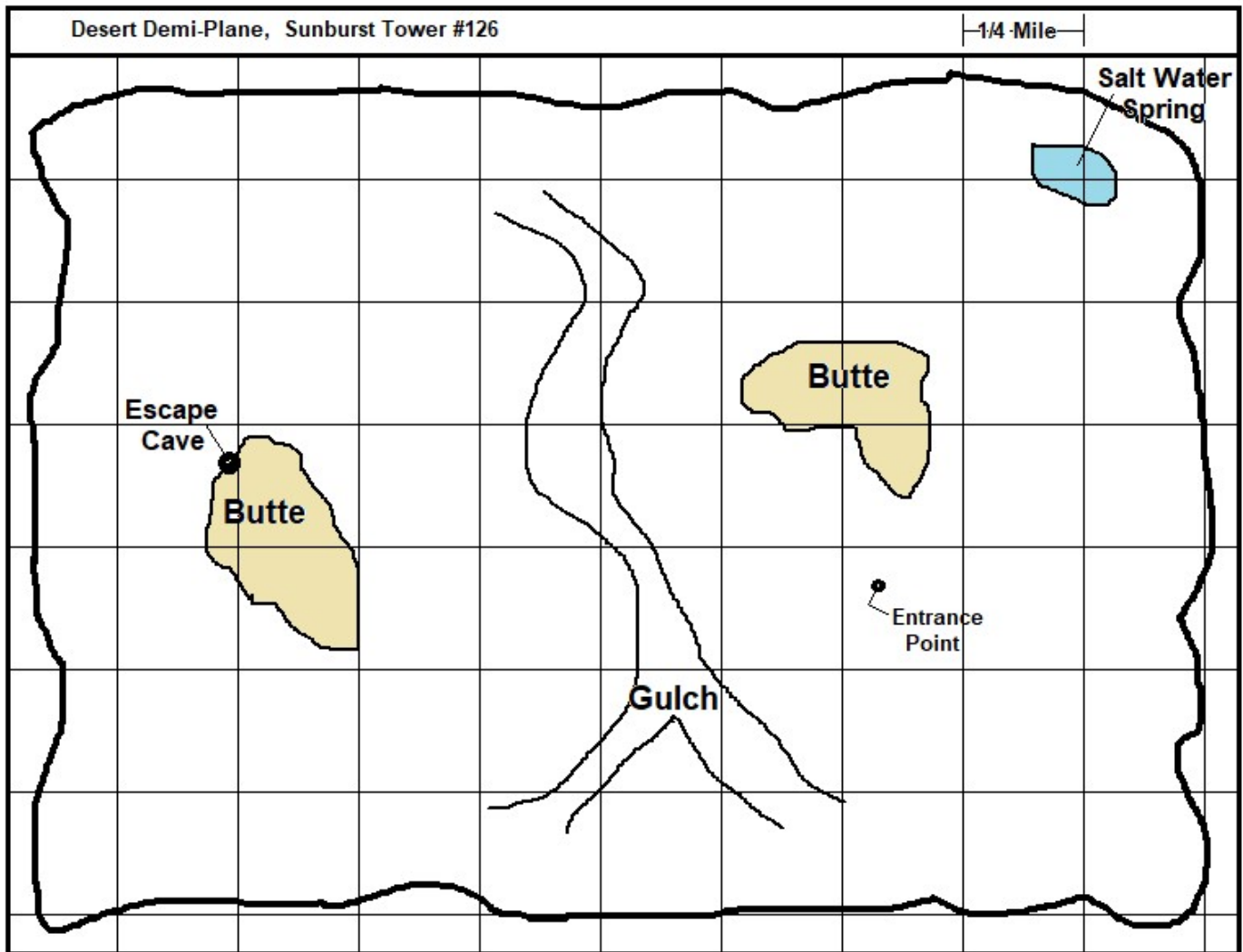
[127] **Eastern Route**. Three unlit torches are in brass brackets on the west wall. The floor is heavily splattered with blood at the offset (between #126 and #128), with streaks of blood on the floor down to the southern end (#129 door). A curved Dirk, a chipped Cutlass, and 1 CP are on the floor. The northern door in the east wall (#128) is badly damaged rotting wood, hangs from one hinge, and has a broken lock. The southern door in the east wall (#129) is sturdy wood with a brass keyhole (open).

[128] **Crossbow in the Belly**. A tripwire just inside the door (moderate to find, difficult AGIL to avoid if not detected, moderate to disarm) activates a four-shot mechanical 1d10 Crossbow mounted on a tripod in the north end (avoid moderate AGIL).

[129] **Medusa Ex Corpus**. The floor outside the room is smeared with blood (dragged bodies). Inside are the corpses (~24 hours old) of two Medusa, the heads severed (arrow in the eye of one, the other cleaved), their bodies each have several arrows.

[130] **Useless Gadget**. The walls are covered in scarred redwood planks and an unlit oil lamp hangs from a ceiling chain. A 6 FT tall metal cabinet has numerous buttons, switches, dials, etc. on it, as it is manipulated various lights turn on/off/blink and mechanical/electrical sounds are heard; the panel actually controls nothing. Several rusty tools (hammer, pliers, file, probe, screwdriver, pry bar) hang on a pegboard on the west wall. The metal plate at the foot of the panel can be removed (1d6 electrical shock, avoid on difficult AGIL, moderate STAM save), revealing a small wood box whose top is engraved with evergreen trees (2x small brass keys, 5 SP topaz, 8 SP ivory scrimshaw).

SUNBURST TOWER (12), FIRST UNDERGROUND LEVEL



[131] **Jail Passage.** A 14 FT arch passage leads to the southeast towards the Jailhouse complex. The sunburst symbol appears on the floor every 20 FT for 200 FT, then a symbol of cross gavels appears. The passage is guarded by a HD7 **Rotting Dragon**. Zombies from #132 begin to appear on the fourth combat round.

[132] **Sleeping Zombies.** A leather satchel (illegible parchments, two map pages from another location to be determined by the Games Master, fading watercolor on parchment depicting a beautiful redheaded Human woman) is found under thick webs at the north end. Five HD3 **Zombies** armed with 1d8 Bill Hooks are on the floor against the wall; they support the Rotting Dragon (#131) on the fourth round (2/round).

[133] **South Haul** (from #129 to #134). Five unlit torches are in brass wall brackets on the north wall. A pair of putrefied Gnome's feet are found at the offset (south of #135). The door in the east wall (#129) is sturdy wood with a brass keyhole (open). A trail of smeared blood leads from the south end of #127 to the door at #129 (dragged bodies).

[134] **Go Purple.** The flooring is black ceramic tile, the walls are stucco painted white, and an unlit oil lamp hangs from a ceiling chain. The tattered remains of a tapestry hangs on the south wall; the left end of the curtain rod unscrews (difficult to find),

revealing a 1d10 *Healing Wand* (38x). An 8 FT glowing purple enchanted circle is on the floor; an Adventurer stepping into the circle has their skin marked with purple blotches (moderate STAM save, creates a -3 personal reaction penalty for 1d100 days {shunning}).

[135] **Adventurer Party.** The floor has an 8 FT-diameter inlay (aura of enchantment, 15 minutes *confusion*, easy save) depicting two veiled Medusa reclining on couches while being served by Human women in collars. Four lit torches are in wall brackets (two southeast, two south). The door in the west wall has been removed and a stiff/ stained/moldy leather sheet hangs in the door frame. The room is occupied by four Adventurers, **Maldarion**, **Keyska**, **Lantagar**, and **Broscan**.

[136] **Operating Theater.** The floor steps down every 5 FT, creating 3 tiers down to the 10 FT area along the west wall. The flooring is white tile, and the walls are whitewashed stucco. A 3 FT glowing ball of light is suspended 6 FT above each table. The first tier has 4 stadium seats, the second has 8 seats, the third 10 seats. The flat area has four large metal operating tables whose tops are a thick wire mesh, also in the area are several metal buckets (blood stained), broken scalpels, a broken bone saw, and various surgical implements. The tables and the areas around them are blood-spattered as are the west walls behind them.

SUNBURST TOWER (12), SECOND UNDERGROUND LEVEL

[136] **Operating Theater**, continued...There are several desiccated limbs and body parts on the tables. A 4 GP platinum-topaz Ring is in the third seat on the second tier.

Second Underground Level

Unless otherwise noted the floors are smooth stone painted school-bus yellow, and the walls are rough-cut stone. **Wandering Monsters:** on 1d12 rolls GTET 10, 6x HD2 **Goblins** armed with Sabers and Short Bows/25x War Arrows (12 CP, 2 SP, 2x flask oil, first-aid kit, flint-steel, smoke grenade).

[118] **Circular Access** (down to the Third Underground Level, up to the First Underground Level and the Ground Floor, #15). The metal circular stair has an arch to the west, and continues down/up.

[137] **Hello Hydra**. A HD5 three-headed **Hydra** is eating a fresh male Human carcass (in linen clothes, the body has been stripped). The **Zithrebee Spiders** to the west join in after 1d6+2 rounds.

[138] **Gilded Medusa**. A silver-gilded 8 FT Medusa statue with 5 GP amethysts for eyes, a silver-pink pearl Circlet (aura of enchantment) is on the statue (3 minutes *X-Ray Vision*, 3/day), a *poison needle trap* is activated when the circlet is removed (unconscious 1d100 minutes, moderate to find, moderate AGIL save to avoid, moderate STAM save).

[139] **More Zithrabees**. The southeast end is filled with thick webs, which cover a wood chest (difficult to find if the webs aren't cleared). The chest has a jammed lock, it holds a silver tea service (3x 1 GP trays, 2 GP tea pot, 4x 1 GP bowls, 10x 1 GP teacups, 10x 3 SP saucers, 1 GP group tea spoons). The area is occupied by six HD4 **Zithrabee's Spiders**, they support the Hydra to the east after 1d6+2 rounds.

[140] **South Corridor Bells**. Cording with two cowbells are strung across the west and east ends (easy to find, easy to avoid).

[141] **Tinhorns**. The flooring is black ceramic tile and the walls are covered by rotting black wood, and two unlit torches are in wall brackets in the west wall. Tin suits of armor stand in the three niches in the south wall. An X is marked on the foot of the west suit in red chalk, it explodes for hp1d8 at 10 FT range. A leather bag holding 10 SP coin is in the left foot of the middle suit. The room has a ring of stones on the floor surrounding still-warm coals, three empty clay flasks, and wrappers from several rations.

[142] **Medusa Kneeler**. The flooring is dark green ceramic tile, the walls are covered by a peeling light green wallpaper with darker green snakes with gold stripes, and a soft yellow-gold light diffuses the area (area spell). An 8 FT diameter 650-pound silver-gilded stone Medusa face hangs on the east wall. Two dusty/moldy red satin kneelers are in front of the face; a hidden (difficult to find, easy to open) compartment in the north kneeler has a Priest's scroll (Drossildi/Medusa goddess; *Animate Bones*, *Armorskin AC+12*, *Compel Truth*, *d6 Cure Wounds*, *d6 Wounds*, *Incorporeal Fist d4+1 @4 rounds*). A tattered black satin curtain hangs across the niche in the south wall, moving the curtain reveals two upside down ordinary skeletons that are suspended from wall shackles.

[143] **Access to the Tower Interior** (L). The four doors (2 west, 2 south) are sturdy wood covered in bronze with steel keyholes (difficult to open). A red metal plaque on each door has the sunburst pattern.

[144] **West Scorpion Corner**. The area is occupied by 3x HD3 **Giant Scorpions**.

[145] **Recent Body**. The fresh corpse of a middle-aged Gnome woman is found here in her underclothes (looted the body), the body is bloody and shows signs of punctures and large cuts.

[146] **South Scorpion Corner**. A backpack found here contains 20 CP, 6 SP, 1 GP, bedroll, cook set, 40 FT rope, 3x iron wedges, 6x iron spikes, 4 SP copper-amethyst Ring, 2 GP gold belt buckle, 3 GP silver-pearl Locket, 12x rations. The area is occupied by 4x HD3 **Giant Scorpions**.

[147] **Ratty Holes**. The north wall has eight 10-inch holes near the floor, 10x HD2 **Giant Rats** are in the area, 6x additional **Giant Rats** arrive every round for 1d12 rounds {one *rabid* on second, fifth, sixth rounds}.

[148] **Teleporter at the Bottom**. A 12 FT glowing yellow *enchanted circle* is on the floor at the north end, Adventurers entering the circle are *teleported* to #114 on the Sixth Floor.

[149] **Hidden North and South**. The hidden doors on the north and south walls are 3 FT tall (moderate to find, easy to open). The south door has *poison gas trap* (moderate to find, easy to disarm, moderate STAM save, unconscious 2d100 minutes). The area is occupied by 4x HD2 **Giant Rats**.

[150] **Key to the Castle**. The flooring is dark grey wood planks, the walls are covered in dark purple wallpaper (almost black) with spots of mold. A tattered tapestry on the west wall depicts a castle on a hill in summer, at dusk with a lightning storm coming (sound of thunder). A silver key on a leather thong hangs from a peg on the north wall. A 4 FT brown solid-stone hunched-over monkey figure in the room has its hands over its eyes. The niche at the northeast has a wood shelf at 4 FT with three candles in pewter candle holders, a flint striker, a brass candle snuffer, and a small carving knife.

[151] **Wardrobe Failure**. The flooring is a pink tile flecked with red, the walls are covered in white ceramic tile, two unlit torches are in brass brackets in the north walls. The door closes tightly unless held open, -4 to find from the south, 1d4 *spike trap* through the floor on the south side (moderate to find, difficult to disarm, difficult AGIL to avoid if not detected). An upright wood armoire is against the east wall (latch), it contains four expensive Human-sized black robes (2 GP 2 SP), a Human-sized black Winter Cloak, a black top hat (*paralysis* contact poison, moderate save), a 3 SP silver-headed cane (wolf), a 6 SP silver-citrine Ring, and a pair of black dancing slippers (aura of enchantment, no properties). A false bottom (easy to find) conceals *Chain Mail Armor AC9+11 (cursed, -3 saving roll penalty while worn, aura of evil)*; under the armor is a 1d10 *magic grenade*, 12 FT blast radius, on a 15-second delay.

SUNBURST TOWER (12), SECOND AND THIRD UNDERGROUND LEVELS

[152] **Four Fountains.** The floor is covered by pink shells in a hard, clear resin, the walls are painted pale green, a lit oil lamp hangs on a ceiling chain. Clear liquids (clean water) spout from 4 FT stone medusa faces (aura of enchantment) on each wall, a semi-circular basin is below each face. Copper coins are over each eye on all four faces, removing the coins causes the face to cause *paralysis* (moderate STAM save, persists 1d20 hours). The faint chiming of bells is heard in the area.

Third Underground Level

Unless otherwise noted the floors are smooth, polished, painted light purple (reduces AGIL 2 points), and the walls are rough-cut stone. If the silver ore at #158 and #164 to #168 were mined, a total of 10,000 pounds of ore could be removed which would process to 1400 pounds of silver (56,000 SP value or 11,000 GP). **Wandering Monsters:** on 1d12 roll GTET 10, 4x HD1 **Skeletons** armed with d8 Flails.

[118] **Circular Access** (up Second/First/Ground #15). The circular stair ends at a circular arch to the south (continues up). Once Adventurer's descend the stair, 2x HD5 **Gargoyles** are coming down the stair when they next ascend it.

[153] **Short West Hall.** A cracked oval mirror hangs on the south wall.

[154] **Big Switch.** A 10 FT tapestry rod hangs on the west wall, the rod rotates down a few inches if pulled on (like on a hinge), it causes the stone panel hiding the hidden door at #169 to raise and lower.

[155] **Let Sleeping Skeletons Lie.** The room has four old field cots in poor condition, an ordinary skeleton lies on each cot. A thorough (difficult to find) search of the room reveals 4 SP coin.

[156] **Ghost of Medusa Past.** The flooring is dark grey wood planks, the walls are covered in pale green wallpaper. Two unlit torches are in wall brackets on the north wall. A granite-topped bench is against the south wall, a mortar-and-pestle and a variety of laboratory glassware is on top; clay jars of various alchemical ingredients are on a shelf under the bench (dried, rotted, brittle, none usable). Shelves are built into northeast niche, twenty clay flasks are on the shelves; most are dried and empty; 2x 1d6 *Cure Wounds Potion*, *Poison Antidote*, *Banish Disease Potion*, *Vision Potion*, *Levitation Potion*. The room is occupied by a HD6 **Ghost** (Medusa in chains).



[157] **Crossroad Southeast.** The floor has an inlaid sunburst symbol and an unlit oil lamp hangs from a ceiling chain.

[158] **Till Death do us Part.** There are silver flecks in the wall, two broken picks and a broken shovel are at the southwest end. A HD6 **Furry Death Beetle** is in the narrow section.

[159] **Southwest Hallway.** Two sunburst symbols are inlaid in the floor. Two unlit miner's lanterns hang on the south wall from iron spikes in the wall. An ordinary skeleton is on the floor, their foot is caught in a bear claw trap.

[160] **Sharp Narrows.** The passage is 4½ FT tall and has twelve 3 FT lengths of iron chain hanging from the ceiling (about 1 FT apart). A wind blows through from the north end. A double-d4 *knife trap* is at the middle of the passage (avoid floor plate difficult AGIL, avoid knife difficult AGIL, moderate to find, moderate to disarm).

[161] **Elmo's Hallway.** Two 3 FT-wide sunburst banners (old, grimy) hang on the north wall, each one has 4 GP in coin sewn into the fabric (difficult to find). The Hallway is occupied by 4x HD4 **Elmo's Fire**.

[162] **Passage to the Flame Tower.** The door in the east wall is rotting wood with rusted iron bands, moss-covered, jammed bronze keyhole. A moss-covered damp 18 FT tall tunnel leading to the east-southeast; the sunburst symbol is on the floor every 20 FT for 100 FT, then the flame symbol is on the floor at 20 FT intervals. The passage is guarded by a HD6 **Skeleton King** and six HD2 **Skeletons**.

[163] **Fungi Room.** The room is damp and cold, bead of water are on the walls and ceiling. The flooring is rotting wood (quadrants collapse 1d12 roll GTET 7), the walls are covered in pale green wallpaper partially peeled and hanging, four unlit torches are in rusted wall brackets (two north, two south). Patches of dark green moss grow on the walls at the east end. A variety of toadstools and fungi grow from the floor (3x HD2 red **Explosive Fungi**, hp1d12 at 8 FT, 2x HD4 **Hanging Fungus** {as a 1d6 spear tip, easy AGIL to avoid; 1d4 spore spray then hp1 for 1d20 rounds}, HD4 **Stool Fungus**/mental domination, difficult Will save, domination 1d12 hours). A moss-covered wood chest (rotting) is at the east end, it contains 60 CP coin, 3x flasks oil, a Light Mace, two rotting cloaks, a pair of wooden shoes, and a brass whistle; under the chest is a wood cover set into the floor, removing the cover reveals a *War Axe +1* wrapped in oilskin.

[164] **West Center Cut.** Flecks of silver are in the walls. There are some old rat bones on the floor.

[165] **Misty Hall.** Flecks of silver are in the 10 FT cutout at the west end. Four sunburst symbols are inlaid in the floor. Two unlit miner's lamps hang on the south wall from iron spikes. The ground is largely hidden by a 2 FT thick layer of pale white mist. Two 1d6 *bear claw traps* are on the floor (moderate to find, moderate AGIL avoid if not detected, difficult AGIL to avoid if stepped on).

[166] **Rusty Manacles.** Flecks of silver are in the walls. A vertical iron pole has four short lengths of chain that end in rusting (open) manacles.

SUNBURST TOWER (12), THIRD UNDERGROUND AND FIRST INTERIOR

[167] **Death on the Wall.** Flecks of silver are in the walls. A HD5 **Furry Death Beetle** is on the back wall.

[168] **Clown Graffiti.** A tattered black cloth hangs on the north wall, it conceals a well-executed drawing of a clown's face/hat, the word '*esperza*' is written above it.

[169] **Sliding End.** A thin slab of stone moves vertically at the north end, if the tapestry rod at Big Switch is activated the slab is in the up position, allowing the hidden door (moderate to find, easy to open, lifts vertically) to be found. When the door opens, bad air flows out (*unconscious* 2d20 minutes, moderate STAM save), Adventurers need to wait 10 minutes to enter the room (#170).

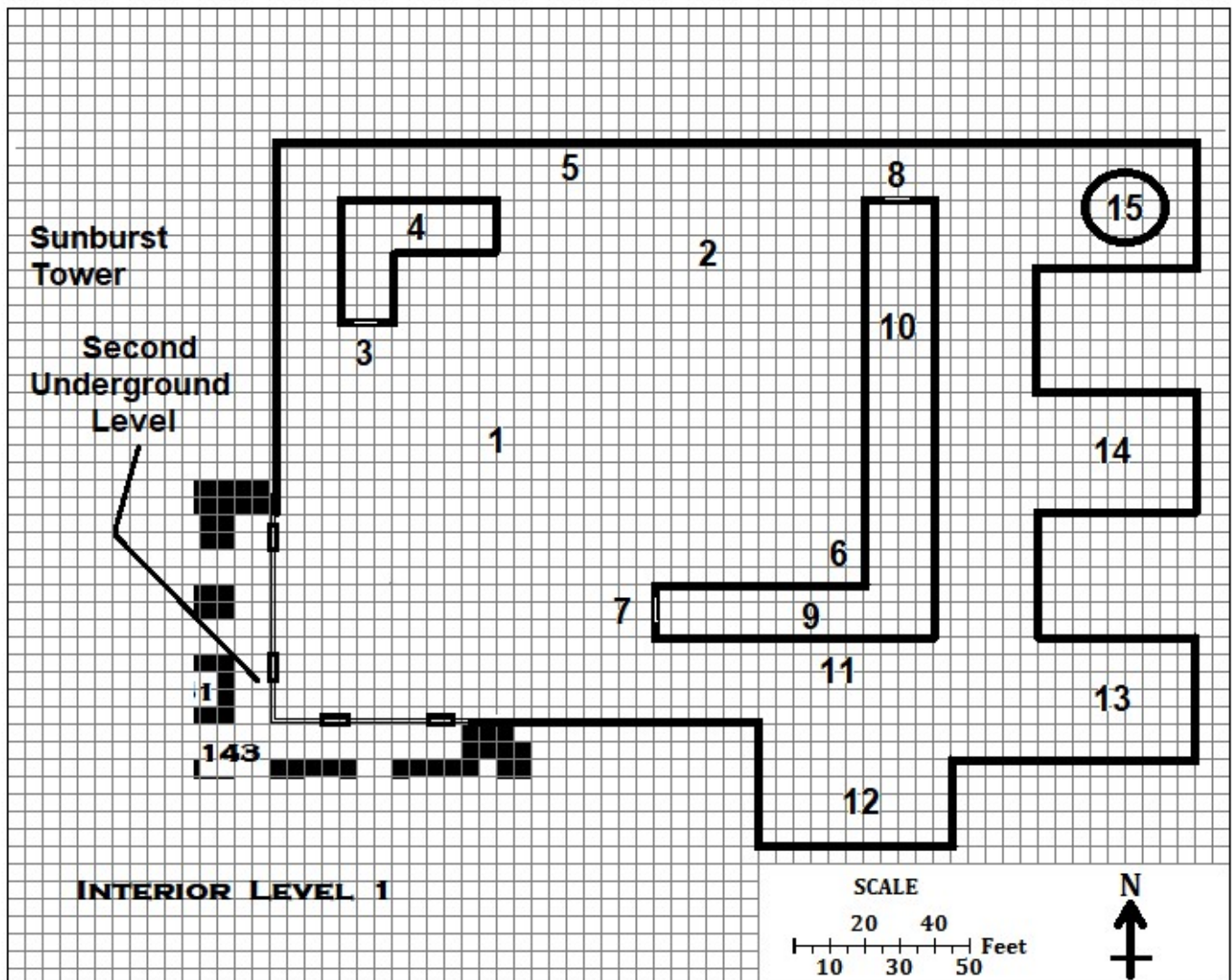
[170] **Manacled Mummy.** The flooring in the main room is pale yellow ceramic tile, the walls are covered by a dull hard black material (hardened pitch). An unlit torch is in an iron bracket in the east wall. Two ordinary mummies are (tightly) manacled to the south wall (both hands, both feet); the east mummy body covers a *Glyph of Sleep* (10 FT range, avoid seeing difficult Will, save moderate Will, 2d100 minutes) written on the wall.

Inside the east mummy's wrappings are 8 CP, 3 SP, vial Unholy Water, 6 SP copper-amber sunburst medallion, and a Dirk hilt. Inside the west mummy's wrapping are 3 CP, 1 SP, a 4 SP copper-jade Ring, 4 silver needles, and six 2 CP ivory buttons.

First Interior Level

Once all of the entry doors are closed, no door will open for 1 hour (aura of enchantment). The floor of the large room is 3 FT below the elevation of the entry doors (Sunburst Tower, Second Underground, #143), and it is filled 2 FT deep with dark black and cold water (1 FT drop). The walls are a glossy black stone wet with moisture, and water slowly drips from the 20 FT ceiling. The room echoes and has a musty aroma. A large number of small pale phosphorescent white fish swim about, frequently brushing against Adventurer's legs (harmless).

[1] **Hotfoot.** Scalding (hp1d10) water is released from the floor into a 20x20 FT area, each Adventurer crossing through is affected on 1d12 rolls GTET 8, avoid moderate AGIL save; warm water is in a 30 FT area surrounding it.



SUNBURST TOWER (12), FIRST AND SECOND INTERIOR LEVELS

[2] **Deep Hole.** A 20x20 FT area is 30 FT deep, moderate AGIL save to avoid the drop.

[3] **Black Door.** Four black stone steps lead up to dark banded-wood door (slippery) with a brass keyhole (locked, easy to open). A metal plaque hanging on the door depicts a lightning bolt.

[4] **Small El.** The flooring is made of crushed coral bonded with resin, the walls are covered by light-colored wood panels, two unlit torches are in brass wall brackets on the west wall and two more are on the north wall. An audible *illusion* (moderate Will to disbelieve) at the northwest corner depicts an incorporeal Medusa in Wizard's Robes casting a (1d10) lightning bolt (affects each believing Adventurer). A wood chest at the east end has a brass padlock (easy to open) filled with a thousand 6-inch pieces of polished colored glass (imitation pear-cut gems). Under the chest is a wood panel which covers a quiver holding 8x *Cold Arrows* +1 (1d10 cold plus 1d6 rounds *ice encasement*), a leather pouch holds a 10 GP diamond.

[5] **Don Rickle's Face.** A 6 FT dark grey stone face hangs on the wall, depicting a balding man with a big nose and crooked teeth. The face keeps up a continuous stream of insults and off-color remarks regarding any Adventurer in sight (range 20 FT). If the face is damaged a stream of *poisonous gas* (1d6hp for 1d8 rounds, moderate STAM save) is ejected from its mouth (range 25 FT).

[6] **Where's the Pearl.** A large colony of HD4 **Giant Clams** grows on the east and south walls.

[7] **Big El West.** Five black stone steps lead up to a blue stone arch, a banded-wood door is in good condition, with a brass keyhole (locked, easy). A black cloth tacked to the door covers the words, "*Got you*" (Common).

[8] **Big El North.** Five black stone steps lead up to a blue stone arch, a banded-wood door is rotting and in poor condition, connected by two failing hinges, the lock is bashed and broken.

[9] **Big El Interior South.** The flooring is crushed pink coral in a clear resin, the walls are wainscoted, the bottoms lined in rosewood, the tops covered by a tattered wallpaper of pink and yellow stripes. There are three pair of unlit torches in brass wall brackets (north-south walls). A tattered/torn tapestry hanging on the south wall depicts a Giant Octopus fighting with a Giant Walrus on a large rock at sea.

[10] **Big El Interior North.** The flooring is crushed pink coral in a clear resin, the walls are wainscoted, the bottoms lined in rosewood, the tops covered by a tattered wallpaper of pink and yellow stripes. There are four pair of unlit torches in brass wall brackets (east-west walls). A dirty, grimy, oil painting on the east wall depicts sea birds flying over an island at sea, with a far-off boat, *touching* the painting *releases* five HD3 **Giant Pelican** (1d6 Beak), when the pelicans are defeated a 30 GP 7 FT narwhale horn appears (can be used like a 1d8 Lance, requires STR GTET 16 to use).

[11] **The Invisible Hand of Fate.** Four glowing 2 FT handprints are on the north wall, until the prints are erased, two *invisible Hands* try to grab Adventurers and pull them underwater (25 FT radius, avoid grab moderate AGIL, break free moderate STR,

avoid being submerged easy STR).

[12] **Horny Hippos.** The water is 5-6 FT deep in this area with an earthy aroma. The south wall is covered by a thick phosphorescent moss (visible 50 FT). The area is occupied by five HD7 **Horned Hippos**.

[13] **Colder than a Croc's Nose.** The north, east, and south walls have a thin sheet of frost, the area has a temperature near freezing. A bronze chest (locked, moderate to open, needle trap is out/avoid easy AGIL) sits on a 5 FT cube of stone in the northeast corner. The chest contains a small rosewood box (10-inch green crystal, used to activate the device to reassemble the **Sunburst Bracelet**), four 10 SP 24-inch by 18-inch carved teak panels, a 3 GP wood bust of a bearded Dwarf (expert carver), a 7 SP 1 FT carved Raven, and four 1 GP pieces of antler scrimshaw. The area is occupied by six HD6 **Cold Crocodiles**.

[14] **Hanging Skeletons.** Fifteen glowing phosphorescent Human skeletons hang from their manacled wrists, their feet just above the water, each separated by 5 FT. If a skeleton is *blessed* (including turn undead), two SP become visible (in their eye sockets). A harmless green moss grows on the wall around them.

[15] **Next Level.** A 15 FT diameter glowing yellow enchanted circle is on the floor, its light is strong enough to be seen through the water (range 50 FT). Ten lines of glowing yellow symbols-letters in an unknown language are inscribed on the east wall. The enchanted circle *teleports* Adventurers to the entry location on the Lava Level (two-way).

Interior Level Two, Lava Lake

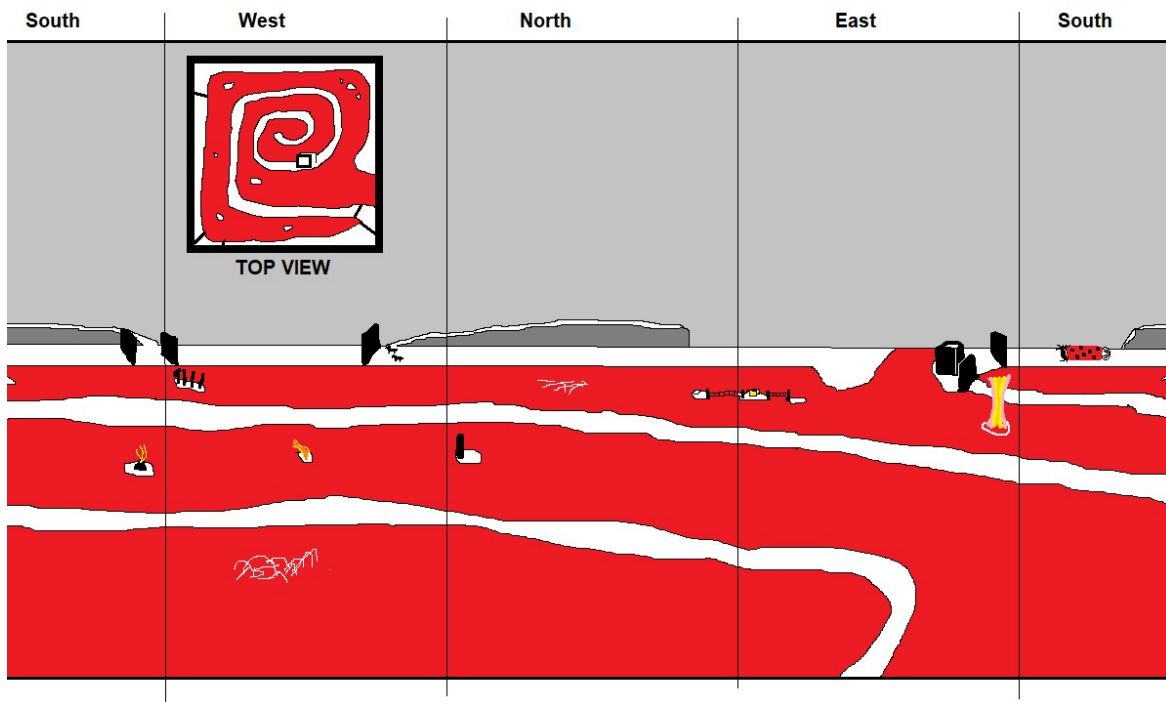
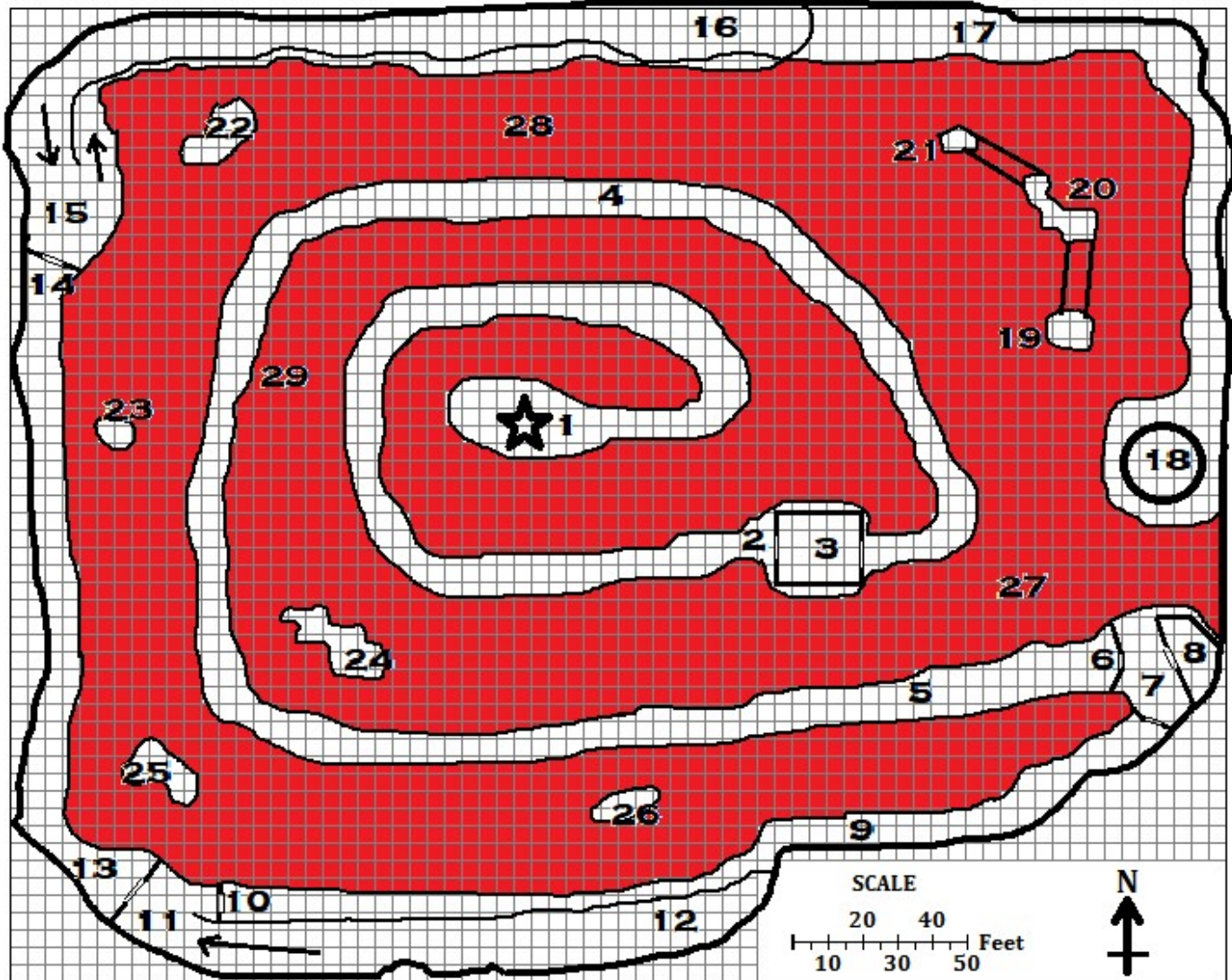
The entire area is hot (100°) with choking fumes (moderate save). The air is sulfurous with unpleasant odors and stench occurring as Adventurers move around the lake. The lava bubbles and pops, with small geysers occurring every 1d10 minutes (near Adventurers on 1d12 rolls 01 checked every 250 FT of travel, d12 damage). The black lava roof is 40 FT high. **Wandering Monsters:** 1d8 HD3 **Armorpeckers**, checked every 400 FT of travel/10 minutes. Where the spiraling path becomes 5 FT wide, Adventurers fall into the lava lake (2d8 damage) unless succeeding on an easy AGIL save. See the diagrams on page 69.

[1] **Arrival from Interior 1.** Adventurers who are teleported from the enchanted circle at Interior 1, #15, arrive here (two-way).

[2] **Bronze Grille.** The building is 14 FT tall with a slate roof, constructed of black lava rock, an arch in the outer (east) wall is filled by an ornate bronze scrollwork grille with a brass lock (moderate open).

[3] **Flame Sculpture.** The flooring is a fine blue marble, the walls are red marble streaked with yellow and green, and two burning oil lamps are fixed to brass wall brackets on either side of the doors (two west, two east). The door in the east wall is red-painted stone with a red metal latch. An 8 FT by 5 FT base red sculpture in the center depicts a curving column of fire. A brittle tapestry hanging on the wall covers four red crystals embedded in the wall, forming an 18 inch by 6-inch rectangle; an Adventurer who covers the crystals with their bare hands for GTET 10 seconds gains 1 hour of immunity to heat/lava.

SUNBURST TOWER (12), SECOND INTERIOR LEVEL



SUNBURST TOWER, SECOND INTERIOR LEVEL

[3] **Flame Sculpture**, continued...The chest that sits on the island to the northeast (#20, ~80 FT away) is visible from anywhere in the northeast quadrant.

[4] **Crumbles**. The path comes apart on 1d12 rolls GTET 6, pitching Adventurers into the lava lake (avoid on alternating easy and moderate AGIL saves).

The 25 FT long **Fire Worm** at #9 can be seen from along the south section of the spiral path, from the curve at the southwest corner east to #6. Ordinary arrows bounce off the Worm (~30 FT range at closest), the Worm's fire breath doesn't reach Adventurers on the path.

[5] **Being Swarmed**. Adventurers are attacked by a **Fire Swarm**.

[6] **Red Portcullis**. A 15 FT high wall of red bricks (moderate to climb) blocks the path to the east, 3 FT thick, 1d4 red metal spikes (hand damage) top the wall. A 5 FT wide portcullis in the wall's center is found in the down position (total STR GTET 25 to lift); a 4 FT terra cotta Medusa face hangs on the wall to either side.

[7] **Way South**. The red brick wall to the east is 15 FT high, the bronze door is heavy (total STR GTET 25 to open, no lock), a roof is not visible over the structure. The red brick wall to the south is 15 FT high and topped by *poisoned* spikes (difficult AGIL to avoid, *paralysis* 2d100 minutes/moderate STAM save), the bronze door has a brass keyhole (locked, moderate to open). The carcass of a large red-shelled Beetle blocks the east door.

[8] **Seize the Ring**. The flooring is polished black lava rock, the interior walls are red brick, a wood beam ceiling is 12 FT above the floor with an 8 FT by 6 FT rectangular cutout above the door. The word '*casazzo*' is scrawled in white paint on the southwest wall, saying the word aloud *summons* a HD8 **Fire Elemental** which appears in the outside courtyard (#7). A metal chain ending in a brass ring hangs from the ceiling in the northeast corner (pulling it causes water to spray from hidden ceiling nozzles for 3 minutes). A wood chest is in a cutout in the southeast wall (an iron handle is visible, a brass padlock is easy to open), the chest contains six black asbestos fabric hooded shirts (protect versus lava, not sized to wear over armor, heavy and stiff/very uncomfortable), four asbestos covered padded mittens, a black asbestos fabric sheet 8 FT x 12 FT, and two pair of leather shoes with asbestos soles. A hidden compartment (moderate to find, easy to open) conceals a *Wand of Cold Rays* (1d12, 25 FT, 31x).

[9] **Pudgy Worm**. The path is 8 FT wide at this location, blocked by a HD9 **Fire Worm**. Its interior stomach holds three partially digested Human-sized bodies, 18 CP coin, 10 SP coin, 3 GP coin, four Dirks, a Light Mace, a Long Sword, a *Cutlass +1* (Spell Blade: 1d10 Cold Ray, 3/day).

The path narrows to 5 FT for about 100 FT along the south side west of the Worm, below the elevated area where **Nuxu'gutox** stands guard; Adventurers fall into the lava lake unless they succeed on an easy AGIL save. The cliff to the south along this area is rough (moderate climbing difficulty) and about 18 FT high.

[10] **Fire at the Iron Door**. A red stone wall (moderate climbing difficulty) across the path prevents travel to the west, the wall is 22 FT high and 4 FT thick with *poisoned* (*unconscious* 1d100

minutes, moderate STAM save) spikes on top. A 5 FT-wide black-stone lined arch has an iron door (no latch, no keyhole, heavy requires total STR GTET 25 to move, slides to the left) with a 9 SP silver 1 FT medusa face. Two 6 FT hard terra cotta Medusa faces are mounted on the wall to either side of the door. A brass chain ending in a red metal ring hangs from a bracket left of the door; pulling the chain causes both faces to release a 6 FT stream of fire for 1 minute (d10, avoid moderate, half damage on easy save). The cliff to the south is 12 FT high 25 FT east of the wall and 9 FT high at the wall (descending from its high point).

[11] **Access Ring**. A red brick wall across the path is 22 FT high (smoothed/difficult to climb) with a trough of strong acid along the top (1d8 hand damage, difficult AGIL to avoid, difficult STAM save). An 8 FT-wide bronze door has a 9 SP silver 1 FT medusa face on it and a red metal keyhole (**Nuxu'gutox** has the key, difficult to open). A brass chain ending in a red metal ring hangs from a bracket right of the door, opening the door requires both using the key and pulling the ring.

[12] **Medusa Wizardess**. **Nuxu'gutox** overlooks the approach from the east, supported by three HD2 **Skeleton** archers (Long Bow, 25x War Arrows) and her HD3 **Mastiff** (1d4 Bite). She cannot see around the bend to the northeast (#9) but she can hear fighting that occurs there.

[13] **Carcass to Overcome**. The partially-burned carcass of a Death Beetle blocks the path to the northwest.

[14] **Hot Spray**. A red brick wall (smoothed/difficult to climb) is across the path, 22 FT high and 5 FT thick, Dirk blades are set along the top (difficult AGIL to avoid). A 6 FT bronze door (heavy, requires total STR GTET 24 to move) with a 9 SP 1 FT silver medusa face has a green metal latch and keyhole (**Nuxu'gutox** has the key, difficult lock to open). Two large horizontal metal constructions are visible on top (hot to the touch, sufficient contents for six sprays) which release 1d8 *scalding oil* when a pressure plate in front (south) of the door is activated (difficult to find, moderate to disarm, avoid on moderate AGIL, half damage on easy STAM save).

[15] **Pathway Split**. A 15 FT-wide section close to the west wall ascends a ramp up, a 10 FT-wide section close to the lake continues on the level underneath the ledge (in a space 7 FT tall by 15 FT -wide). The area is guarded by two **Infernal Hounds** (HD7, HD9).

[16] **Rocky Flats**. A large black lava rock sits on a 4x4 FT steel panel in the floor, the panel has a green metal keyhole (difficult to open, **Nuxu'gutox** has the key). The space below holds a rosewood box with a green crystal (used to activate the device to reassemble the Sunburst Bracelet), a leather pouch holding 22 CP coin and 10 SP coin, a Rapier with a red metal blade (no bonus, counts as an *enchanted weapon* versus opponents that require such weapons), four 2 SP carved rosewood flowers, and a red metal-ruby *Ring of Fire Protection* (saving rolls versus fire at +2, fire dampuzzleage reduced hp2).

[17] **Further Crumbles**. The path falls apart, pitching Adventurers into the lava lake (alternating moderate and easy AGIL saving rolls to avoid)

SUNBURST TOWER (12), SECOND INTERIOR LEVEL

[18] **Exit Stage North.** A 20 FT glowing red enchanted circle in the ground teleports Adventurers to the starting location on the Earth Level (Ground Floor; two-way). An Adventurer who fails an easy Stamina save suffers 1d12 minutes of *vertigo* upon arrival.

[19] **Northeast Island South.** The black lava island is roughly 10x10 FT, 3 FT above the lava lake. Two black stone columns on the north side support a rope bridge to #20, ~20 FT to the north, the ropes break on 1d12 rolls of 01 (avoid falling on moderate AGIL).

[20] **Gold Chest.** This black lava island is roughly 35 FT long northwest to southeast, connected to the island to the south and to the island to the northwest by rope bridges; the ropes break on 1d12 rolls of 01 (avoid falling moderate). A gold-gilded wood chest sits on the island, it has a bronze keyhole (locked, moderate difficulty to open). A bladder of gas (*confusion* 1d100 minutes, range 6 FT, moderate to find, easy to disarm, moderate STAM save) is fitted inside the cover. The chest contains three 28-inch by 15 FT bolts of fine gold-mesh cloth, a pair of gold-dyed linen gloves, two gold satin sashes, and a rosewood box which holds a 30 GP **Gold Bracelet** (one component of the **Sunstone Bracelet**).

[21] **Northeast Island North.** The black lava island is roughly 10 FT by 6 FT, stone columns at the east end support a rope bridge to #20 (~30 FT away); the ropes break on 1d12 rolls of 01 (avoid falling on moderate AGIL).

[22] **Northwest Island.** The black lava island is roughly 30 FT long by 12 FT wide, northeast to southwest. A 10 FT tall statue of a plate-mailed Knight holding a Staff stands on the island.

[23] **West Central Island.** The black lava island is roughly 10x10 FT. Colored (red, yellow, green, orange) gasses flow up to 10 FT through a 1 FT hole in the ground, the gasses have no effect on Adventurers.

[24] **Interior Island.** The black lava island is roughly 35 FT by up to 10 FT wide, northwest to southeast. Occasional spurts of lava shoot out of a low 6 FT cinder cone at the southeast end. Reflecting (quartz) crystals are seen on the cone.

[25] **Vulture Roost.** The black lava island is roughly 22 FT long by up to 12 FT wide, northwest to southeast. The remains of four stunted twisted black trees are on the island, 1d3 HD2 **Giant Vultures** are in each tree (if they are not first engaged by Adventurers, the Vultures only attack on 1d12 rolls GTET 10).

[26] **South Island.** The black lava island is roughly 20 FT long, southwest to northeast. If more than one Adventurer has their weight on the island it lowly sinks into the lava lake.

[27] **Lava Spout.** A 25 FT high by 8 FT-wide spout of lava erupts here every 30 minutes and continued 5 minutes, it showers hot lava (1d10, avoid moderate AGIL) onto the corner east of #3 and the area in front of the door at #6.

[28] **Gas Belch.** When Adventurers are within 40 FT of this location it erupts with a bubble of *poisonous* gas (*unconsciousness* 1d100 minutes, moderate STAM save, *death* on a saving roll of 01) on 1d12 rolls GTET 8.

[29] **Hypnotic Belch.** When Adventurers are within 20 FT of this location it erupts with a bubble of *hallucinogenic* gas (illusion of a solid black lava rock surface in all directions, 1d12 minutes, easy STAM save).

Third Interior Level (Earth)

The roof is 180 FT above the level on which Adventurers enter, +40 FT above the highest point in the area. Unless otherwise specified the outdoor areas are dark grey granite with streaks of black and green topped by knee-high dark-green grasses and small shrubs. The temperature is spring-like (65°). **Wandering Monsters:** 4d6 HD2 **Giant Bats** (on 1d20 roll of 20 a HD4 **Vampire Bat** is also present), checked with each elevation change.

[1] **Earth Entry.** Adventurers arriving from the Lava Level appear here inside a 12 FT diameter glowing brown enchanted circle (two-way).

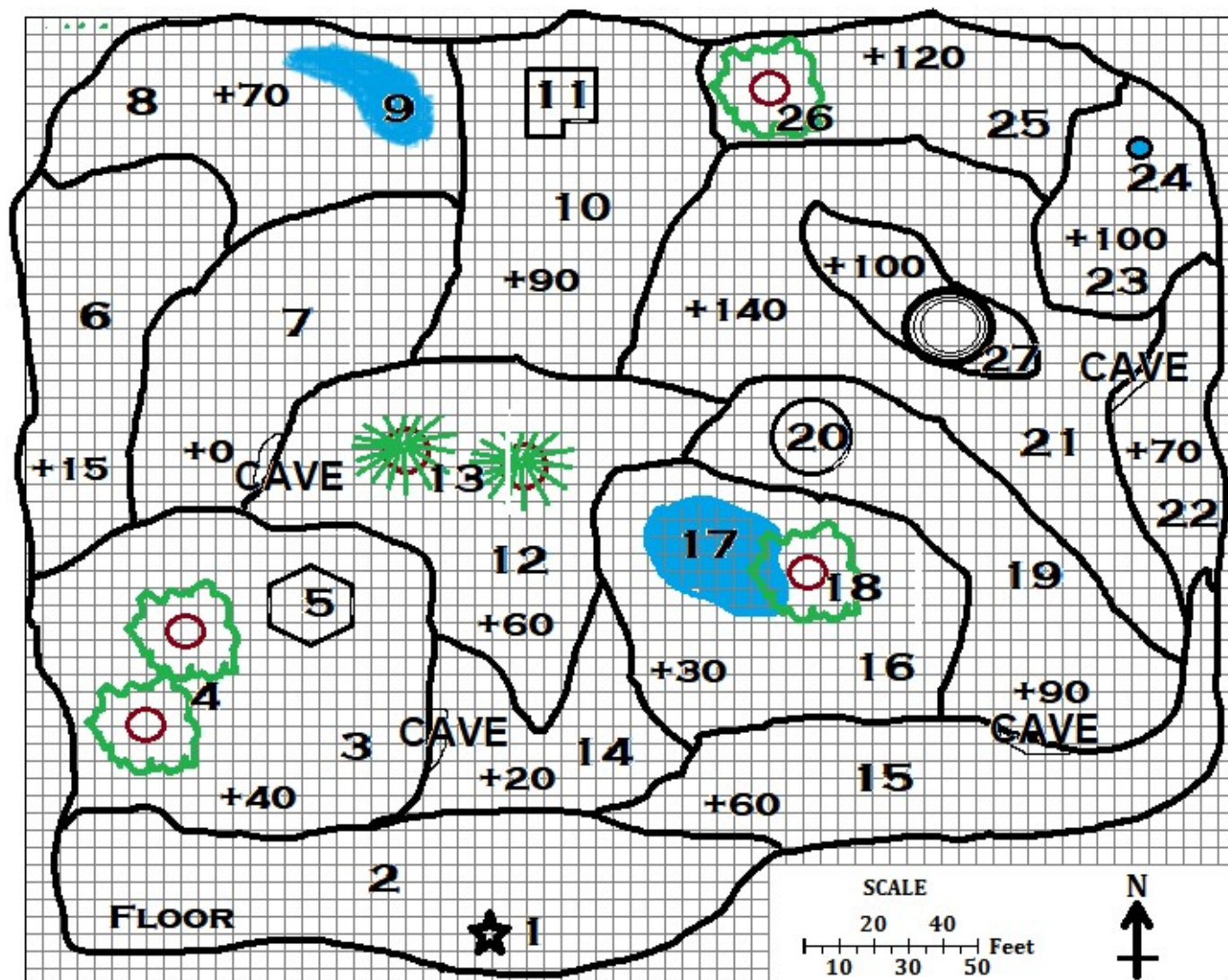
[2] **First Cliff.** The ground here is red clay with rust-brown-colored knee-high grasses, the cliff to the north is rough granite (difficult to climb along the east, moderate to climb cent to west). Two spikes are in the cliff at the east end (difficult to find). An ordinary Human-sized skeleton is in the grass (canine paw prints, moderate to find).

[3] **Southwest 40.** This area is about 100x80 FT, elevated +40 from the starting area to the south. The area to the east is 20 FT lower (easy climbing), to the northeast 20 FT higher (moderate difficulty climbing), to the north-center 40 FT lower (difficult climbing), and to the northwest 25 FT lower (moderate difficulty climbing). This area has two large mature oak trees (#4) and a hexagonal red brick building (#5). The area has a number of waist-high thorn bushes.

[4] **Twin Oaks.** Two mature oak trees stand about 40 FT apart, one is 35 FT tall, the other 45 FT tall. 8x HD5 **Hsigo** are in the trees (5 CP, 2 SP, 1d6 *Cure Wounds Potion*, *Salve versus Paralysis*).

[5] **Mongoose Battle Royale.** The building has six sides with the points to the north and south, it is constructed of pink sandstone with streaks of yellow, tan, and dark blue, and the roof is covered in slate. A red brick chimney comes through the roof on the north side. The door on the western side is wood sheathed in bronze, a wood plaque depicts a coiled rattlesnake, the brass latch is well-oiled. The door on the eastern side is wood sheathed in bronze, a wood plaque depicts a mongoose with a snake in its mouth, the steel latch is in good condition. The interior floor is covered in 2 FT brass squares embossed with snakes, the interior walls are pink sandstone, a brick fireplace with a blazing fire is on the north side of the room, lit torches are in brass brackets in the southeast and southwest walls. A wood shelf above the east door holds a 3 FT stuffed mongoose, a shelf about the west door holds a stuffed coiled snake. An inlaid circle in the floor at the center depicts a snake fighting a mongoose (aura of enchantment). One minute after Adventurers enter the stuffed snake and mongoose animate and fight each other in the circle (per round on 1d6 of 1, snake wins, on 1d6 of 6 the mongoose wins, on 1d6 of 2-5 the fighting continues). 1d10 HD3 **Giant Rattlesnakes** are *summoned* if the snake wins.

SUNBURST TOWER (12), THIRD INTERIOR LEVEL (EARTH LEVEL)



[6] **Western 15.** This area is about 120 FT by 80 FT, elevated 15 FT from the entry. The area to the south is 25 FT higher (moderate difficulty climbing), the area to the north is 55 FT higher (difficult climbing), the area to the east is 15 FT lower (easy climbing). The area has knee-high green grass in the southern half and shoulder-high berry bushes (not ripe) in the northern half. A 6 FT rock in the west-center is carved with a Gnome's face.

[7] **Center West Zero.** This area is about 130 FT southwest to northeast and 50 FT across, at the same elevation as the entry. The area to the south is 40 FT higher (difficult climbing), the area to the west is 15 FT higher (easy climbing), the area to the north and northwest is 70 FT higher (easy climbing), the area to the northeast is 90 FT higher (difficult climbing), and the area to the southeast is 60 FT higher (easy climbing). A cave entrance is in the southwest (to #28 through #36). The area is covered by a thick layer of dried leaves. The area temperature is cool, 45°.

[8] **Far Northwest 70.** This area is about 110 FT by 60 FT, elevated 70 FT from the entry. The area to the southwest is 55 FT lower (difficult climbing), the area to the southeast is 70 FT

lower (easy climbing), and the area to the east is 20 FT higher (moderate difficulty climbing). A 40 FT pool of water (#9) in the northeast section is 20 FT deep. The area is quite warm (90°), the ground is covered at least 1 FT deep in sand, and there are numerous cacti from 3 FT to 6 FT tall. A 15 FT-wide area in the 'triangle' where #6 and #7 meet on the south side is a *sand trap* (moderate AGIL to avoid, difficult STR to escape) where sand rapidly drains from beneath the Adventurer's feet, sucking them into a 20 FT deep hole with sand covering them. A patch of ripe **Hypnotic Gourds** grows along the southwest side of the pond.

[9] **Smoke on the Water.** The pool is 40 FT long northwest to southeast and is 20 FT across at the southeast end, it is circled by rocks 2-3 FT across. The southeast end of the pool is 40 FT deep, the northwest end is 15 FT. A rectangular stone at the northwest end is 7 FT long by 5 FT high by 2 FT thick, it has a line of ten three-quarter inch holes, four have smoking pipes in them which continually puff smoke. The water is quite salty but is not diseased or poisonous. Twelve HD2 **Giant Clam** live in the deepest part (pearls: #1 4 SP, #5 3 GP, #8 2 SP, #9 1 GP, #11 4 GP).

SUNBURST TOWER (12), THIRD INTERIOR LEVEL

[10] **North 90.** This area is about 110 FT by 85 FT, elevated 90 FT from the entry. The area to the southwest is 90 FT lower (difficult climbing), the area to the northwest is 20 FT lower (moderate difficulty climbing), the area to the south is 30 FT lower (moderate climbing difficulty), the area to the southeast is 50 FT higher (difficult climbing), and the area to the northeast is 30 FT higher (easy climbing). A building in the north end (#11) has a dark pink banded-wood door with rusted hinges and a battered lock (easy to open).

[11] **Small Shrine.** The interior floor is covered by light-colored wood planks, the walls are stucco painted light yellow, a lit fireplace is against the south wall, and four lit torches are in brass brackets on the wall (2 west, 2 east). A 5 FT grimy oil painting (aura of enchantment) on the north wall depicts a Medusa in white robes with a scroll. A wood shelf below the painting has five pewter candlesticks fixed on it each with two lit green candles. If three candlesticks are pulled forward (they are on hinges) the entire fireplace moves upward 6 FT, revealing a small metal chest (locked, easy to open) in a niche. The chest holds a leather back of 14 SP, four green Robes embroidered with a yellow Medusa emblem, a dark yellow hooded Cloak, a pair of white arctic Mittens, a pair of dark leather Boots, and a black silk Vest (*Many Pockets*). Adventurers touching the painting become *paralyzed* 2d100 minutes (moderate STAM save).

[12] **Center Tabletop.** This area is about 90 FT by 90 FT and is 60 FT higher than the entry. The area to the southwest is 20 FT lower (moderate difficulty climbing), the area to the northwest is 60 FT lower (easy climbing), the area to the north is 30 FT higher (moderate climbing difficulty), the area to the south is 40 FT lower (easy climbing), the area to the southeast (#16) is 30 FT lower (moderate difficulty climbing), the area to the east (#19) is 30 FT higher (difficult climbing), and the area to the northeast (#21) is 80 FT higher (moderate climbing difficulty). Two large conifer trees grown in the north side (#13).

[13] **Evergreen.** There are four HD8 **Immense Apes** in the trees. A leather sack tied high up in the tree holds 20 CP, 8 SP, four pouches of Pipeweed, a sealed tin of candy, a flute, and an unintelligible book.

[14] **South Center 20.** This area is about 70 FT west-to-east, 50 FT on the west end, 70 FT wide on the east end, and 20 FT higher than the entry area. The area to the west is 20 FT higher (easy climbing), the area to the north is 40 FT higher (easy climbing), the area to the northeast (#16) is 10 FT higher (easy climbing), the area to the southeast is 40 FT higher (difficult climbing), the entry area to the south is 20 FT lower (moderate climbing difficulty). A cave entrance at the west end (to #37 through #47) is covered by thick grape vines (easy to find).

[15] **Southeast Wall 60.** This area is about 115 FT west-to-east and 30 FT wide with a 60 FT hook to the north at the east end, and is 60 FT higher than the entry area. The area to the west is 40 FT lower (difficult climbing), it is moderately difficult to climb from the entry area to the southwest, the western area to the north (#16) is 30 FT lower (easy climbing), the eastern area to the north (#19) is 30 FT higher (moderate climbing difficulty), the area to the northwest of the hook (#21) is 80 FT higher (difficult climbing), and the area north of the hook (#22) is 10 FT higher (easy climbing). A cave entrance in the north cliff is covered in **Poison Ivy** vines; the cave contains rooms #48 through #51.

[16] **Southeast Center 30.** This area is about 120 FT by 90 FT, 30 FT higher than the entry area. The area to the northwest is 30 FT higher (moderate difficulty climbing), the area to the southwest is 10 FT lower (easy climbing), the area to the south is 30 FT higher (easy climbing), and the area to the north and east is 60 FT higher (moderate climbing difficulty). A 40 FT-wide pool (#17) is 30 FT deep, a large mature oak tree is next to the pool (#18). Four HD5 **Labbu** are found near the pool.

[17] **Iron Eating Pool.** Any exposure to water from the pool greatly increases the rusting of iron and steel objects (as a **Rust Mold**).

[18] **Great Tree.** The tree is 48 FT tall with a thick trunk. A *Two-Handed Sword +1/TD+1* is stuck through the trunk 9 FT above the ground.

[19] **East Central 90.** This area is about 180 FT northwest to southeast, up to 50 FT across, and is 90 FT above the entry area. The area to the northwest (#12) is 30 FT lower (difficult climbing), the area to the south is 30 FT lower (moderate climbing difficulty), the area to the west is 60 FT lower (moderate climbing difficulty), and the area to the north and east is 50 FT higher (easy climbing). A 20 FT domed building constructed from dark green stone (#20) is at the northwest end; the single door on the east side is an 8 FT diameter circular construction 2 FT off the ground, with a brass keyhole (moderate open). The area is bombarded by a 2d8 *Meteor Swarm* on 1d12 rolls GTET 8, checked every 5 minutes (difficult AGIL save).

[20] **Jade Storage.** The interior floor is covered by dark green ceramic tile and the interior walls are covered by dark green wallpaper with white snakes. A green wood chest (silver keyhole) rests on two 5 FT undulating stone snakes. The chest has a *paralyzing gas trap* (moderate to find, moderate to disarm, 2d100 minutes, moderate STAM save, *fatal* on saving roll of 01), the lock is moderate to open. The chest contains a rosewood box holding a Jade Bracelet (part of the Sunburst Bracelet, the gold bracelet found on the Lava Level exactly fits inside {tiny guide pins}), ten pieces of polished 3 SP green jade, a 10 GP gold-jade Dirk Hilt, a 8 GP bronze sword scabbard inlaid with jade, and a large green glass vase.

[21] **Highpoint.** This area is almost 200 FT northwest to southeast, is about 120 FT at its widest and is the highest point on the level at 140 FT above the entry. The area to the northwest is 50 FT lower (difficult climbing), the area to the southwest (#12) is 80 FT lower (moderate climbing difficulty), the area to the south (#19) is 50 FT lower (easy climbing), the area to the southeast (#15) is 80 FT lower (difficult climbing), the area to the east (#22) is 70 FT lower (moderate climbing difficulty), the area to the northeast is 40 FT lower (difficult climbing), and the area to the north is 20 FT lower (easy climbing). A 75x25 FT cutout in the center is 40 FT lower (moderate climbing). The glowing enchanted circle can be seen from the top looking into the cutout. There are six HD4 **Laskowice** and eight HD2 **War Dogs** (1d6 Bite) in the area.

SUNBURST TOWER (12), THIRD INTERIOR LEVEL

[22] **East 70.** This area is 90 FT long by up to 30 FT wide, and is 70 FT higher than the entry area. The area to the south (#15) is 10 FT lower (easy climbing), the area to the west is 70 FT higher (moderate climbing difficulty), and the area to the north is 30 FT higher (difficult climbing difficulty). A cave in the west wall leads to #52 through #60, a hidden stair in the cave leads up to #27, 30 vertical FT above this area. The area has thick fog limiting visibility to 10 FT.

[23] **Northeast 100.** This area is about 80 FT southwest to northeast and up to 60 FT wide, it is 100 FT above the entry. The area to the southwest is 40 FT higher (difficult climbing), the area to the southeast is 30 FT lower (difficult climbing), and the area to the northwest is 20 FT higher (easy climbing). A stone well is in the northern part (#24). There are five HD5 **Horned Mantis** in the area.

[24] **Deep Well.** A 6 FT diameter dark stone well is 3½ FT tall with a wood cover. The well shaft is 45 vertical FT and gets warmer as it gets deeper until it is scalding (hp1d6/round) at the bottom.

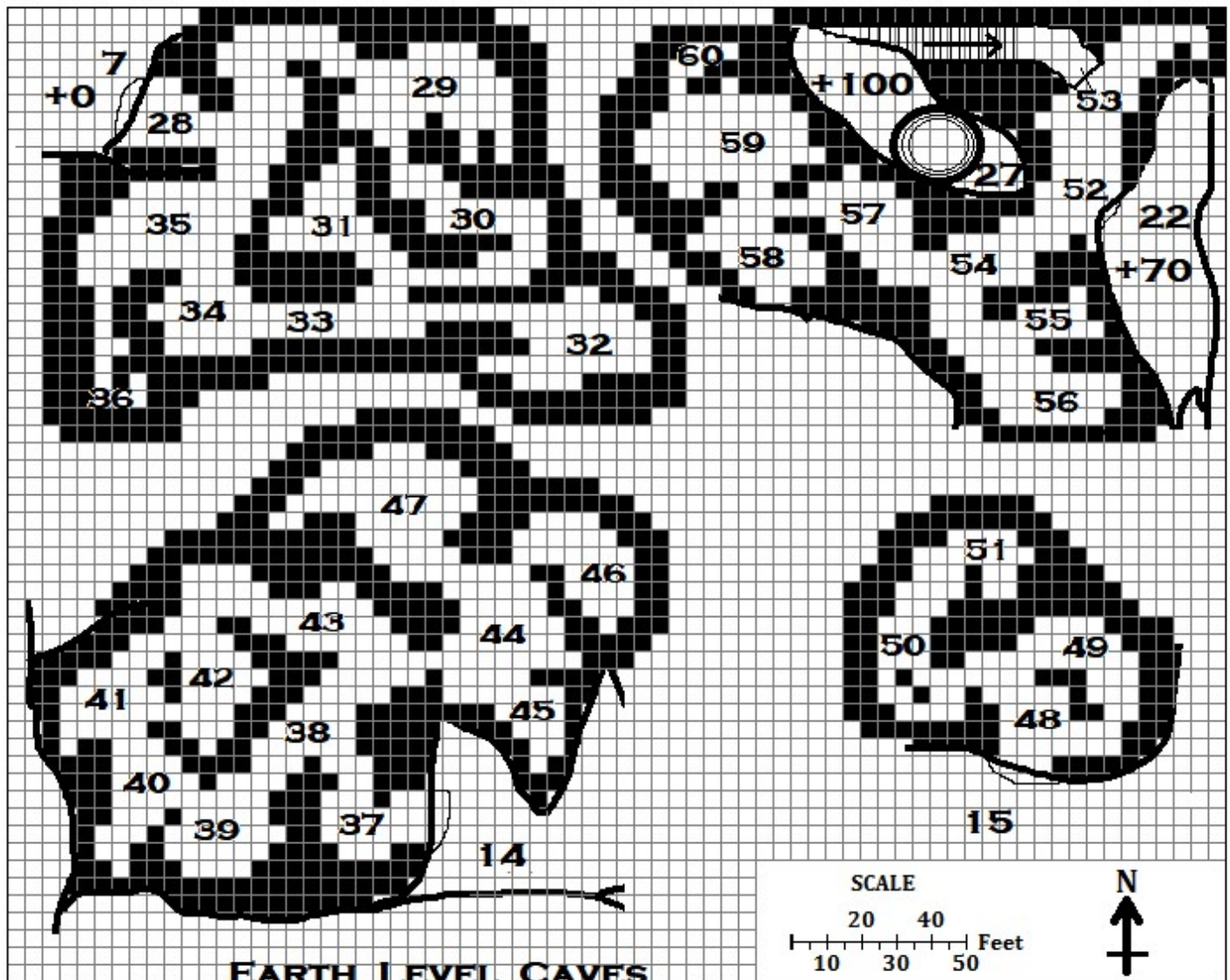
[25] **North Central 120.** The area to the west is 30 FT lower

(easy climbing), the area to the south is 20 FT higher (easy climbing), and the area to the east is 20 FT lower (easy climbing). A large mature oak tree stands at the west end (#26). On 1d12 rolls GTET 8 a severe thunderstorm forms over the area with 1d12 lightning bolts of 1d8 damage (avoid on moderate AGIL save).

[26] **Last Tree.** The mature tree is 50 FT high and has bright fall foliage. Six stuffed Giant Owls are on an upper limb.

[27] **Exit to the Jungle.** This area is about 80 FT northwest to southeast, about 30 FT across, and is 100 FT above the entry. It is completely surrounded by #21 which is 40 FT higher (moderate climbing difficulty). A stair entering at the north end gives access to caves to the east-southeast with an exit to #22. A 20 FT diameter glowing brown circle is an enchanted circle that *teleports* Adventurers to the Jungle Level (two-way). An Adventurer arrives affected by *vertigo* for 2d20 minutes (moderate STAM save). Three HD3 **Inbru** are in the area.

Descriptions of the Earth Level caves begin on page 75, refer to the diagram below.



SUNBURST TOWER (12), THIRD INTERIOR LEVEL, CAVES

Area 7 Cave

[28] **Cave Entry.** There is 6 inches of dried mud/dust on the floor, six sets of boot prints are visible (three larger than Dwarf, two Dwarven boots, and one dainty Gnome-sized foot).

[29] **Mine Diggings.** The north and east faces have been worked with some rubble on the floor in those areas. A rusted and broken pick head is found, along with a metal bucket with a hole, a rotted 15 FT length of rope, four broken clay flasks, a candle stub, and three broken wood stakes.

[30] **Sharp Moss.** A dark green moss streaked with purple grows on the walls here, the moss has sharp bone-like protrusions which cause 1d4 damage to unarmored persons.

[31] **Bright Lights.** A 6 FT diameter hole in the ceiling leads to a 20 FT vertical shaft above the room. Adventurers looking up the shaft see a bright pulsating color-changing light which is *mesmerizing* (moderate Will save, 1d100 hours blindness on saving rolls of 01-02).

[32] **Pink Geyser.** The room is hot and humid and water drips from the walls and roof. A 12 FT diameter (base) geyser cone is 5 FT tall and narrows to 4 FT at the top. It erupts on 1d12 rolls GTET 7, the scalding water does 1d10 damage (moderate AGIL to avoid). An aroma of lilacs accompanies eruptions. The water runs off through many small holes in the floor.

[33] **Rubble Way.** The ceiling has collapsed here so that for 50 FT there is a 3 FT thick layer of rubble with a 3 FT tall opening; Adventurers have to crawl on their bellies to get through here.

[34] **Sagging Timbers.** Old rotting wood posts hold up several wood beams across the ceiling, the beam are obviously sagging and bowing under the pressure of the rock above. When Adventurers go through the room the ceiling collapses for 4d12 crushing damage (half damage on moderate STAM save).

[35] **Five Stoned Men.** Five Adventurers have been turned to stone, a male Human in Chain Mail bearing a War Axe, a female Human in Studded Leather bearing a Rapier, a male Elf in Robes, a male Gnome in Leather Armor bearing a Cutlass, and a female Gnome in Leather Armor bearing a Light Mace and a Holy Symbol. Two rusted mine carts are in the room, several old picks and shovels are in the carts. Any attempt to revive the Adventurers fails on 1d12 rolls GTET 5.

[36] **Spider's End.** The narrow space is filled with thick old webs and it smells like rotting fish. The carcass of a Giant Spider is found at the end of the J. An easy search reveals a moldy leather satchel containing 10 CP coin, 2 SP, a deck of cards, a copper flask of mead, and rotting book of religious devotions; a difficult search of the satchel reveals a pair of *Linked Tarot Cards* (Hanged Man, magic gate, 250 FT).

Area 14 Cave

[37] **Putrefied Bodies.** The area is 3 inches thick in dried mud and dust. Two badly-decayed corpses are found here, a male Human in Leather Armor with a Cutlass, and a female Human in Robes with a Dirk and Short Sword. Adventurers handling the bodies can catch a *disfiguring disease* (moderate STAM save,

persons who encounter the affected persons applies a -4 reaction penalty/easy Will save).

[38] **Sandy Slope.** The northeast end (towards #44) of the chamber is 9 FT higher than the southwest side (towards #39). The grey sand on the floor is slippery and Adventurers fall towards the lower end (avoid on moderate AGIL save).

[39] **Hot Lizards.** The southwest wall is covered by (1d6) jagged stones. The area is occupied by three HD4 **Fire Newts**.

[40] **Column Room.** Ten floor-to-ceiling red stone columns are between 6 inches and 16 inches thick, spaced 3-4 FT apart (easy AGIL to avoid, breaks on 1d12 rolls GTET 9). Breaking a column causes a high whining sound which can cause 1d100 minutes *unconsciousness* (moderate Will save); Wizards who become unconscious are unable to cast spells for 1d100*5 minutes after waking.

[41] **Smoking Figures.** Three 6 FT wood figures of old bearded Human men in robes have long carved wood pipes in their mouths. A steady stream of purple smoke comes from each pipe. The pipes can be removed, leaving a mouth hole which emits the smoke. The smoke is irritating to Elves.

[42] **Hungry Arms.** The floor is littered with a variety of bones, from rodent-sized to Human-sized. A HD8 **Giant Cave Octopus** is on the southwest wall.

[43] **Steep Climb.** The east end of the chamber (towards #44) is 12 FT higher than the western end (towards #42); the floor is littered with rocks. Adventurers fall while trying to climb to the east (moderate save; a 1d10 avalanche of rocks occurs on a saving roll of 01-02).

[44] **Minotaurs, Dead.** There are old thick webs on the walls, especially thick to the southeast (covering the entrance to #45). The area is occupied by five HD4 Minotaur **Zombies** armed with 1d8 War Axes.

[45] **Treasure Nook.** An old banded-wood chest has a brass keyhole (unlocked); a hatchet is embedded in the lid. A puff of harmless red smoke is emitted when the lid is lifted. The chest contains a leather pouch holding 32 CP coin, 11 SP coin, 3 GP, two fine white winter cloaks (blend into snow, +6 stealth in snow, *cold protection*), a padded white fur hood, three pairs of white mittens with fur cuffs, a Dirk with a clear metal blade, 2x *Arrows of Ice Encasement*.

[46] **Bare Cave Room.**

[47] **Stalactite Room.** The room is 18 FT tall in the center with a floor covered by a 10-inch layer of white sand. Pale white moss and mushrooms (succulent, high nutritive value, addictive to Dwarves/moderate save) grow on the northeast wall. The room has numerous stalactites on the ceiling, from 4 FT to 9 FT in length. An Adventurer must dodge a 1d10 stalactite on 1d12 rolls GTET 9 (moderate AGIL to avoid).

SUNBURST TOWER (12), THIRD INTERIOR LEVEL, CAVES; JUNGLE

Area 15 Cave

[48] **Unfriendly Neighbor.** The area is piled with leaves and small debris. The room is occupied by a **Psychic Mold**.

[49] **Crystal Keeper.** The walls are covered in highly reflective quartz crystals (*blinding* 1d100 minutes, easy STAM save). A 10½ inch pale green crystal (used to activate the enchanted device that assembles the Sunburst Bracelet) is in an apparently empty wall bracket shaped like a Mole's head.

[50] **Angry Gasses.** Blue mists vent from several holes in the east wall, Adventurers breathing the gas (moderate STAM save) become angry and bellicose, believing their companions to all be conspiring against them, affected persons attack their companions for 2d20 rounds (difficult Will save).

[51] **Silence is Golden.** A 7 FT diameter black enchanted circle on the floor is difficult to find, it is difficult to avoid if not detected. Adventurers who enter the circle go mute (lose their voice) for 1d100 hours (moderate STAM save, difficult STAM save at 20, 40, 60, 80 hours to recover).

Area 22 Cave

[52] **Coffin Room.** The floor has been leveled and covered in old rotting planks. There are five closed coffins vertical against the west wall. One coffin has a snake drawn on it in red (two stuffed 12 FT snakes are inside, one has a 7 SP pieces of amber in the mouth), one coffin has small holes in it (empty), one coffin has a small brass padlock (easy open; desiccated corpse of a female Gnome in a rotted dress, 3 GP gold tooth). The remaining two coffins are lined in green felt and are empty (the second has a Priest's scroll {*Animate Body*, *Banish Confusion*, *Banish Dis-ease*} hidden under the lining)

[53] **Snakeyes.** Yu'Mapokak stands guard here, accompanied by four HD3 trained **Giant Skunks**. A hidden door in the north-west wall (difficult to find, difficult to open) leads to a stair up and then to the enchanted circle at #27; a low black tripwire midway up the stair (difficult to find, difficult to disarm, difficult to avoid if not found) causes the lead Adventurer to hit by a 1d10 *Lightning Bolt*. Four soft-shelled black 14-inch eggs are in the narrow area at the northeast end (Giant Beetle). Six rounds after fighting begins here four HD2 **Skeletons** armed with Short Swords and Short Bows (15x War Arrows) enter from the southwest (part of the force at #56).

[54] **Five Spears.** Five Spears (one is *TD+1*) are upright in holes in the floor, their *poisoned* (*confusion* 2d100 minutes, easy Will save) tips are up, leaving a 5 FT space along the north wall to transit into #52. A moderate AGIL roll is required to remove the Spears, avoiding the spear tips requires an easy AGIL roll.

[55] **Nook and Cranny.** Six rotting wood barrels (break when moved on 1d12 rolls GTET 8) of picked cranberries are stacked two high by three in front of the east wall. Removing the top middle and top right barrels reveals a *glowing Glyph* on the wall (harmless).

[56] **Skeletal Outpost.** Two ordinary skeletons sit behind scarred/rotting wooded desks (2x brass keys, 5x illegible rotting books, 2x empty clay flasks, broken quill pens, empty glass ink-

well {ink stain on desk}, rusting small metal file, 1 SP copper-amethyst Ring, 6 CP coin, whetstone). Nine HD2 **Skeletons** armed with Short Swords and Short Bows (15x War Arrows) are in the area; four of the Skeletons go support the **Medusa** at #53 when fighting breaks out there.

[57] **Steam Room.** A hp1d12 steam eruption comes through a 2 FT diameter hole in the room's center (avoid on easy AGIL). Water runs down the southwest and northeast walls, drips from the ceiling, and collects on the floor (effective -2 AGIL).

[58] **Empty Cave Room.** Some guano (bat dung) is on the floor left by previous occupants.

[59] **Snow Day.** The room has a smooth black stone floor, two lit torches are in brass brackets on the southwest wall and two in the northeast wall. The walls have frost and large icicles hang from the ceiling (fall for hp1d6 on 1d12 rolls of 12). This room and #60 to the north are at 20°F. The room is occupied by a HD7 **Arctic Bear** and three HD2 **Arctic Birds**.

[60] **Chip off the 'ol Ice Block.** The entire area is filled floor-to-ceiling with a translucent white-blue ice. The ice encases the well-preserved corpse of a female Elf wearing a knee-length blue dress, dark blue hooded cloak, white linen gloves, and a dark blue beret. A 4 SP copper-topaz Locket (picture inside of a female Elf-child) is pinned to her dress, she wears a 9 SP white pearl Necklace, in a cloak pocket is 4 CP coin and a 1 SP lucky copper Amulet (no bonus), and a 4 SP gold-amber Hair Pin is in her hair. Adventurers have to cut through 8 FT of ice to get to her.

Fourth Interior Level, Jungle Level

The entire area is hot, muggy, and uncomfortable, at a constant 92°F. It rains for 1d20 minutes on 1d12 rolls GTET 7, checked hourly. The 'outdoors' area is filled with mosquitos and other small stinging insects, they create a constant background hum of noise. Adventurers pushing through the trees encounter a monster on 1d6 rolls of 6, determine the encounter using 1d8: (1) 1d4 HD5 **Giant Scorpion Crabs**, (2) 1d6 HD3 **Giant Caiman**, (3) 1d4 HD4 **Giant Boa Constrictors**, (4) 3d10 HD3 **Black Lemurs**, (5) 1d3 HD8 **Rhino Beetles**, (6) HD6 **Basilisk Lizard**, (7) 1d12 HD4 **Baboons**, (8) 2d8 HD3 **Armorpeckers**.

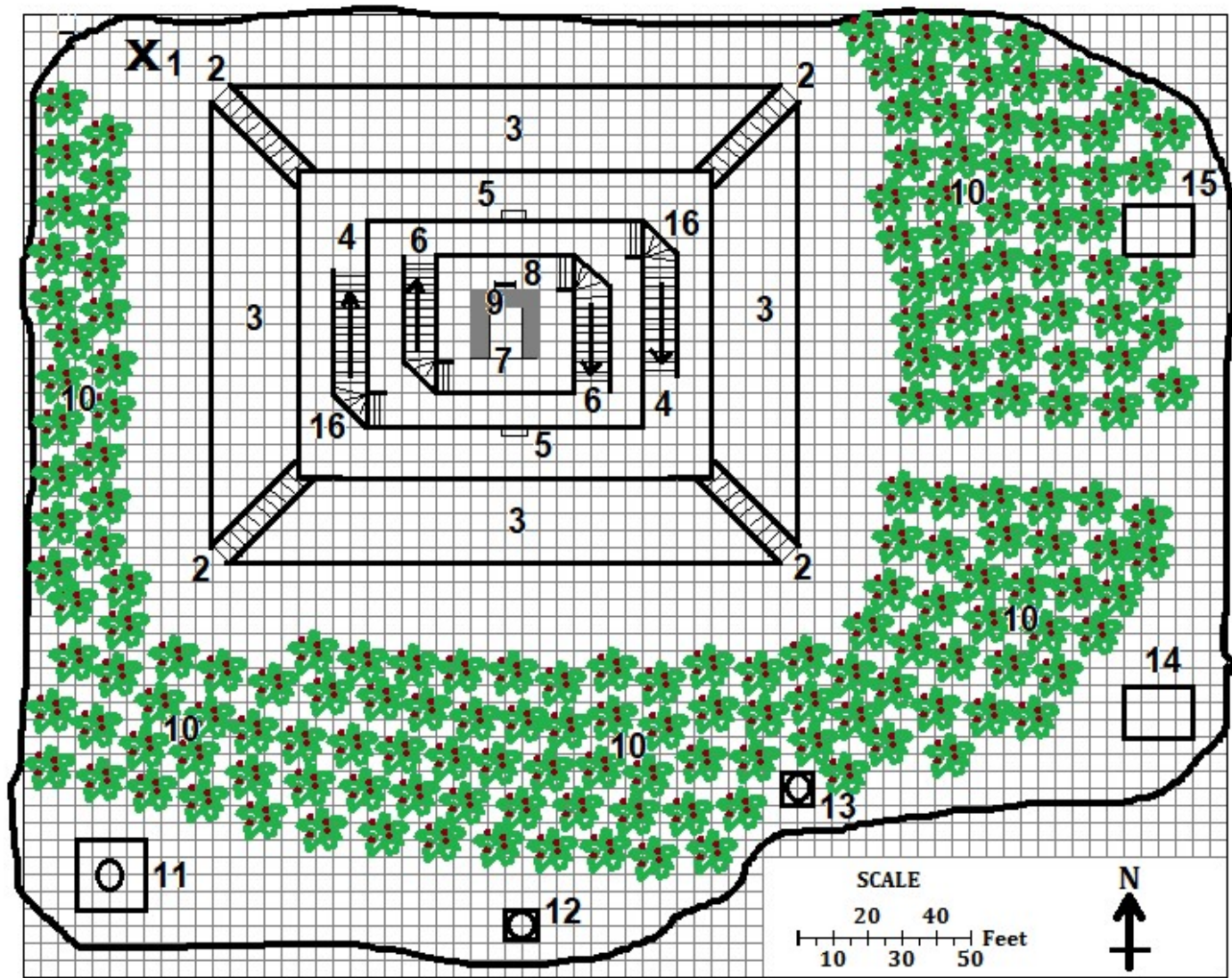
[1] **Welcome to the Jungle.** A 10 FT diameter glowing green *enchanted circle* on the ground receives Adventurers from the enchanted circle on the Earth Level (two-way).

[2] **Step Up the Pyramid.** Four sets of narrow obsidian steps ascend the ziggurat along the corner lines (avoid falling on easy AGIL). A *tripwire* (moderate to find, moderate to disarm, difficult AGIL to avoid if not found) two-thirds up the northeast steps cause them to *go flat*, all Adventurers on the steps fall/slide back to the ground (difficult AGIL to avoid).

[3] **Wall Sliders.** The smooth glossy black sides of the ziggurat are very difficult to climb (30 vertical FT).

[4] **Bloody Steps.** The center structure is 18 FT high. Both the southwest and northeast steps are constructed of glossy obsidian. Hot steaming blood continually flow down the stairs from the fountains above (#16), the stairs are very slippery.

SUNBURST TOWER (12), FOURTH INTERIOR LEVEL, JUNGLE LEVEL



[5] **Slide on In.** The exterior doors are constructed of green stone with a metal plaque depicting two Medusa faces (no effect), the doors have a brass keyhole and they slide to the right to open.

[6] **Next Level.** A disembodied Heart is depicted in a fresco at the bottom of each stair. Each stair is constructed of a glossy green stone with streaks of yellow and gold. The east stair crumbles when climbed on 1d12 rolls GTET 10.

[7] **Ghost Shrine.** The 15 FT by 10 FT by 9 FT tall area is enclosed by 5 FT thick walls constructed of a translucent/white stone with streaks of grey in it; the ceiling is also 5 FT thick; the roof is 14 FT above the floor. A 7 FT-wide insubstantial incorporeal bloody Medusa's face is on the north wall. The area is occupied by a HD8 Medusa **Banshee**.

[8] **Up the Back.** A rusty iron ladder allows Adventurers to climb to the shrine roof. The ladder appears to have a section missing (*illusion*, disbelieve moderate Will). There is an aura of enchantment in the area (from the nearby enchanted circle, #9).

[9] **Rooftop Circle.** A glowing white 10 FT diameter enchanted circle (two-way) teleports Adventurers to the top level of the tower interior.

[10] **Tough Greens.** A thicket of palm trees surrounds the ziggurat, with many vines, small bushes with sharp thorns and pricklers, noxious mosses, vines of **Poison Ivy** and **Poison Oak**, and *poisonous* fungi. It takes Strength GTET 15 to push through the greenery instead of using the open path on the east side.

[11] **Story Obelisk.** A 25 FT green stone obelisk is 5 FT thick at the base, it stands on a 2 FT-thick 20 FT by 20 FT white stone slab. The obelisk is carved on all sides in unintelligible symbols (*translate languages*: the story of Medusa Wizards capturing and taming/settling of one of the world's moons). A hidden (moderate to find, easy to open) compartment on the west side is empty.

[12] **Stone Armor.** A 10 FT grey stone statue of a Medusa holding a raised sword rests on a 1 FT-thick 10 FT-wide slab of white stone. The statue appears to wear stone versions of plate armor including a breastplate, backplate, gauntlets, and leggings.

SUNBURST TOWER (12), FOURTH INTERIOR LEVEL, JUNGLE

[12] **Stone Armor**, continued...Removing the backplate (aura of enchantment) reveals a green glowing *Glyph of Insanity* (range 6 FT, avoid looking on moderate Will, save versus insanity on a moderate Will save, persists 1d20 days). Removing the gauntlets reveals a 15 GP platinum-garnet Ring on the left hand and a 12 GP gold-diamond Ring on the right hand.

[13] **Hidden Ooze**. A 7 FT black stone statue of a Medusa head/torso on a rearing armored horse's body rests on a 1 FT-thick 10 FT-wide slab of blue stone. The raised forelegs are not capped in stone and provide a path for a HD4 **Black Pudding** to emerge.

[14] **Bare Stone**. A bare white stone slab is 15 FT by 20 FT by 2 FT thick; holes in the center area show where a statue once stood. A hidden 4 FT x 3 FT panel (moderate to find) in the northeast corner opens to reveal two HD3 **Ghouls**.

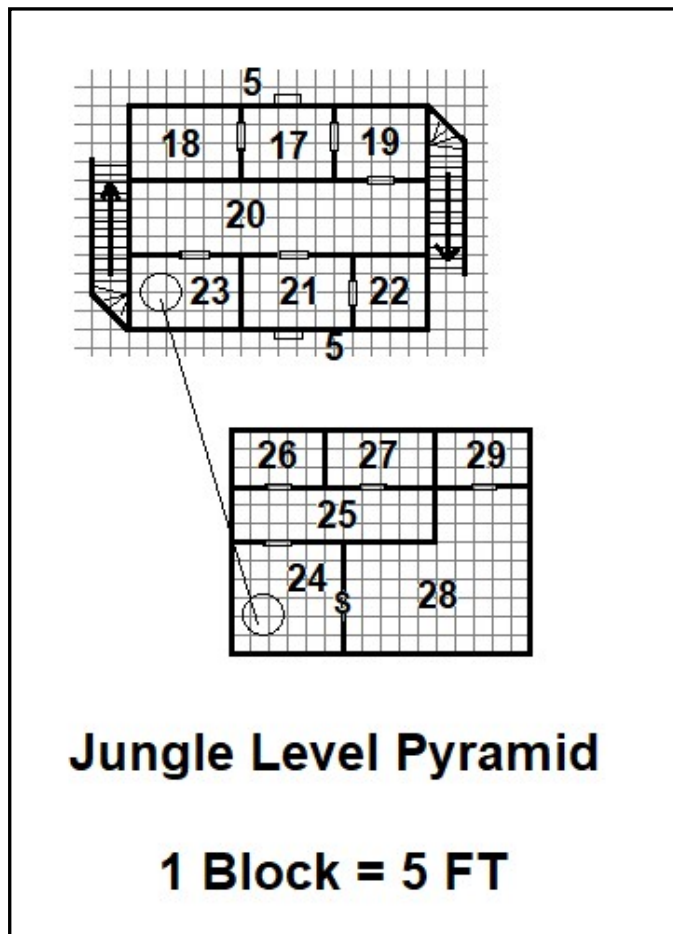
[15] **Four Walls**. The four 12 FT tall white stone walls enclose a space 15 FT by 20 FT (open to the rain); the walls are moderate to climb and are topped by hp1d4 pieces of broken blades. The wall interiors are covered in a slippery acidic (hp1/touch) slime which makes them very difficult to climb. The interior has a 10 FT long black stone table (altar) on a black floor. A desiccated male Human corpse on the table holds a rosewood box in his hand that contains a rectangular Green Crystal (used to power the device that assembles the Sunburst Bracelet). Adventurers who make contact with the body *contract leprosy* (difficult STAM save; persons who encounter an affected person applies a -5 reaction penalty, difficult Will save).

[16] **Bloody Face**. A 6 FT diameter red stone face is fastened to the diagonal pieces at the southwest and northeast corners; the face has a vaguely Human/Asian shape to it. Hot steaming blood flows out through a 6-inch diameter tube in each mouth, pools on the stone beneath the face, then flows southwest or northeast, and then flows down the steps to the lower elevation (#4).

Unless otherwise noted, the interior ziggurat rooms are floored with orange ceramic tile and the walls are painted a dark green, the ceilings are black with hanging cobwebs.

[17] **It's a Bomb**. A 14-inch-tall wood cylinder (hp1d12+2 explosive with shrapnel; difficult to disarm) is in the room center, connected to the exterior door by a wire; opening the door starts a 30-second countdown timer (hear ticking). The door in the west wall is sturdy banded wood with a brass keyhole (open); the door is splattered with a dark green liquid. The door in the east wall is wood with some holes and cuts, it has a brass keyhole (locked, easy to open).

[18] **Heart Worm**. The floor is covered by dark grey planks, the walls are covered by dark pink wallpaper. A grimy 20 FT painting on the south wall depicts a Medusa at the top of the ziggurat holding a recently removed heart, a body is visible on the altar behind her. An open stone vat in the northwest corner holds thirty-two mummified hearts. The room is occupied by a HD6 **Toothy Worm** (30 FT long by 4 FT diameter, 1d10 bite).



[19] **Northeast Corner**. A tin suit of armor stands in the northeast corner. The badly-decomposed corpse of a female Gnome in Leather Armor is on the floor (pouch with 7 CP and 2 SP). The door in the south wall is wood with a brass keyhole (locked, easy to open), a wood plaque on the door depicts three curved snakes.

[20] **Long Hall**. The rotting carcasses of three large Baboons are at the west end, 7x hunting arrows are found on the floor. Three empty wood picture frames hang on the north wall (concealed in one frame is a Priest's scroll {1d6 Cure Wounds, 1d8 Cure Wounds, Banish Disease, Banish Poison, Banish Poison}). Six unlit torches are in brass brackets in the north wall. The west door on the south wall is badly-damaged and is barely supported by the hinges. The middle/east door on the south wall hinges is bronze over wood with a brass keyhole (cuts in the bronze layer, locked, easy to open), pins in the door frame hold the door closed (requires rotating the torch bracket on the east end).

[21] **Going Batty**. The floor is covered by wood planks stained dark red and the walls are painted in green-and-blue horizontal strips. Three unlit torches are in brass brackets in the west wall. An empty bird cage is attached to the northeast corner by a brass bracket. The door in the north wall is bronze over wood with a brass keyhole (cuts in the bronze layer, locked, easy to open), pins in the door frame hold the door closed (requires rotating the torch bracket on the north

SUNBURST TOWER (12), FOURTH INTERIOR LEVEL, JUNGLE

[21] **Going Batty, continued...end).** The door in the east wall is sturdy banded wood with a brass keyhole (locked, easy to open), pins in the door frame hold the door closed (requires rotating the torch bracket on the south end). The room is occupied by three HD5 **Spectral Bats** (hp24).

[22] **Blindness In the Chair.** The floor is bare grey stone with an oval red-yellow rug and the walls are painted grey, an unlit torch is fastened to the south and east walls by brass brackets. The room is furnished with four large stuffed chairs with seat cushions. A *Glyph of Blindness* (range 5 FT, moderate Will save, persists 2d100 minutes) is inscribed on the cushion underside of the northeast chair. Removing that cushion reveals a wood panel over the seat base, underneath are four 3 SP bottles of white wine, a 2 SP bottle of red wine, a steel corkscrew, four pewter goblets, a *Poison Antidote*, a *Brainstorm Cordial* (Intelligence+3, 15 minutes), *Liqueur of Heroism* (as Warrior of L+3), and a *Potion of Youth* (reduces age by 15 years).

[23] **Slippery Hole.** The floor is canted so the 10 FT diameter hole in the floor in the west end is 2 FT lower than the east end of the room; the floor is coated with *Oil of Slipperiness*, Adventurers entering the room slide (avoid difficult AGIL) down into the hole (moderate AGIL to avoid falling); the shaft is 15 FT deep before entering through the ceiling of the room below (#24). A 6 FT wood shelf mounted on the south wall holds a 7 SP carved ivory elephant and a 4 SP carved obsidian jaguar.

[24] **Hole Bottom.** The room is 11 FT tall, with a 6-inch layer of gravel over stone, the door in the north wall is yellow leather over wood with a brass keyhole (jammed open, the leather has dark red splatters on it). The hidden door in the east is moderate to find and to open. Three unlit torches are in brass brackets on the south wall (middle bracket rotates without any effect).

[25] **North Entry.** A 5 FT white stone statue of an upright Bear stands in the west end. A 5½ FT red stone Medusa statue stands against the east wall; the face has been smashed. The west door in the north wall is padded black leather over wood with a brass

keyhole (locked, moderate to open). A floor plate (difficult to find, moderate to disarm, difficult AGIL to avoid if not found) before the door causes a hp1d10 *spray of acid* through a small hole in the ceiling (difficult to find, difficult AGIL to avoid if not found). The east door in the north wall is sturdy banded wood with a secure latch, the seal around the door is damp/wet to the touch if the door to #27 is opened without first lowering the water level.



[26] **Many Rats.** The floor and ceiling are bare stone and two unlit torches are in brass brackets on the north wall; both torch brackets rotate. Five 8-inch holes are in the north wall near the floor (rat holes). Two 2 FT white panels are mounted on the east wall, the left panel has a blue circle on it and the east panel has a yellow circle. Touching the panels reveals that the circles can be moved, and made larger and smaller; when a circle is at its smallest, the corresponding circle in #27 is closed (no water flow), when a circle is at its largest, the corresponding circle in #27 is fully open with water flow. The blue circle needs to be closed and the yellow circle open to drain room #27. After one-minute Adventurers are attacked by ten HD2 **Giant Rats**, another 5 **Rats**/round arrive for 1d12 rounds.

[27] **Water Hazard.** A 5 FT diameter glowing blue circle on the ceiling connects to the Plane of Water, opening the door allows a rush of water to flow out. A 5 FT glowing yellow circle on the floor connects to the Plane of Earth, if opened, it allows the water to drain out through the floor. A 3 FT brass chest is in the northwest corner. It contains a *Priest's Robe* (can be worn over armor, AC+12, only Priests and Crusaders), a *Priest's Miter* AC+6 (SPM+1), *Jade Prayer Beads* (+2 modifier versus Undead), a *Wand of Magus Zapping* (1d12, 30x), a silver-headed *Heavy Mace* +1, a silver-turquoise *Ring* (+1 saving roll versus spells), and a plain gold *Warrior's Ring* (Priest or Wizard fights as a Warrior, negates the class attack penalty).

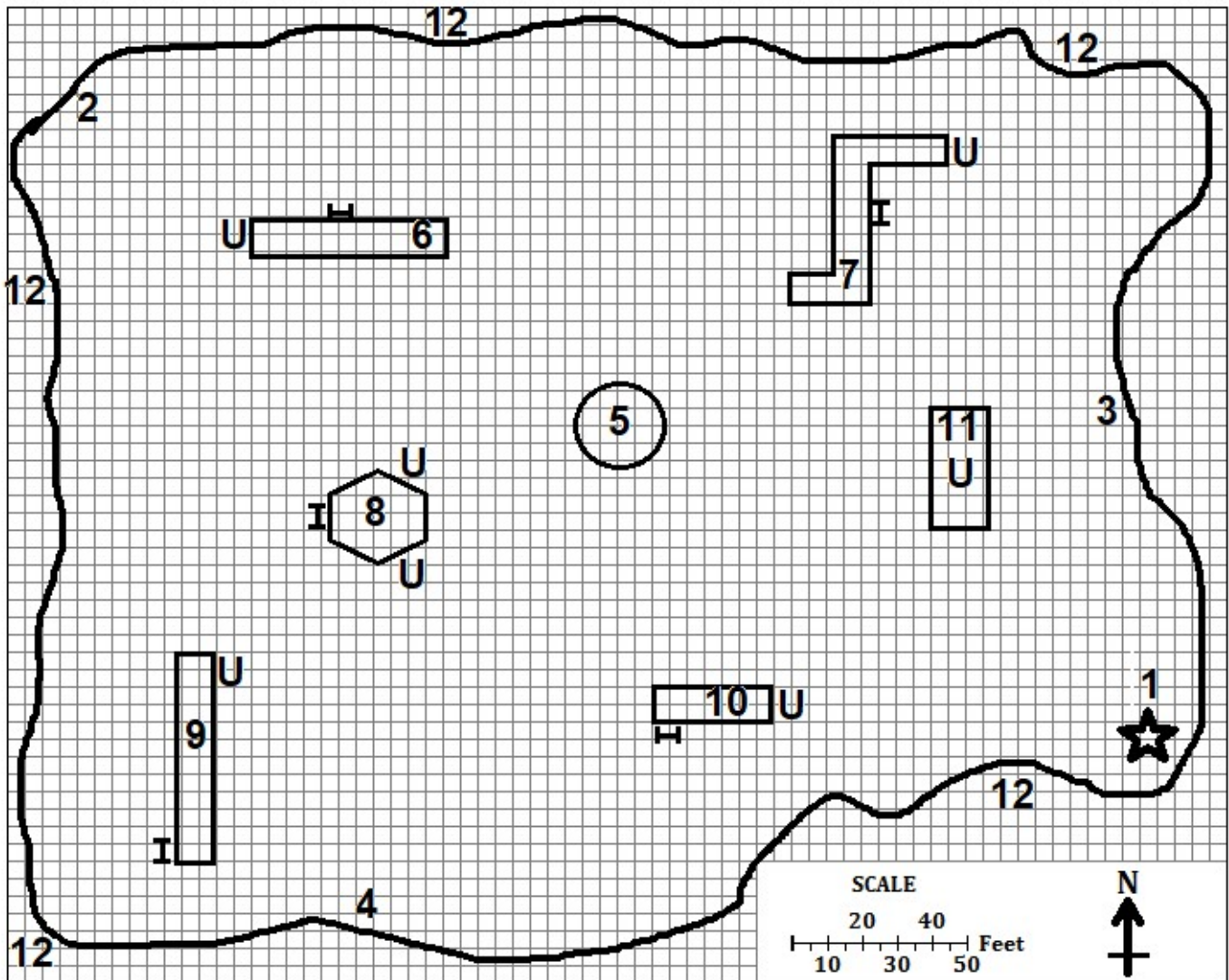
[28] **Tough Crowd.** The door in the north wall is red-dyed leather over wood with a brass keyhole (moderate to open). The room is occupied by **Mridorra**, four HD2 **Zombies** armed with Spears and Short Bows (10x hunting arrows each), and a HD4 **Tiger** (leather collar with 6 SP ruby, 1d10 Bite).

[29] **Pieces of Artifact.** The floor is red ceramic tile, the walls are painted black, an unlit oil lamp hangs from a ceiling chain. A cherry-wood Armoire is against the west wall, a black-wood Armoire is against the east wall. A drawer in the east armoire has a satin-lined rosewood box which holds a slightly curved flat 3-inch ruby piece with tiny positioning studs and tiny holes in the top (fits onto the gold bracelet found on the Earth Level; part of the *Sunburst Bracelet*). A drawer in the west armoire has a leather bag holding 32 CP, 17 SP, and 4 GP coins, a 3 SP pink pearl, four 1 GP plain gold Rings, and a 2 GP dragons-head Locket; another drawer holds a Wizard's Scroll (Shaman: *1d8 Arrow Volley* {1d4/arrow}, *Aura of Heroism* +3, *Waken*, *Remove Panic*, *Remove Confusion*).

Fifth Interior Level, Platforms

The room is over 150 FT high with a seamless black stone floor. The sides are made of a thick white-grey material which looks like clouds, it has a light texture similar to cotton candy. Adventurers can push into the sides although resistance prevents them from moving more than about 10 FT or so. The level consists of several floating platforms, unless otherwise noted each platform is sturdy 4-inch thick wood. The floating platforms are 20 FT, 40 FT, 60 FT, 80 FT, and 110 FT from the floor. Metal ladders connect the floor to the first layer of platforms, and platforms to higher and lower platforms; a ladder breaks when climbed on 1d20 rolls of 01. An Adventurer climbing a ladder requires an easy AGIL roll to avoid falling. Unless otherwise noted, the platforms float securely at their assigned heights, each platform can support four persons without issues, a fifth causes them to drop

SUNBURST TOWER (12), FIFTH INTERIOR LEVEL, PLATFORMS



Fifth Interior Platform, continued...2 FT, and a sixth causes the platform to collapse.

An Adventurer climbing a ladder is attacked on a 1d20 roll of 01 by one of the following aerial creatures, 1d20: (1) HD2 **Arctic Bird**, (2) 1d3 HD4 **Armorpeckers**, (3) 1d6 HD2 **Giant Bats**, (4) 1d2 HD4 **Giant Vampire Bats**, (5) 1d12 HD1 **Giant Bees**, (6) 1d4 HD3 **Giant Lightning Bugs**, (7) 1d6 HD2 **Corpse Flies**, (8) 1d3 HD4 **Giant Dragon Flies**, (9) HD3 **Elmo's Fire**, (10) 2x HD3 **Ethereal Ripping Fish**, (11) 1d4 HD3 **Flaming Bats**, (12) **Giant Biting Flies** [swarm], (13) **Flesh Flies** [swarm], (14) 1d3 **Giant Red Flying Squirrels**, (15) 1d12 HD1 **Giant Crows**, (16) 2x HD4 **Giant Hawks**, (17) 1d3 HD3 **Giant Ghost Moths** [armor eaters], (18) **Poison Gnat Swarm**, (19) 1d4 HD4 **Great Vultures**, (20) 1d3 HD4 **Giant Shriek Owls**.

A platform is randomly occupied on a 1d20 roll of 01, checked when the first Adventurer reaches it, 1d20: (1) HD4 **Wildcat**, (2) HD5 **Weegan's Water Elemental**, (3) **Toadstools**, (4) HD6 **Giant Tarantula**, (5) 1d3 HD3 **Striped Hyena**, (6) HD2 **Spitting Caterpillar**, (7) 1d3 **Wertzel's Spiders** (fire-breathing), (8) 1d3 **Yassakko's Spiders** (cold-breathing), (9) HD6 **King Snake**, (10) 1d3 HD3 **Fire Newts**, (11) 1d4 HD3 **Spider Monkeys**, (12)

1d3 HD4 **Man-Faced Stink Bug**, (13) **Poison Ivy vines**, (14) HD8 **Ice Lizard**, (15) 2x HD7 **Hell Owls**, (16) 1d3 HD4 **Gorillas**, (17) HD5 **Gila Monster**, (18) 1d6 HD3 **Ghouls**, (19) 1d6 HD2 **Zombies**, (20) 1d6 HD3 **Uber Skeletons**.

[1] **Entry from Jungle**. A 15 FT diameter glowing green enchanted circle on the floor, receives Adventurers from the circle on top of the ziggurat on the Jungle Level (two-way).

[2] **Northwest Cloud Cave**. The cave is 22 FT deep by 13 FT across at the mouth, 12 FT high. The cave is occupied by three HD5 **Soldier Beetles**.

[3] **East Central Cloud Cave**. The cave is 34 FT deep by 18 FT across at the mouth, 14 FT high. The cave is occupied by two HD8 **Rhino Beetles**.

[4] **South Central Cloud Cave**. The cave is 28 FT deep, 14 FT across at the mouth, 12 FT tall. The cave is occupied by two HD3 **Giant Carrion Beetles**.

SUNBURST TOWER (12), FIFTH INTERIOR LEVEL, PLATFORMS

[5] **Seal of the Phoenix.** A 25-FT diameter life-sized depiction of a phoenix, inlaid on the floor. A neutral Adventurer is *healed* *hp5* by walking over the seal (once per 24 hours).

First Platform Layer

[6] **First Northwest.** A ladder up is at the west end.

[7] **First Northeast.** A ladder up is at the northeast end.

[8] **Floating Hexagon.** There are two ladders up, one to the northeast and one to the southeast. The platform is occupied by two HD4 **Skeletons** armed with War Axes.

[9] **Dangerous Climbing.** The ladder has *Oil of Slipperiness* halfway up (difficult STR to maintain a grip); the center of the platform has a floor panel drop out when walked on (moderate AGIL to avoid). A ladder up is at the north end.

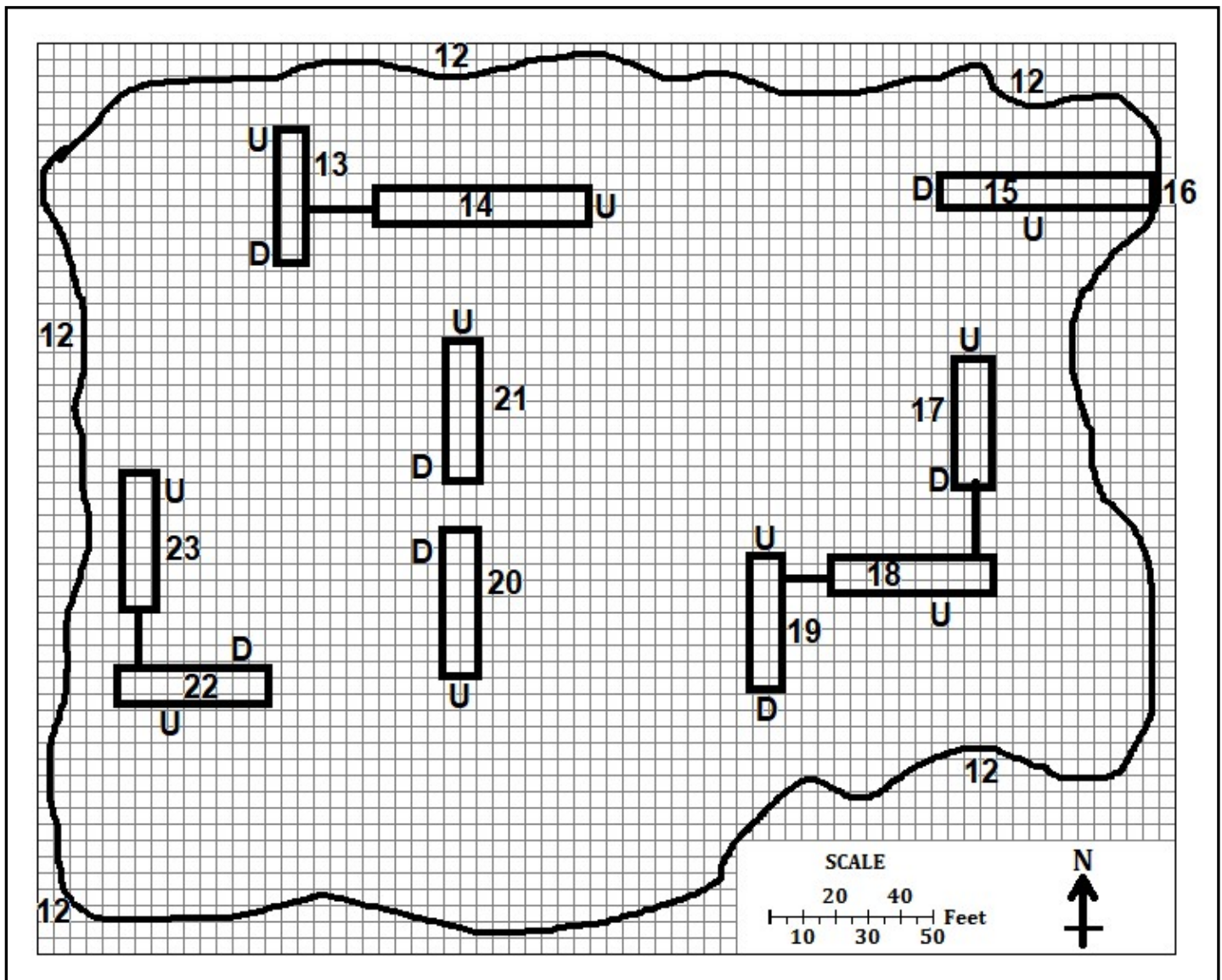
[10] **First Southeast.** A ladder up is at the east end.

[11] **No Way Down.** There is no ladder down to the floor from

here. A locked (moderate to open) chest is at the south end of the platform. The chest has an *invisibility* spell on the contents; it holds a *Dimensional Book* (1500 pounds), *Language Librium* (teaches Elvish and Archaic Elvish), a *Good Book* (imparts *hp+2*, *AC+4*, *Saving rolls +1*), a *Weapon Masters Manual* (War Axe proficiency, *TH+2*, *TD+1*), *Power Boost Scroll* (SPM+2, must be carried), a *Mind Numbing Tome*, a *Codicil of Transformation (Giant Spider)*, and a *Babel Tome*.

[12] **Archer Platforms.** These 15 FT by 10 FT platforms are built into the walls at an elevation of 45 FT. Each platform has two HD4 **Skeleton Archers**, each archer has 60 arrows (45x War Arrows, 6x *Arrow +1*, 3x *Arrow +2*, *Arrow of Slaying*, *Arrow of Sleep*, *Arrow of Paralysis*, *Arrow of Blindness*, 1d10 *Explosive Arrow*, 2d8 *Explosive Arrow*) plus 8x 1d12 grenades, 4x smoke grenades, 2x flash powder, 2x deafening grenades. There are no ladders or other installed access to the platform.

Second Platform Layer Diagram



SUNBURST TOWER (12), FIFTH INTERIOR LEVEL, PLATFORMS

Second Platform Layer

See diagram on page 81.

[13] **Wicker Platform.** A ladder down to the first layer is at the south end, a ladder up to the Third Layer is at the north end. A rope bridge stretches 20 FT to a platform to the east (#14).

[14] **Holey Cow.** A rope bridge to #13 is at the west end. A ladder up to the Third Layer is at the east end. Three 6 FT by 6 FT holes are in the platform (easy AGIL to avoid). A 3 FT white resin cow stands in the center.

[15] **Rolling Pin.** A ladder down to the First Layer is at the west end. A ladder up to the Third Layer is in the middle of the platform. A cave in the cloud wall is at the east end. A 2 FT-diameter horizontal pink stone cylinder rolls up and down the platform, making a circuit every 3½ minutes (1 FT/sec); an Adventurer is pushed off of the platform unless they succeed at an easy AGIL roll.

[16] **30 Foot Cave.** The cave stretches east into the cloud wall by 30 FT, it is 15 FT wide and 18 FT tall; the white cloud has 2 FT streaks of red every 5 FT down its length. A hard, white resin forms the floor. A cherry harpsichord and bench are at the east end. The bench top opens to reveal forty-three musical scores. A Wizard's scroll (*Air, Sense Prying Ears, Foul Wings, Fog Bank, Putrid Scents, Speak with Avian, Target Missiles* +2) attached to the underside of the bench is *invisible*. The cave is occupied by three HD4 **Spitting Bugs**.

[17] **Death in the Sky.** A rope ladder at the south end connects to platform #18. A ladder up to the Third Layer is at the north end, *contact poison* is on the ladder two-thirds up (extreme *weakness*/effective STR reduced to 8 for 3d100 minutes, very difficult AGIL to avoid, moderate STAM save). The ladder down (to #11) breaks on 1d12 rolls GTET 9. The platform is occupied by two HD6 **Furry Death Beetles**.



[18] **Southeast Central.** A rope bridge on the east end leads to #17, a rope bridge on the west end leads to #19. A ladder up to the Third Layer is just east of the midpoint; the ladder breaks on 1d12 rolls GTET 8 (moderate AGIL to avoid falling).

[19] **Southeast West.** A ladder down to the First Layer is at the south end, a ladder up to the Third Layer is at the north end. A rope bridge at the north end connects to #18 to the east. A 3 FT diameter gong summons 1d8 HD3 **Armorpeckers** when hit.

[20] **Dirty Birds.** A ladder down to the First Layer is at the north end, a ladder up to the Third Layer is at the south end. The platform is occupied by five HD5 **Harpies** armed with Dirks, Hatchets, Short Bows (15x War Arrows), 1d0 Explosive Grenade, and a Smoke Bomb.

[21] **Spiky Wall.** A 5 FT barrier at the midpoint has 6-inch spikes on both sides. A ladder down to the First Layer is at the south end, a ladder up to the Third Layer is at the north end.

[22] **Skulls No Bones.** The ladder down to the First Layer at the east end (to #9) has *Oil of Slipperiness* on it halfway down (moderate STR to retain grip). A ladder up to the Third Layer is on the south side about one-third of the length. A rope bridge to #23 is at the west end. Three large bleached skulls are on the platform.

[23] **Pointed Ladder.** A ladder up to the Third Layer is at the north end. The ladder is covered with sharp spikes, knife blades, nails, and other cutting implements (hp1/FT, difficult avoid).

Third Platform Layer

[24] **Upper Archer Platforms.** These platforms are at 88 FT above the floor, each one is 15 FT by 10 FT and cut into the cloud wall. Each platform is occupied by 2x HD6 **Wax Golems** (Long Bow, 25x War Arrows, 4x Smoke Arrows, 2x 1d10 Explosive Arrows, *Arrow of Slaying, Arrow of Sleep, Arrow of Paralysis*).

[25] **See Through.** The platform has a metal grate floor. A ladder up to the Fourth Layer is at the east end.

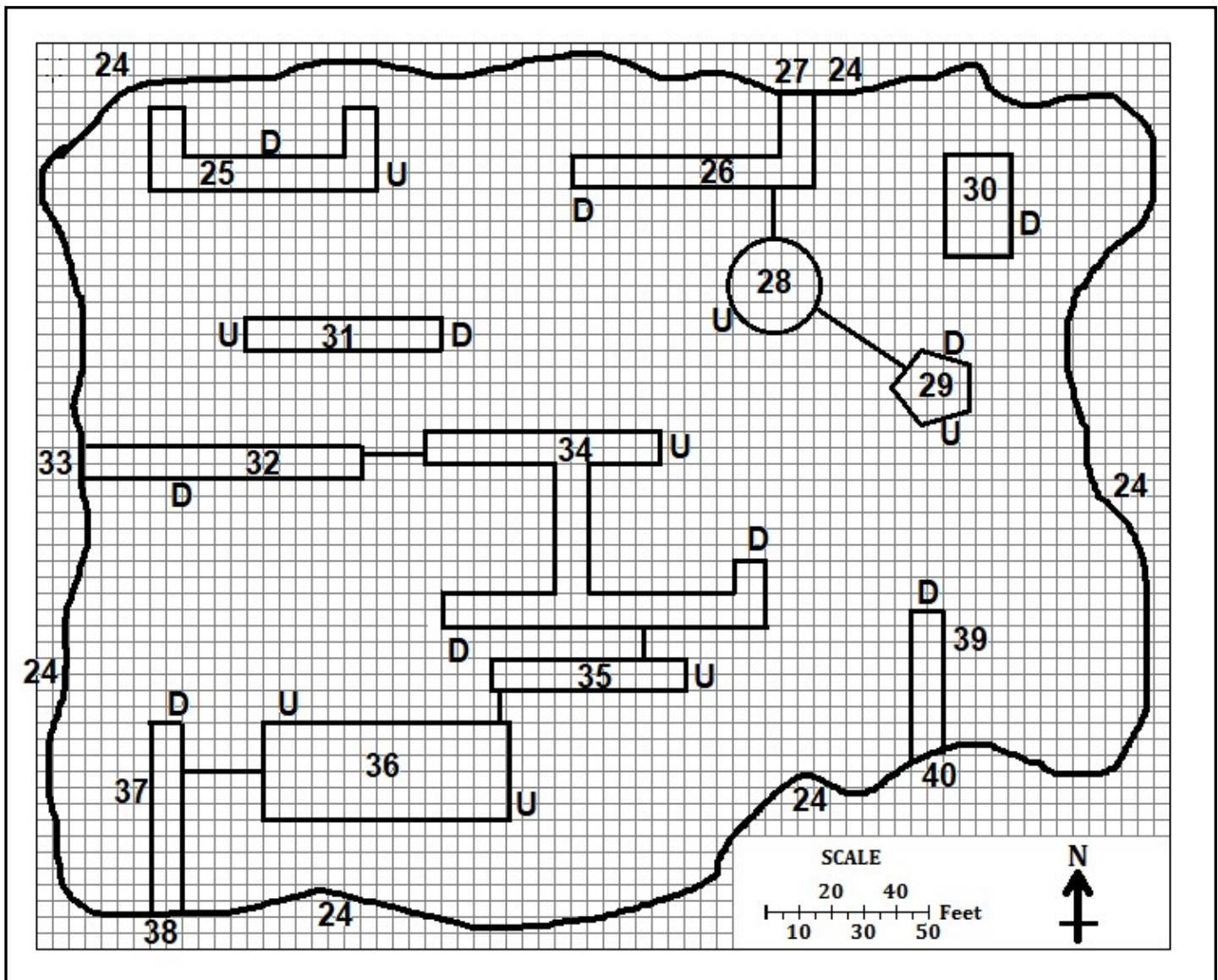
[26] **Vertigo Falls.** Adventurers on the platform are affected by *vertigo* (moderate Will save, persists 1d100 minutes, moderate AGIL to avoid falling). A rope bridge on the south side in the southeast connects to #28. A cave in the cloud wall is in the northeast (#27). The archer platform (#240) in the north wall is 28 vertical FT almost directly above this platform.

[27] **North Cave.** The cave is 24 FT deep, 14 FT across at the mouth, and 12 FT tall, with a solid black floor. A burning torch is in a brass bracket attached to the wall by the mouth. Three skeletons in the cave are from large flying creatures (Wyvern).

[28] **Circle Up.** A rope bridge on the north side connects to #26, a rope bridge on the southeast side connects to #29. A ladder on the southwest side leads up to the Fourth Layer; the ladder breaks on 1d12 rolls GTET 8. A 7 FT diameter *trap door* in the center opens when walked upon (moderate to find, easy to disarm, difficult AGIL to avoid if not detected, moderate AGIL to avoid falling).

[29] **Platform Hex.** The platform is constructed of a dark red metal. A 2 FT blue pentagram inscribed inside a black circle is at the platform center (*aura of enchantment*, no effects). A ladder on the northeast side leads down to the Second Layer (#17), *contact poison* is on the ladder one-third of the way down.

SUNBURST TOWER (12), FIFTH INTERIOR LEVEL, PLATFORMS



Third Platform Layer Diagram

[29] **Platform Hex, continued...**(extreme *weakness*/reduces effective STR to 8 for 3d100 minutes, very difficult AGIL to avoid, moderate STAM save). A ladder leading up to the Fourth Layer is on the southeast side.

[30] **Turtle Island.** The platform is constructed of a clear material so making it hard to see (reduce effective Agility by 2 for avoiding falls). A stuffed giant turtle is on the platform, their shell is 7 FT across; a hidden (moderate to find) latch allows the shell to come off. Under the shell is a Giant Slingshot (two persons to hold the frame, one to pull and launch the missile, range 250 yards), and six large containers (2d12 explosives); one container will destroy an archer platform, causing the occupants to fall to the floor below.

[31] **Island of Spikes.** The entire platform surface is covered by thin 4-inch spikes at 5/square-inch. The platform has a ladder down to the Second Layer at the east end. A ladder up to the Fourth Layer is at the west end.

[32] **West Walkway.** A cave in the cloud wall is at the west end. A ladder down to the Second Layer is on the south side about 30 FT from the wall. A rope bridge to #34 is at the east end.

[33] **West Cave.** The cave is 40 FT deep, 16 FT wide at the mouth, and 12 FT tall. The floor is a solid dark green material that is flammable. The cave is occupied by a HD8 female Human **Ghost**. Her coffin is painted red with a yellow sunburst symbol, the interior is lined in purple satin. A footlocker pushed into the cloud wall (end-on, moderate to find) contains prayer beads (evil), 4x vials *Unholy Water*, 32 CP coin, 19 SP coin, 4 GP coin, 4x expensive gowns, a Parasol with a Stiletto in the handle, two good-quality hooded Cloaks, *Potion of Youth* (reduces age by 20 years), 1d8 *Cure Wounds Potion*, and an adamantine grapple (no rope).

[34] **Walk on Air.** The platform is *invisible* (reduce effective Agility by 4 for avoiding falls). A ladder up to the Fourth Layer is at the east end of the north arm. Ladders down to the Second Layer are on the south arm at the southwest and southeast ends.

SUNBURST TOWER (12), FIFTH INTERIOR LEVEL, PLATFORMS

[34] **Walk on Air, continued...**A rope bridge at the west end of the north arm connects to #32, a bridge on the south side of the south arm connects to #35.

[35] **Tar Baby in the Air.** The platform has a rope ladder on the north side that connects to #34, another rope ladder at the west end connects to #36. The platform is occupied by a HD4 **Tar Golem** armed with a 1d10 black metal Trident.

[36] **Flaming Platform.** Ladders in the northwest and southeast corners lead up to the Fourth Layer, a rope bridge in the northeast corner leads to #35, and a rope bridge on the west side leads to #37. The platform has a flammable coating which ignites on 1d12 rolls GTET 7 if an Adventurer carries or ignites an open flame (hp1d6/round over 1d8 rounds).

[37] **Sticky Time.** A ladder at the north end leads down to the Second Layer. A rope bridge connects to #36. A cave in the cloud wall is at the south end. The platform is coated with a sticky glue material that holds Adventurers in place (easy

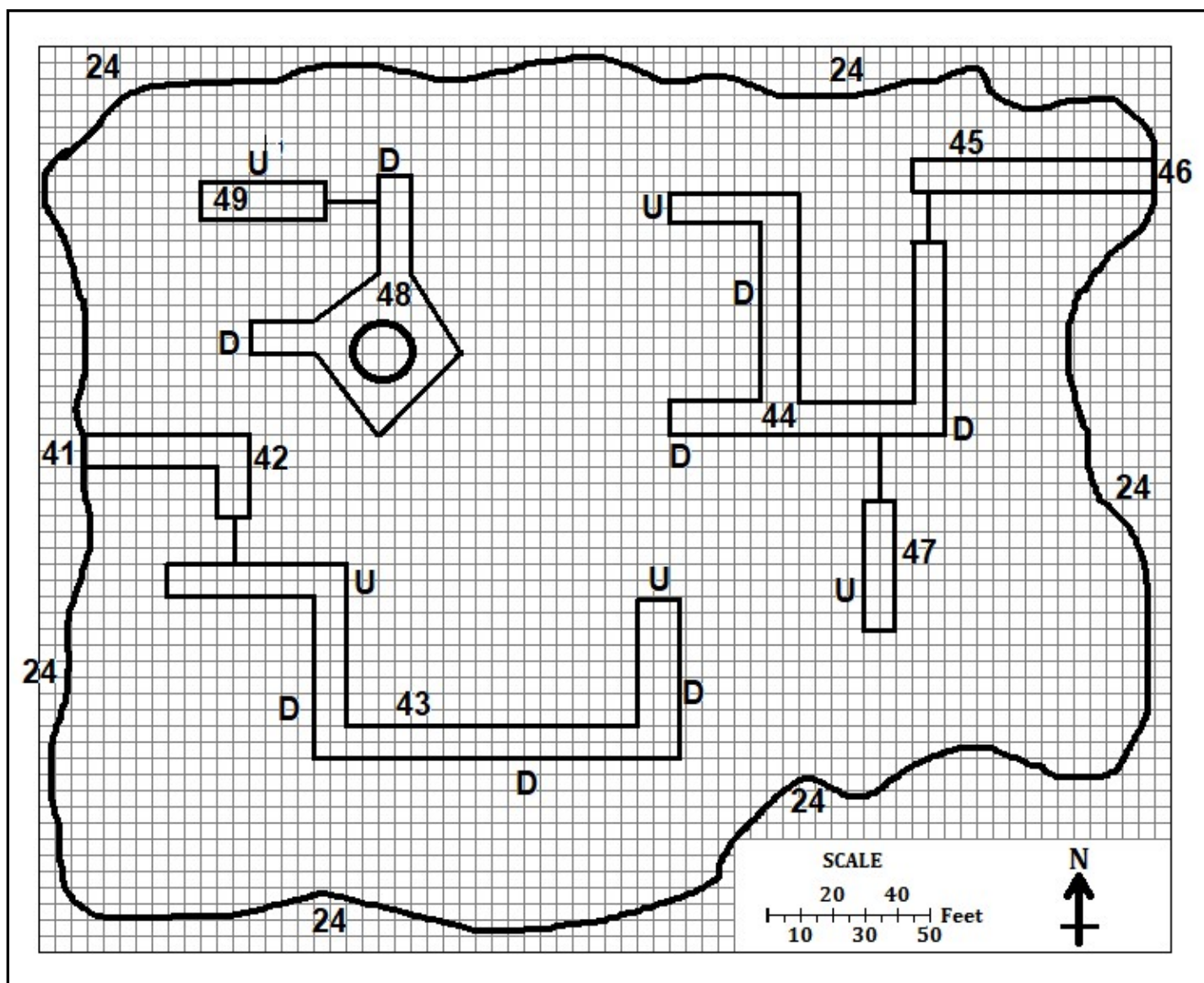
Strength roll, checked per step).

[38] **Southwest Cave.** The cave is 38 FT deep, 12 FT wide at the mouth, and 18 FT tall, with a hard, dark grey material for flooring. The cave is occupied by a HD6 **Three-Headed Hydra** (the middle head spits 1d10 acid, avoid on easy AGIL).

[39] **Poison Platform.** A cave in the cloud wall is at the south end. A 4 FT metal wall across the midpoint is covered by **Poison Ivy**.

[40] **Southeast Cave.** The cave is 32 FT deep by 18 FT wide at the mouth, and 15 FT tall. Two lit torches are in brass brackets at the mouth. A 12 FT-tall black stone statue of a male Minotaur warrior is at the south end of the cave, a shield and axe over his back (aura of enchantment); the statue holds a rosewood box between his outstretched hands, his thumbs prevent the cover from being removed. A *Disperse Magic* spell or *Banish Spell* prayer is required to remove the box. The rosewood box holds the Gold Sunburst (part of the *Sunburst Bracelet*), which has

Fourth Platform Layer Diagram



STARBURST TOWER (12), FIFTH INTERIOR LEVEL, PLATFORMS

[40] **Southeast Cave, continued**...small studs that fit into the Ruby piece found on the Jungle Level; the parts of the Bracelet can be assembled in the furnace found on the Fifth Layer of this room.

Fourth Platform Layer

The region of darkness enveloping platform #44 can be seen from all other platforms on the layer. See diagram on page 84.

[41] **Western Wall Cave.** The cave is 32 FT deep, 12 FT wide at the mouth, and 13 FT tall. Two lit torches are in brass wall brackets at the mouth. A thick (8-inch) curtain of webs hangs across the cave 8 FT inside the cave. The cave is occupied by five HD4 **Blue Winged Spiders**.

[42] **Obelisk Platform.** A cave in the cloud wall is at the west end. A rope bridge at the southeast end leads to #43. An 8 FT black stone obelisk by 4 FT thick stands at the midpoint of the west-east segment; the obelisk is covered in undecipherable runes. A hidden (moderate to find, easy to open) panel near the bottom on the north side reveals a small box holding a 15 GP gold-ruby Ring.

[43] **Icy Path.** The platform is constructed of solid ice (reduces effective Agility by 2 points). A rope bridge on the north side at the northwest end leads to #42. Three ladders down to the Third Layer are on the south sides (western corner, center south west-east segment, east side eastern north-south segment). Two ladders lead up to the Fifth Layer (east corner of the northern west-east segment, north end of the eastern north-south segment). The corner formed by the west end of the southern west-east segment and the south end of the western north-south segment gives way when Adventurers walk over it on 1d12 rolls GTET 9 (moderate AGIL to avoid falling).

[44] **Dark Platform.** A permanent *Zone of Darkness* envelops the platform, it extends for 15 FT below the platform 15 FT above the platform, and 6 horizontal FT along the entire perimeter. The ladder on the west side of the western north/south leads down to the Third Layer (to #28), it breaks on 1d12 rolls GTET 8. *Glass shards* are embedded in the platform on the eastern north-south segment (hp2 foot damage with each step, difficult AGIL to avoid unless the darkness is dispelled then easy to avoid). The rope ladder connecting to platform #47 pulls out of its supports on 1d12 rolls GTET 7 (hangs vertically down, the rope supports on the north end hold for 15 minutes before the bridge drops to the floor below).

[45] **Last Breath.** A cave in the cloud wall is at the east end. The region around the platform is enveloped by a *Remove Air* spell which extends 10 FT below the platform, 15 FT above, and to 6 FT along the perimeter. Adventurers who are unprepared for the spell travel 5 FT*Stamina before dropping unconscious (difficult STAM save; falls from the platform unless succeeding on 1d12 rolls GTET 3), gulping air before entering the affected area adds 20 FT to their travel.

[46] **Eastern Wall Cave.** The cave is 40 FT deep, 15 FT wide at the mouth, and 16 FT tall (narrows at the top). The cave is not affected by the zone of *Remove Air* to the west. An iron chest at the east end is double-wrapped in chains with two padlocks (one easy to open, one moderate to open), an obvious needle sticks out

from the latch. The chest contains a cloth bag (142 CP coin), three stuffed Dogs with leather collars (3 GP diamonds), four red-dyed wool blankets, a red satin Cape, red leather Boots (*Traceless*), a Trident blade made of red metal, a red leather 1d6 *Bullwhip +1*, a *Brimstone Wand* (22x, 1d8 explosive, range 8 FT, accompanied by a strong sulfurous stench), a *Samael-Faced Coin*, an *Armorskin Potion AC+16*, *Flying Potion*, *Patur's Tonic* (banish disease). The cave is occupied by three HD5 **Hell Hounds**.

[47] **Classical Wood.** A ladder up to the Fifth Layer is on the west side near the south end. The rope ladder connecting to platform #44 pulls out of its supports on the south end on 1d12 rolls GTET 7 (hangs vertically down from #44, the rope supports on the north end hold for 15 minutes before the bridge drops to the floor below). The platform is occupied by two HD6 **Wood Golems** armed with 1d8 Scythes. One golem wears a 3 GP braided silver chain and a 7 SP silver-bloodstone Ring.

[48] **The Way Out.** Ladders down to the Third Layer are at the north and west ends. A glowing red 20 FT diameter enchanted circle teleports Adventurers to random locations in the area, determine the location using 1d6 (one-way only): (1) the Monument in the plaza in front of the Tower, (2) the Tower Roof {#116}, (3) Flame Tower Base {#7}, (4) Shrine Building, (5) Jailhouse Roof {#78}, (6) Tower Interior Level 1 {#143}. The platform is occupied by a HD6 **Mummy** armed a Rapier and Long Bow (20x War Arrows, 2x Smoke Arrows, *Arrow of Slaying*) with two HD4 **Uber Skeletons** armed with War Axes. The Mummy wears a *Spell-Storing Scarab (Chain Lightning {d20-d12-d10-d8-d6})*, *Part Water*, *Summon HD12 Water Elemental*, *Ice Encasement*, *Shield versus Lightning*, 3d6 25x25 *Hail Blast*, *Siren's Song*, *Summon Poison Frogs* 1d8 at HD3).

[49] **Look Out Below.** A ladder up to the Fifth Layer is on the north side at the midpoint. A rope bridge connects the east end to platform #48. The platform sinks 2 vertical FT with the second person on it, sinks another 2 FT (to 4 FT) at the third, and collapses when a fourth person steps on.

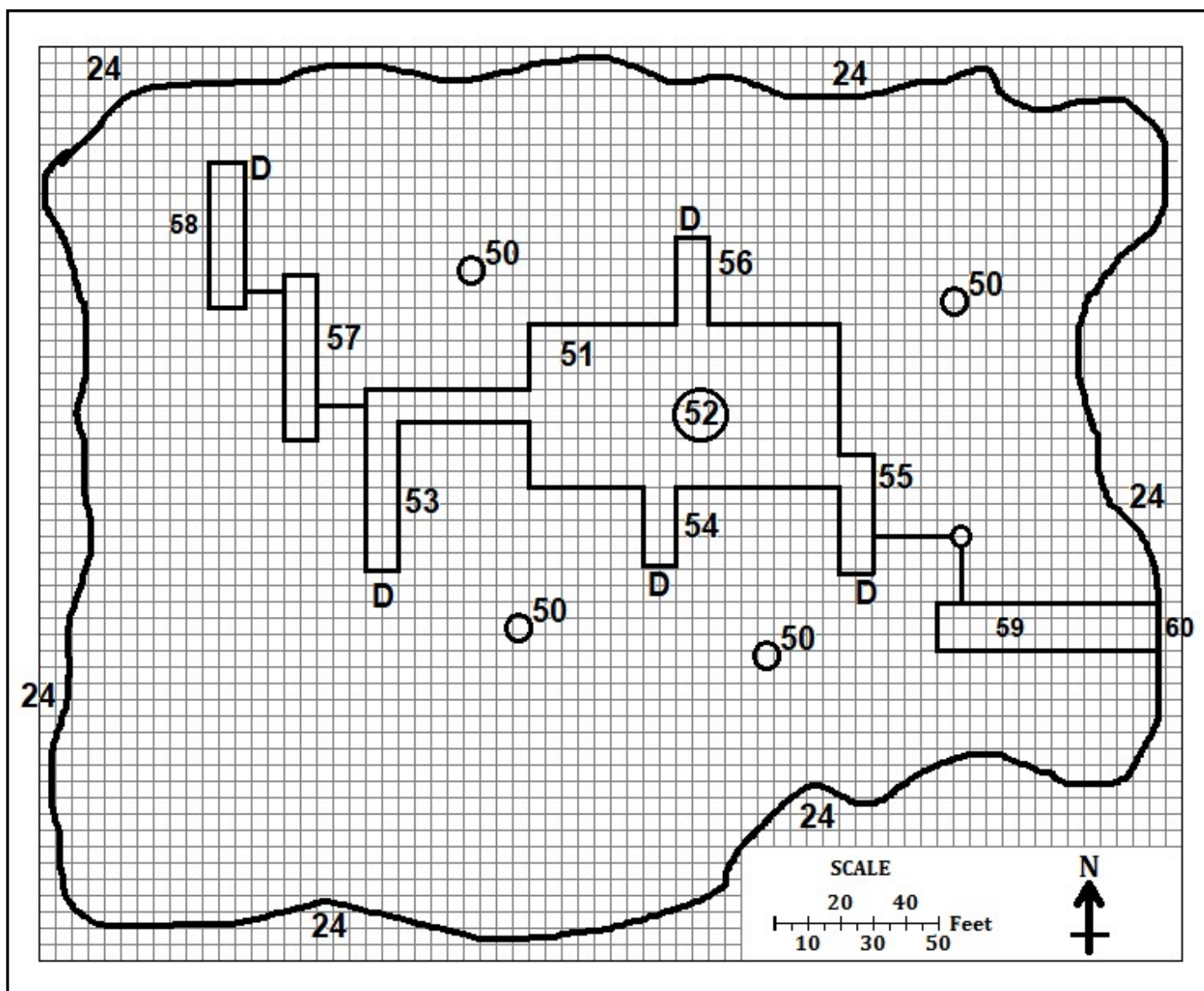
Fifth Platform Layer

[50] **Final Guards.** Each circular platform is 8 FT in diameter. It is occupied by a HD5 **Ghoul** (Chain Mail and Open-Helm, AC16) armed with a Short Bow (30x War Arrows, 3x Smoke Arrows, *Arrow of Slaying*), Sling Shot (8x 1d10 Grenades), and a *Wand of Lightning Bolts* (hp1d12, 18x).

[51] **Final Platform.** The platform is constructed from a green stone with streaks of tan, gold, and yellow. It sinks 2 FT when eight persons are it, sinks 4 FT when occupied by nine, and collapses when occupied by ten persons. A hidden trapdoor (moderate to find, moderate to disarm) in the northeast corner opens when stepped on (moderate AGIL to avoid falling). The platform is occupied by **Zethia** and six HD5 **Giant Leopards** (leather collar, 3x 3 SP garnets, 1d8 Bite).

[52] **Enchanted Furnace.** A 14-inch thick 15 FT diameter stone disk supports a 6 FT diameter adamantite bowl, 14 inches deep at the center; the bowl is adorned every 1 FT along its perimeter with small brass busts of Medusa heads, it has eight 30-inch lion's feet, and five brass arms 30 inches high curve over the bowl. A green crystal is installed in a five-fingered bracket at the end of one curved arm, brackets at the end of the other four arms are

SUNBURST TOWER (12), FIFTH INTERIOR LEVEL, PLATFORMS



Fifth Platform Layer (Top Platforms)

[52] **Enchanted Furnace, continued**...empty. Once the green crystals found on other levels of the Tower Interior are installed so there are five green crystals in five brackets, the crystals all glow with a green aura which extended into the bowl, and the forge becomes operational. When pieces of the *Sunburst Bracelet* artifact are placed into the functioning bowl, they are forged into a single object. If contiguous pieces are placed into the bowl but some pieces are lacking then those pieces which fit together are forged. The forging process is good for a year (400 days), after which the Bracelet disassembles itself. On 1d20 rolls of 01 a hp4d12 explosion occurs with a range of 25 FT.

[53] **Invisible Path.** The entire platform is invisible up to the edge of #51. Adventurers reduce their effective Agility by 3 points to avoid falling. A rope bridge to #57 is on the west side at the bend.

[54] **Burning Feet.** The entire platform is coated in a *strong acid*, causing hp1/round to the feet, and for 1d6 rounds after the platform is left.

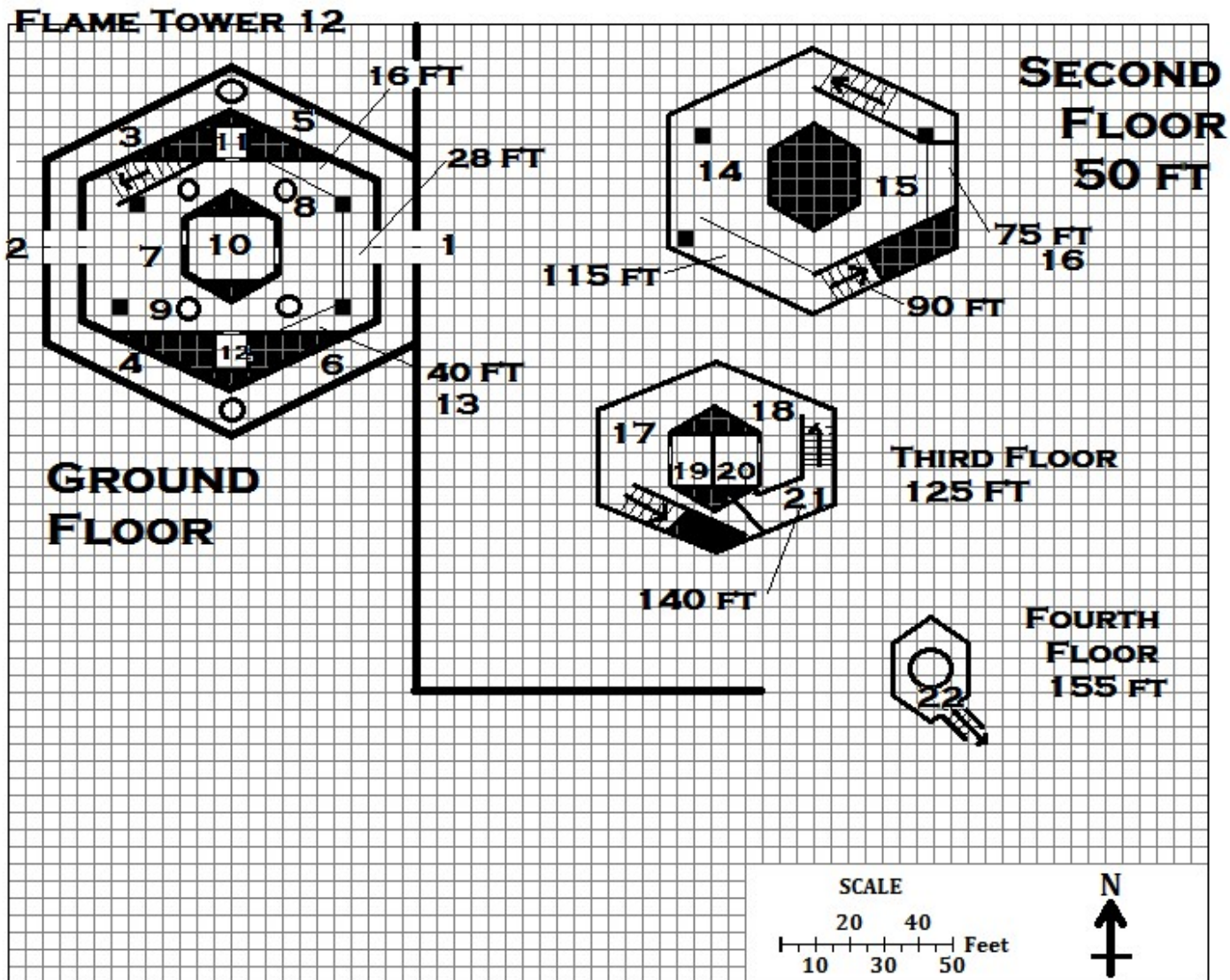
[55] **Caltrop Alley.** The platform has been seeded by *invisible* 1d4 Caltrops (difficult to avoid). A rope bridge to #59 is midway on the east side (by way of a floating support and right-angle bend in the bridge).

[56] **Slippery Codger.** The entire platform is coated in *Oil of Slipperiness*, Adventurers reduce their effective Agility by 4 points to avoid falling, the oil remains on their feet an additional 1d8 rounds after leaving the platform.

[57] **Fall off the Cloud.** A rope bridge to #58 is on the west side at the north end, a bridge to #53 is on the east side at the south end (the bridge appears to end since #53 is *invisible*). Mortals who are not members of the Medusa-worshipping cult experience a *compulsion* to jump from the platform (easy Will save).

[58] **Mirror Walk.** The top surface of the platform is a seamless highly reflective surface.

SUNBURST TOWER (12), FLAME TOWER (13)



[59] **Little Sinker.** The platform sinks when a two are on it and collapses when a third person comes aboard. A cave in the cloud wall is at the east end.

[60] **Cave in the Clouds.** The cave is 58 FT deep, 20 FT across at the mouth, 16 FT high, and has solid dark grey flooring. A metal book stand is at the east end of the cave, with an open book on top and one on a shelf. The open book attempts to bite any hand that touches it (avoid on moderate AGIL, hp1d6, natural roll of 20 removes the hand). The book on the shelf is a *Dimensional Book* containing aa leather bag (68 CP coin, 28 SP coin, 2 GP), a 10 GP emerald, a 5 GP ruby, a Priest's scroll (*Animate Bones*, *Armorskin AC+16*, *1d8 Cure Wounds*, *Minor Escape 35 FT*, *Mute*, *See Undead*, *Waken*), a 3 GP 3 SP ornate ceremonial Dirk in a 1 GP scabbard, a closed-face steel Helm AC14 (*Water Breathing*), and *Dordion's Bracers* (wearer has proficiency in any weapon while worn). The cave is occupied by five HD4 **Disease Scorpions**.

Flame Tower

The tower is about 190 FT tall, consisting of an inner building and an outer building, with a gap of about 8 FT between. The entire building slopes inward and upward, so the base is 120 FT across but the tower is only 30 FT across at 155 FT. The space between the two is accessible at ground level but not at higher elevations. The tower is accessible from the central plaza on the east and from town buildings (now rubble) on the west. The tower exterior is sheathed in a red-bronze metal which is mostly reflective (some exterior damage), each corner has a flame jet every 25 FT of elevation (operates at night).

Ground Floor

[1], [2] **Golden Arches.** The west and east entrances to the tower are through four spiked arches, each one 14 FT tall, each arch is edged interior and exterior with 2 FT of gold gilding. The outer arches have a hinged metal lattice door with a simple latch.

FLAMES TOWER, ABOVE GROUND

[3] **Northwest Gap.** The flooring is black ceramic tile; the interior and exterior walls are red bronze which extend upward as far as can be seen; there are numerous thick webs in the interior space and sticking to the walls. A 15 FT red stone statue of a Medusa in a breastplate stands at the north corner, also wearing an open face helm, and skirt, with a sword belted on; the eyes are 3 GP pink pearls; evil persons touching the statue are healed hp4 and on 1d12 rolls GTET 5 they receive 2 hours of immunity to venoms. Three HD4 **Zithreebe's Spiders** cling to the wall.

[4] **Southwest Gap.** The flooring is black ceramic tile; the interior and exterior walls are red bronze which extend upward as far as can be seen; there are numerous thick webs in the interior space and sticking to the walls. A 15 FT red stone statue of a Medusa in a breastplate stands at the south corner, also wearing an open face helm, and skirt, with a sword belted on; the eyes are 3 GP pink pearls; evil persons touching the statue are healed hp4 and on 1d12 rolls GTET 5 they receive 2 hours of immunity to venoms. An old Gnome-sized body is on the floor, wrapped in thick webbing.

[5] **Northeast Gap.** The flooring is black ceramic tile; the interior and exterior walls are red bronze which extend upward as far as can be seen; there are numerous thick webs in the interior space and sticking to the walls. A 15 FT red stone statue of a Medusa in a breastplate stands at the north corner, also wearing an open face helm, and skirt, with a sword belted on; the eyes are 3 GP pink pearls; evil persons touching the statue are healed hp4 and on 1d12 rolls GTET 5 they receive 2 hours of immunity to venoms. There are several moldy red Human-sized robes on the floor.

[6] **Southeast Gap.** The flooring is black ceramic tile; the interior and exterior walls are red bronze which extend upward as far as can be seen; there are numerous thick webs in the interior space and sticking to the walls. A 15 FT red stone statue of a Medusa in a breastplate stands at the south corner, also wearing an open face helm, and skirt, with a sword belted on; the eyes are 3 GP pink pearls; evil persons touching the statue are healed hp4 and on 1d12 rolls GTET 5 they receive 2 hours of immunity to venoms. Four HD4 **Zithreebe's Spiders** cling to the wall.

[7] **Tower Ground Floor.** The flooring is made up of alternating tiles of bronze, red ceramic, yellow ceramic, and orange ceramic. The interior walls are made up of alternating red and orange bricks, with a shiny reflective patina. The center column is a seamless dark red stone. There are four dark red stone columns 5 FT thick which support the upper floor at 50 FT. The north, south, and west/east column doors are all sturdy wood covered by a bronze sheet with a wood plaque bearing the flame mark; the column doors have steel keyholes (found open). The center column is surrounded by four oversized copper cauldrons, 6 FT diameter at the base and 9 FT diameter at 7 FT tall; they are located in the northwest, northeast, southeast, and southwest quadrants of the room; each cauldron is filled with a liquid which burns slowly with an eerie purple flame (metal is hot to the touch). Two large (15 FT wide) tapestries hang on the south wall, the west tapestry depicts a group of red-robed Medusa with torches standing inside a ring of standing stones; the east tapestry depicts a group of blue-robed Medusa lighting a bonfire under a full moon in autumn. The outer west wall and outer east wall of the center column have wooden panels painted to depict the tower at night with the corners lit by flames.

An 8 FT wide stairway in the northwest quadrant leads upward, the stairs are teak wood, the banister is made of a polished red stone. The stair wraps around from the northwest to the northeast to the east, southeast, and southwest before reaching the second floor at 50 FT.

When Adventurers come back down from the upper tower, there are six **Zithreebe's Spiders** clinging to the center column.

[8] **Northeast Great Cauldron.** The cauldron has four wood handles around the perimeter 5 FT off the ground; if the cauldron is carefully examined (difficult search) a small gap (1-2 inches) will be noticed between the cauldron bottom and the floor. If the cauldron is spun in the counter-clockwise direction, Adventurers will be surprised that it moves easily and rapidly lifts to a height of 5 FT, revealing a 6 FT diameter hole in the floor underneath. The cauldron is supported by a 6-inch bronze metal pole, on which it spins. Adventurers can slide down the pole 15 FT to the Northeast Elevator Room (Down Below #1).

[9] **Southwest Great Cauldron.** The cauldron has four wood handles around the perimeter 5 FT off the ground; if the cauldron is carefully examined (difficult search) a small gap (1-2 inches) will be noticed between the cauldron bottom and the floor. If the cauldron is spun in the counter-clockwise direction, Adventurers will be surprised that it moves easily and rapidly lifts to a height of 5 FT, revealing a 6 FT diameter hole in the floor underneath. The cauldron is supported by a 6-inch bronze metal pole, on which it spins. Adventurers can slide down the pole 15 FT to the Southwest Elevator Room (Down Below #30).

[10] **Column Room.** The flooring is made up of yellow hexagonal tiles, the walls are sheathed in bronze, the ceiling is 18 FT high; two unlit oil lamps shaped like eagles hang from bronze ceiling chains. Frescoes in the north and south walls depict pools of bubbling lava with red geysers; Medusa stand at the pool edges in red-orange robes. An orange stone altar (aura of evil) stands in the center of the room, it has built-up wax droppings and stains of red in various colors; good persons will not touch the altar (difficult Will save). A hidden compartment underneath the altar (moderate to find, moderate to open) conceals a *Wand of Spider Webs* (20 FT, 26x) and a jeweled sword hilt (*Incorporeal Blade*, 1d8 and TH+3 versus incorporeal, TD+1, Priest/Crusader +1 bonus versus incorporeal creatures, no effect on solid creatures).



FLAMES TOWER, ABOVE GROUND

[10] **Column Room, continued...** Five minutes after Adventurers enter, a HD6 **Fire Elemental** appears.

[11] **Small North Room.** The room has bright red tile flooring and the walls are painted orange. Opening the room releases a HD5 (red) **Mold Golem** armed with a 1d10 red metal Trident.

[12] **Small South Room.** The room has a redwood coffin, open, red-satin lined, with a wood stake through the rotting corpse of a Medusa Vampire (on 1d12 rolls of 01, *stun* 1d20 minutes, easy STAM save); she wears a 4 SP silver-moonstone Ring, and a 2 SP copper-ivory Locket (hidden blue pill, STR+2 for 15 minutes). Under the coffin lining is found a 10 GP solid gold Medusa Unholy Symbol, 5 GP coin, 3x Unholy Water in glass vials, a 5 GP pink pearl necklace, and a clay pot of *Salve versus Petrification*. If the lining over the coffin center is slit it reveals a *Glyph of Sleep* (avoid looking on a moderate Will save, difficult Will save, persists 2d100 minutes).

[13] **40 FT Stair Elevation.** Five **Zithrebee's Spiders** are on the stairs.

Second Elevation

[14] **West Floor.** The flooring consists of redwood planking. The walls are covered by a pink wallpaper with gold flame tongues. The center column is a red metal polished to a highly reflective sheen. The columns from the ground floor continue through this area. The room is 50 FT high (to the next elevation). A 20 FT tapestry hanging on the northwest wall depicts two Medusa in orange robes at an orange altar, seen through a ring of fire. There are two rotting giant spider carcasses in the area. A stair down to the ground floor is at the south point; a stair up to the Third Elevation is at the north point (the stairs are teak; the banister is made of a polished red stone).

[15] **East Floor.** The flooring consists of redwood planking. The walls are covered by a pink wallpaper with gold flame tongues. The center column is a red metal polished to a highly reflective sheen. The room is 50 FT high (to the next elevation). A red metal chest is against the east wall, it has two steel keyholes (locked, difficult/moderate open); when the chest is opened a *Glyph of Confusion* is inscribed on the inside cover (avoid looking difficult Will save, moderate Will save, persists 3d100 minutes). The chest contains four 10-inch 4 GP carved ivory Medusa figures stained red, four fire-starters, a flint-steel, a cracked 10-inch hand mirror, two sealed tins of pickled hot peppers, a 6 FT red cloth Medusa-face pendant, a red wool *Blanket of Heat*, a gold-bladed Cutlass in a leather sheath, and a *Flaming Dirk* +1 in an ornate scabbard with a 10 GP ruby. Five **Zithrebee's Spiders** are in the area.

[16] **75 FT Stair Elevation.** Seven **Zithrebee's Spiders** are on the stairs.

Third Elevation

[17] **West Side Third Floor.** The flooring is hexagonal red ceramic tile, the outside wall is covered in black wallpaper with red flames, the central column is covered by pink stucco with many embedded red (glass) flames. A stair in the southwest leads down to the Second Elevation (the stairs are teak; the banister is made of a polished red stone). The room is 30 FT high (to the highest

elevation). A rotting tapestry hangs on the northwest wall of the center column, it depicts a five-tiered Ziggurat topped by a large fire; Medusa are on the ziggurat stairs. The door in the west side of the center column is sturdy banded wood with rusty hinges (STR GTET 20) and a broken latch (easy to open). A 1d10 *Fire Trap* spell is at the north end of the west wall (avoid moderate AGIL, difficult STAM save).

[18] **East Side Third Floor.** The flooring is hexagonal red ceramic tile, the outside wall is covered in black wallpaper with red flames, the central column is covered by pink stucco with many embedded red (glass) flames. A stair (the stairs are teak; the banister is made of a polished red stone) up to the 155 FT Elevation is in the northeast. The room is 30 FT high (to the highest elevation). The south wall has an inlaid fresco depicting an erupting volcano with snow-covered mountains in the background. The door on the west side (east side of the column) is sturdy wood covered in bronze with a steel keyhole (open). Fifteen minutes after Adventurers reach this elevation, a group of five HD2 **Goblins** with Cutlass and Short Bow (10x hunting arrows) and a male **Goblin Shaman** (spells, free 4: *Bind Tongue*, *Bind Weapon* -3, *Guide Missiles* +2, *Hold Up* 6 rounds, *d8 Icy Spray*, *Mists of Fate TH-5*, *Pierce Armor TD+2*) exits the west door from the teleporter (room #20).

[19] **Sun Tower Teleporter.** The flooring is hexagonal yellow ceramic tile and the walls are covered by peeling blue wallpaper with pink flames. A glowing 8 FT diameter blue enchanted circle is on the floor which *teleports* Adventurers to the roof of the Sun Tower (one way, no return).

[20] **Jailhouse Teleporter.** The flooring is white ceramic tile, the walls are covered by peeling gold wallpaper. A fresco on the south wall depicts the Sun Tower. A glowing 8 FT diameter gold enchanted circle is on the floor which *teleports* to the enchanted circle at #22, Lower Cell Block Level, Jailhouse (two-way).

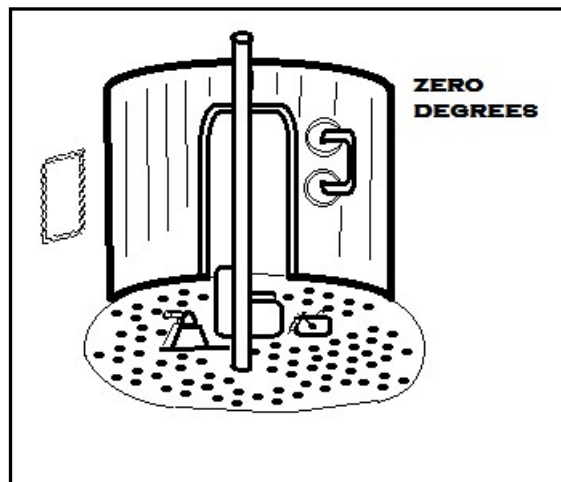
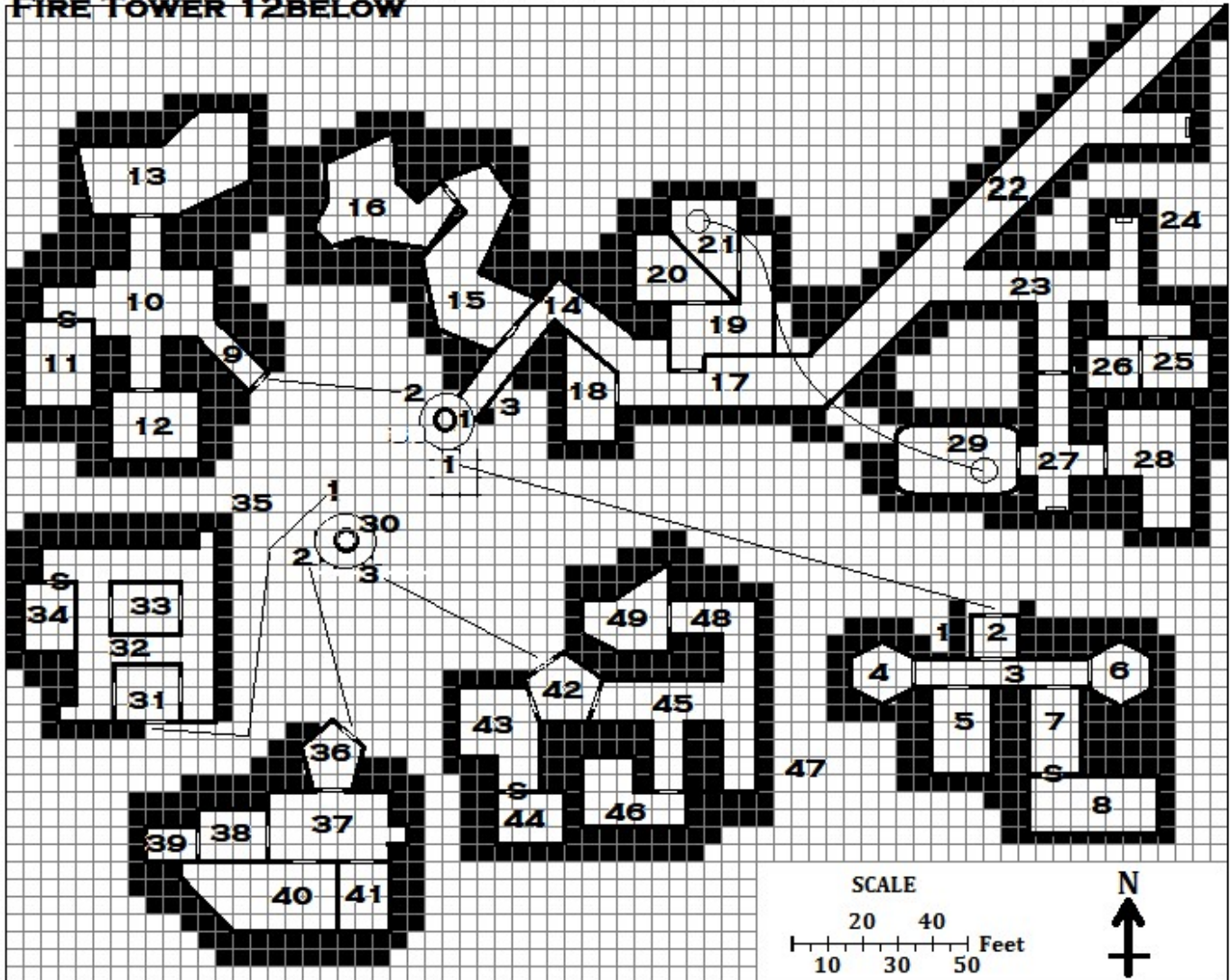
[21] **140 FT Stairs Encounter.** **Brydofalia** has two HD3 **Mastiff Dogs** (1d6 bite, light chainmail).

Top Elevation

[22] **Top of Column.** The area is floored in dark red ceramic tile with silver flecks. The walls are a red bronze metal polished to be very reflective. The walls come together 25 FT above the floor. A 12 FT diameter bronze ring is set in the floor, 2 FT thick, 2 FT high; the ring appears to contain a raging 8 FT tall bonfire (crackling noise, heat, smoke, scorched aroma) which is an *illusion* (disbelieve on difficult Will save). An *invisible* red metal chest is in the center of the ring, steel keyhole (locked, difficult to open), a *glyph* on the chest (moderate to find, easy to remove) creates a 3d8 *Fireball* centered on the chest. The chest holds 400 CP coin, 75 SP coin, 15 GP coin, two 20 GP 20-inch gold Medusa figures, six 2 GP silver-turquoise-amethyst Chalice, a 4 SP 20-inch polished pink coral Mer figure, three 1 SP shells with gold flecks, a poisoned 1d6 *Hand Trident* +1 (green metal), a blue-metal *Pirate's Dirk*, and a silver *Telekinesis Ring* (50#, 50 FT, 48x). Six minutes after Adventurers reach this area three **Zithrebee's Spiders** come up the stair behind them.

FLAMES TOWER, BELOW GROUND

FIRE TOWER 12BELOW



Elevator Chamber (1, 30)

FLAMES TOWER, BELOW GROUND

Below Ground Levels

Northeast Elevator. A 15 FT diameter circular/cylindrical room with a 6-inch bronze pole in the center (difficult climb) which extends up 21 FT past the ground floor of the tower. The floor is a single piece of bronze with many 3-inch holes. A padded leather chair is on the floor next to a pedal assembly, next to it is a two-position mechanical lever (horizontal left to horizontal right). The wall is made up of vertical strips of redwood with an 8 FT rounded rectangular cutout (door frame), an oversized bronze handle is attached to the wall next to the cutout (handle is wrapped in soft leather). A 3 FT by 6 FT glass window is located 45° arc around from the door. If the mechanical lever is moved (disengage brake) AND three persons are in the room, THEN the entire move begins to move downward slowly; red lines are visible every 3 FT as the room descends, at 15 FT a solid green is visible in the window (gives Adventurers time to pull the brake and stop the room at the first underground level (35 FT for second underground level, 55 FT for third underground level). If the brake is never pulled the room settles at 70 FT and the holes in the floor align with sharp adamantite spikes which protrude into the room. If the brake is disengaged AND someone is pedaling, it raises the room by 2 FT/minute; an Adventurer can pedal for as many minutes as they have Stamina points. Adventurers find that when they grasp the large handle, the entire wall rotates so the door cutout can be positioned anywhere along the perimeter (requires STR GTET 13) – if the door is left at its ‘as-found’ location it does not align with the doors to any of the three underground levels. See elevator diagram and level maps on page 90.

First Level Northeast

[2] **South Entry.** The door cutout needs to be rotated by 180°, the door is sturdy banded wood with a rusted latch. The door in the south wall is badly damaged and hangs from a single hinge. A badly-gnawed Dwarf-sized ordinary skeleton is in the room.

[3] **Entry Hallway.** The flooring is black ceramic tile, the walls are covered in black wallpaper, and two unlit oil lamps hang from ceiling chains. The door at the west end is on the floor, leaving an empty frame. The door in the southwest wall is poor-quality wood covered by torn leather, with rusted hinges. The door in the southeast wall is partially damaged, a hinge pin is jammed, the bronze keyhole has a metal piece jammed in (moderate to open). The door at the east end is sturdy banded wood, the hinges are rusted, and it has a bronze keyhole (unlocked). A torn black tapestry hangs between the doors on the south wall, it has several very detailed red roses. A dented hooded lantern is on the floor in front of the southeast door, a scorched area on the floor and on the lower door.

[4] **Medusa Triumphant.** The floors and walls are covered by alternating green-yellow ceramic tile, the arched ceiling is black. Two unlit torches are in wall brackets (northwest, southwest). A 10-inch white stone platform is against the west wall, supporting a 12 FT white marble statue depicting a Medusa in flowing robes standing on a kneeling Human male and female, her upraised arm holding a Wand (*Blinding Wand*, 14x); a 6 SP silver Ring is on the left hand. The room is occupied by a HD5 **Wood Golem** armed with a 1d8 Spiked Club; a green wax Medusa mask has been placed over the golem's head.

[5] **Bare Room.** The flooring is wood planks painted yellow, the walls are covered by pale yellow wallpaper, and two unlit torches are in wall brackets (rotate, no action). The outline of a Dwarf with raised axe is drawn on the east wall. A smith's hammer and tongs are on the floor.

[6] **Minotaur in Despair.** The floors and walls are covered by tan ceramic tile and the arched ceiling is a mottle of brown and whites. Two unlit torches are in wall brackets in the northeast and southeast. A 10-inch thick rust-colored stone platform is against the east wall, it supports an 8½ FT statue depicting a male Minotaur in Leather Armor sitting on a stump with his head in hands, an axe leaning against the stump. The room is occupied by three HD5 **Gargoyles** armed with 1d6 Flails; each gargoyle has a pair of horns on its head. The Minotaur statue has a 5 GP gold ring in its nose (remove – difficult to open).

[7] **Memory Lane.** The flooring is a slippery pink tile flecked with silver. The walls are covered by wood paneling painted dark pink, and two oil lamps hang from ceiling chains. The hidden door in the south wall is moderate to find, moderate to open. The room is furnished with long tables with stone vats of flowers (**Forgetful Flowers**).

[8] **Word Room.** The flooring a stone painted brown with added sand. The walls are smooth stone, painted white, and are covered by forty lines of writing in an unknown language (different language to each reader, aura of enchantment, *golem ritual*). Three fish-form oil lamps hang from ceiling chains. A large redwood stump (8 FT by 6 FT by 3½ thick) has four Axes embedded and two Hatchets; a Double-Bladed Axe is TD+1, a Single-Bladed Axe does 2d8 damage versus Goblins). The room is occupied by two *invisible* HD3 **Rifle Beetles**.

Second Level Northeast

[9] **Northwest Entry.** The door cutout needs to be rotated left by 45°, the door is sturdy wood covered by bronze, steel keyhole (moderate open), rusty hinges. The entry hall is floored with red ceramic tile with a brown bearskin rug (decaying), an empty shoulder-high wood shelf is immediately on the left wall, a cracked oval mirror hangs on the right wall. On the floor are a pair of leather breeches, woman's bloomers, a black leather corset, and a blue-purple dress.

[10] **Parlor.** The flooring is red ceramic tile with two oval brown rugs with yellow bands, the walls are covered by peeling silver-foil wallpaper, the ceiling is painted dark blue. The room is furnished with three five-candle lighting stands, a moldy divan, stained coffee table, three padded-stuffed chairs, a leather hassock, and an empty curio cabinet. A seascape oil painting depicting a storm behind a tropical island hangs on the southwest wall, and three small human portraits (father, mother, sister) hang on the east wall. The door in the north wall is badly damaged, has holes, the lock is broken. The door in the south wall is missing and a heavy leather tarp hangs in the frame. The hidden door at the west end pushes vertically upward; that section of wall is an inlaid fresco depicting a formal ball (difficult to find, moderate to open). The hassock is a *shapchanged* HD4 **White Fungus**.

FLAMES TOWER, BELOW GROUND

[11] **Used to be Safe.** The room is bare stone throughout. A 7 FT by 7 FT by 4 FT deep iron safe stands in the room's center with the door open, empty. A blended HD2 **Gelatinous Mass** is in the southwest corner, it follows Adventurers out.

[12] **Bedroom.** The flooring is redwood planks and the walls are covered by light blue wallpaper with groups of palm trees. The room is furnished with a oval red rug, a queen four-post bed (curtains completely down), nightstand (pewter stein), upright clothes rack, a padded bench, a large stuffed chair, a set of five iron weights, and a wood-banded chest (padlock with 20-digit combination lock, 7-2-19, very difficult open). The chest is *trapped* with a bladder of *blinding* gas (range 8 FT, moderate STAM save, persists 2d100 minutes, allergy roll 01), and holds a leather bag (40 CP, 14 SP, 2 GP), four 3 SP silk shirts, several men's breeches, leather vest, pair of work boots, a hooded winter cloak, two pairs of woman's leather gloves, a 1 GP vial of perfume, and several notes in an unknown language with hearts drawn on them. An *invisible* leather satchel attached to the interior top holds: Wizard's Scroll (Water; *Newt's Form*, 10 round *Brain Freeze*, *Detect Poisons*, *Detect Poisons*, *Purify {poisons}*, *d4/round Sleet Storm* 30x30 FT at 8 rounds), Priest's Scroll (*d6 Heal Wounds*, *d6 Heal Wounds*, *Bar Creature*, *Create Minor Food*, *d10+3 God's Bolt*, 30 FT *Minor Escape*), Ritual scroll (unknown language, *teleportation*) If the chest is moved a niche in the floor beneath holds a very ornate ceremonial Long Sword with the blade broken into four pieces.



[13] **Living Space** (Kitchen/Dining/Washing). The floor is made of smooth black stone, the walls are rough stone covered by tan burlap, and four rat-form oil lamps hang from ceiling chains; two unlit torches are in torch stands in the southwest wall (turning each one 90° closes gratings under the barrels). A kitchen area is in the east end, two brick ovens with a bronze door (a leather sack holds 38 CP coin, 4 SP coin), a copper cauldron on unlit charcoal, a brick rectangle with a bed of charcoal on top and an iron grating for pot, three oval wooden vats, and a large wood table. A variety of iron pots and skillets hang on hooks in the southeast corner. Five 4 FT barrels and a stack of fifteen wood crates are in the northeast end (all empty). A large wood dining table is in the west end, surrounded by 10 padded wood chairs. Two barrels of stale beer are in the northwest corner. A ripped and fading tapestry hanging on the west wall depicts a large kitchen operation. Four minutes after Adventurers enter the room, two barrels burst outward, releasing 6x HD2 **Spider Rats** (d4 Bite, d2 Claws), a hole in the floor under the barrels give access to the rat tunnels; for the next 20 rounds, on a 1d12 roll GTET 5, four more **Spider Rats** emerge from each hole. Some Spider Rats run up the walls and over the ceiling, dropping webs down on the Adventurers, on the 4th and subsequent round an Adventurer is

immobilized by webs unless succeeding at a moderate Strength save.

Third Level Northeast

[14] **Northeast Entry.** The door cutout needs to be rotated right by 45°, a corridor lays just beyond. The floor is covered by tan ceramic tile with black lines making geometric figures, the walls are covered by a black foil wallpaper with rips and tears. The door in the west wall (#15) is in poor condition, irregular dark red stains and splatters, gunk on the hinges, putty in the steel keyhole (difficult open). A wood plaque on the door depicts a checkerboard pattern; a *Glyph of Silence* (mute) is inscribed on the reverse side (range 5 FT, avoid looking on a difficult Will save, moderate Will save, persists 2d20 hours).

[15] **Irregular Room One.** The flooring is dark stone with a slippery coating (reduced an Adventurer's effective Agility by -3), the walls are rough tan-grey stone, four oil lamps hang from ceiling chains. The room is 14 FT tall and slopes slightly upward towards the west. The door at the north end is thin black stone and lifts vertically, a small latch (moderate find) is at the bottom. Eight bloody rotting bison carcasses are in the room, the blood is running down to the door.

[16] **Irregular Room Two.** The room is cold, at 20°; the flooring is white ceramic tile covered by a layer of ice, the walls are dark red tile, four oil lamps hang from the ceiling by chains. Large steel hooks are fastened into the wall every 5 FT along the perimeter, 6 FT off the ground. Each hook holds a decapitated cow carcass. The room is occupied by two HD5 **Ice Mantis**.

[17] **Connector.** The flooring is dark grey ceramic tile, the walls are covered by grey-black vertical striped wallpaper. Oil lamps hang from the ceiling by chains every 35 FT. A 25 FT rotting tapestry on the south wall depicts a dismal swamp wrapped in fog with a flat boat of Humans surrounded by Wraiths. The door on the west side (18#) is partially destroyed and hangs by one hinge. The door on the north side (#19) is old wood with some exterior mold, rusty hinges, and a rusted steel lock (moderate to open). The area is occupied by five HD3 **Disease Scorpions**.

[18] **Altar Room.** The floor is covered in alternating yellow and orange tiles, the walls are covered in ripped yellow wallpaper with gold sunbursts, two oil lamps hang from ceiling chains. A red stone altar is against the west wall, the fire symbol engraved on it, a damaged tapestry hangs above it, yellow with a red fire symbol. A 4 FT stone font of hot water is in the south end of the room. A bronze stand holding five unlit torches is in the north end. A 12-inch by 5-inch diameter pale blue egg sits in a 4 SP silver stand on the altar, a thin line of silver metal around the midpoint. The egg twists open at the silver line, releasing a *disfiguring gas* (range 10 FT, develops ugly blue boils and skin splotches that last for 1d100 days; moderate STAM save, persons who see affected persons apply a -4 reaction penalty, moderate Will save).

[19] **Big Fire.** The flooring is grey ironwood planks, the walls are wood stained tan, and two oil lamps hang from the ceiling by chains. The at the northwest (#20) is sturdy banded wood with a rusted latch. The door at the north end (#21) is grey weathered wood with mold stains, rusty hinges, and a bronze keyhole (easy to open). A brick fire place with mantel on the south wall has a

FLAMES TOWER, BELOW GROUND

[19] **Big Fire, continued...**big crackling wood fire. The outline of three Human-sized Axe-man figures is on the east wall in thick black lines. A giant-sized War Hammer is on the floor (STR GTET 20, head flies off when used).

[20] **You Urned It.** The floor is covered by grey wood planks, the walls are wood covered by a cracked yellow stucco, two unlit torches are in wall brackets. The room contains fourteen 5 FT copper urns, each 30 inches in diameter at the top. The urns are filled to two-thirds with red, yellow, orange wax. The third, eighth, and eleventh Urns have a small indentation in their bottoms which hold a 20 GP platinum-sapphire Ring, a 10 GP diamond, and a 5 GP platinum disk engraved with a crown on one side and a sailing ship on the other.

[21] **Teleport North.** The flooring is brown tile with a boar's head, the walls are covered by chocolate wallpaper covered on the north and south by thin frosted glass. An oil lamp shaped like an albatross hangs from the ceiling by a chain. A glowing green 8 FT diameter circle is on the floor, with six green candles spaced along the perimeter (*enchanted circle*). The enchanted circle *teleports* Adventurers to #29 (two-way).

[22] **Tunnel to the Sun Tower.** An arched tunnel lined in yellow brick, 12 FT tall at the center. A side tunnel to the right ends in a sturdy banded door with rusty hinges and a broken lock; opening the door reveals a masterful depiction of a Manticore (aura of enchantment).

[23] **Side Bar Tunnel.** A hidden floor plate (difficult to find, moderate to disarm) at the west end of the corridor activates *jets of fire* which shoot from the north and south sides with a 15 second time delay, 1d10 damage, continues for 10 minutes.

[24] **Dead End Door.** The sturdy wood door at the north end of the tunnel has a wood plaque depicting a humanoid figure thrusting with a spear. Opening the door allows five spring-driven 1d8 Spear points (potential two victims) to thrust at the Adventurers. The two doors in the south end (#24, #25) are sturdy wood covered in bronze with steel keyholes (west locked/difficult, east is unlocked); wood plaques on the door exterior depict a spiked Mace over a Shield (W), and a Beehive and bees (E).

[25] **Beekeep, Beekeep.** A glass wall separates the east half of the room from the west half. The east side is completely filled by honeycombs and large-sized bees; a 10-inch tunnel at the ceiling corner in the southeast allows the bees to travel to the surface. A large stone-headed mallet on a pivot is attached to the ceiling, with a wire to a switch on the door (moderate disarm) – after a delay of 1 minute a latch releases and the mallet swings and shatters the glass, releasing the bees. 1d20 HD1 **Giant Bees** followed by 1d12 HD1 **Giant Bees** per round for 1d20 rounds (follows if the door is open).

[26] **Face Room.** The flooring is blue ceramic tile, the walls are painted sky-blue, and a raven-form bronze oil lamp hangs from a ceiling chain. A 5 FT diameter gargoyles face is on the west wall, below the face is a semi-circular basin; the gargoyle continually spits out a stream of *Unholy Water* into the basin, which contains 2 gallons. Two Shields hang on the south wall (dark blue with half-moon, howling wolf's head). Two Heavy Maces and two Light Maces hang on the east wall. The Wolf-

Head Shield is AC+8. One *Heavy Mace* is TH+1/TD+1, it also does 1d6 to the wielder on any attack roll of 01 (self-hit).

[27] **Cruciform Room.** The door at the west end is sturdy banded wood, bronze keyhole (locked, easy open). The door at the east end is badly damaged with large holes and barely connected at the hinges, broken lock. The door at the south end has some damage but it is mostly intact, bronze keyhole (unlocked); opening the door reveals an *illusion* (disbelieve on difficult Will save) depicting 50 FT hallway with two doors on either side and a bright light at the end, a creature is at the far end with a bison's body and two long viper's heads. The flooring is wood stained white, the walls are cream with black skull-and-bones, one oil lamp hangs at the intersection by a ceiling chain. The badly decomposed body of a female Gnome in a rotting black dress (HD6 **Vampire**) is in the intersection, with two stakes through her chest; if the stakes are removed the **Vampire** revives in 1d8 hours.

[28] **Fire Juggler.** The flooring is a dark spongy material, the walls are covered in a runny black pitch, there are two unlit oil lamps hanging from ceiling chains, and the room temperature is very high (110°). The room is furnished with a circular metal table (two metal stoppered flasks of good quality mead), two metal chairs, and a metal divan with a red leather pad. The room is occupied by **Froymangary**, he is found juggling four 8 -inch fire spheres. One oil lamp hides 3 GP.

[29] **Old Alchemy.** The flooring is green ceramic tile, the walls are covered by sheets of cork, and there are three oil lamps hanging from ceiling chains. There are two 10x5 FT waist-high lab counters, the granite tops are on metal bases painted green, each counter has three groups of 3x1 FT drawers (latches). A variety of glass labware is on the counter. A glowing green 9 FT diameter *enchanted circle* in the southeast corner *teleports* Adventurers to room #21. Drawer 2 middle rear bench has a *Glyph of Summoning* (HD6 **Fire Elemental**).

Southwest Underground

[30] **Southwest Elevator.** A 15 FT diameter circular/cylindrical room with a 6-inch bronze pole in the center (difficult climb) which extends up 21 FT past the ground floor of the tower. The floor is a single piece of bronze with many 3-inch holes. A padded leather chair is on the floor next to a pedal assembly, next to it is a two-position mechanical lever (horizontal left to horizontal right). The wall is made up of vertical strips of redwood with an 8 FT rounded rectangular cutout (door frame), an oversized bronze handle is attached to the wall next to the cutout (handle is wrapped in soft leather). A 3 FT by 6 FT glass window is located 45° arc around from the door. If the mechanical lever is moved (disengage brake) AND three persons are in the room, THEN the entire move begins to move downward slowly; red lines are visible every 3 FT as the room descends, at 15 FT a solid green is visible in the window (gives Adventurers time to pull the brake and stop the room at the first underground level (35 FT for second underground level, 55 FT for third underground level). If the brake is never pulled the room settles at 70 FT and the holes in the floor align with sharp adamantite spikes which protrude into the room. If the brake is disengaged AND someone is pedaling, it raises the room by 2 FT/minute; an Adventurer can pedal for as many minutes as they have Stamina points. Adventurers find that when they

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[30] **Southwest Elevator, continued...**grasp the large handle, the entire wall rotates so the door cutout can be positioned anywhere along the perimeter (requires STR GTET 13) – if the door is left at its ‘as-found’ location it does not align with the doors to any of the three underground levels.

First Floor Southwest

[31] **Echidna Space.** The door frame has to be rotated 20° to the left, revealing a sturdy metal door with a 12-in grille. The flooring is dark green wood planks, the walls are stone painted redwood, an oil lamp hangs from the ceiling by a chain. The west and east doors are wood in good condition with bronze keyholes (west locked, easy open; east open); the east door has a wood plaque depicting a torch. The room is occupied by 2x HD3 **Echidna** along with 3x HD1 **Constrictor Snakes**. One Echidna has a Wizard’s scroll (Air; 50x50 Fog Bank, Putrid Scents, Silent Person, Target Missiles +2, Waken, Waken, Acrobat’s Guile AGIL+4).

[32] **Hallway Loop.** The flooring is alternating white-red ceramic tile, the walls are covered by redwood planks, the ceiling is tan stucco. Two oil lamps hang from the ceiling in the east segment, two in the north segment, two in the west segment, and one in the cross segment. The two doors (#33) are damaged with ripped and stained leather over broken wood and jammed steel keyholes (open). The hidden door (moderate to find, moderate to open) in the northwest corner. A charcoal sketch in a frame hanging on the north wall depicts an Eagle in its nest. A torn tapestry hanging on the west wall depicts a battle between human troops, each side has Medusa officers on hills overlooking the field. Obscene graffiti (Common) is written on the east wall. Three moldy divans are stacked on each other in the northwest niche. A badly rusted Chain Mail Armor with open-face Helm and chain Arm Protectors is on a Human-sized manikin in the southwest niche; under the chain mail is a *Glyph of Sleep* (range 10 FT, avoid seeing on a difficult Will save, moderate Will save, persists 2d100 rounds).

[33] **Echidna Base.** The flooring is dark green wood planks, the walls are stone painted redwood, an oil lamp hangs from the ceiling by a chain. The room has the aroma of cinnamon. The east door is spiked closed and has a bell attached. The room has four bedrolls, a small round table, backpacks; a small fire is against the south wall in the center. Two HD3 **Echidna** are here along with 2x HD1 **Constrictor Snakes**. The backpacks together contain: 14 CP, 9 SP, 3x 30 FT good rope, 9x wood stakes, 5x iron spikes, mallet, 3x flasks oil, oil lamp, lock pick, Hatchet, 2x books in an unknown language, tin of hard lemon candy, and a glass cutter.

[34] **Water Hazard.** The floor is 2 FT below door level, the space is filled with water up to the door jamb; the walls are a grey stone, two unlit torches are in brackets on the west wall. A triangular wood shelf is across the southwest corner, 1 FT off the water, a copper chest sits on the shelf (locked, difficult open, hp1 needle trap/poison has lost potency, disarm moderate). The chest contains several rotting blankets, a 12 SP bronze medusa mask, 280 CP coins, a *Stoning Draught* labeled as a Cure Wounds Potion, a *Disease Antidote*, a *Poison Antidote*, and a silver-bladed curved *Dirk +1 (Spell Stealer)*. An 8x8 FT *pit trap* 20 FT deep is in the room center (avoid on difficult AGIL if not detected), when the pit door opens all of the water drains into the pit and a spray continues to fill up the pit. Attached to the underside of the wood shelf is a Wizard’s scroll (Shaman; *Detect Life’s Forces*,

Levitation, Remove Confusion, Remove Panic, Cloud the Mind).

[35] **Old Corpse.** A badly rotted human corpse in the northeast niche has a noose around their neck attached to a ceiling hook (6 SP silver-onyx-amber Ring; 1 GP silver-sapphire belt buckle).

Second Level Southwest

[36] **Gargoyle Decapitated.** The door frame has to be rotated 135° to the left, revealing a wood door covered in leather, bronze latch, rusted hinges (stuck, STR GTET 20). The floor is a glossy black stone, the walls are grey with diagonal lines of black, one oil lamp hangs from a ceiling chain. The door in the south wall is sturdy wood covered in grey leather, bronze latch. Oil paintings on the northwest and southwest walls depict Gargoyles perched on mountain ledges in winter. A decapitated and chipped Gargoyle carcass is on the floor (4 CP belt pouch).

[37] **Gargoyle Factory.** The flooring is made up of dark wood planks, the walls are stone covered by thin blue-grey fabric, and the ceiling is painted lavender. Unlit torches are in wall brackets at each corner. The door to the west is badly damaged with large holes, the bronze keyhole is dented and non-functional. The southwest door is sturdy banded wood with a 12-inch metal grille, bronze keyhole (moderate to open); the door has a 1d12 electric shock trap (one charge, difficult to find, moderate disarm, moderate save). A thick sheet of grey leather hangs in the southeast door frame. The room has five sturdy wood tables, a partially-assemble gargoyle lies on each table, some with unattached body parts. A damaged metal rolling cart has two heads, two torsos, and six feet (4L, 2R). The room is occupied by five HD3 **Gargoyles**.

[38] **Gargoyle Sculpting.** The flooring is a glossy red stone, the walls are covered by a spongy grey substance with claw marks, and the ceiling is white. Two oil lamps hang from ceiling chains. The door in the west end is sturdy wood covered in bronze, steel keyhole (difficult to open). Posters on the north and south walls diagram gargoyle body parts with writing in an unknown language. Three sturdy tables are in the room, [a] a block of stone with half-sculpted gargoyles head and stonecutter’s tools, [b] three blocks of stone, one is a nearly-complete gargoyle’s foot and one foot is roughed out, [c] two long cylinders of stone in holders, both are roughed-out arms



FLAMES TOWER, UNDERGROUND

[39] **Grinders.** The room is made of simple dressed grey stone, two unlit torches are in wall brackets (north, south). The room contains a small table with a locked (easy to open) copper box. A variety of stonemason's tools are in brackets and holders on the north wall. There are two foot-powered grinding and sharpening wheels in the room. The copper box contains 22 CP coin, 4 SP cat's-eye, fifteen 1 SP pieces of green jade, a *d6 Cure Wounds Potion* (fails 1d8 roll 01), and a pot of *Burn Balm*.

[40] **Ritual Room.** The flooring is a deep glossy black, the walls are painted pink with black swirls of stars, and the ceiling is light green. Glowing green crystals are stuck to the wall along the perimeter at 6 FT high, separated by 8 FT. A 15 FT green circle is embedded in the floor at the west end, ten unlit green candles are on the floor around its perimeter. A gold pentagram is on the north wall. Two wood tables against the east wall have a variety of stone implements: colored disks, shallow bowl, colored 10-inch cylinders, red cups, small club, needles, 7-inch cones, 6-inch octagonal pieces, spinning tops, and a mortar-pestle. A gargoyle's head is under the table. Metal implements include hand bells, a 20-inch rod, candle snuffer, file, pewter cup, hooded lantern, and a 60-inch length of interlocked 5-inch circles. Three minutes after Adventurers enter, two HD5 **Gargoyles** armed with 1d6 lengths of chain *appear* in the circle.

[41] **Body Parts.** The flooring is smooth grey stone, the walls are stone covered by thin grey fabric (stained, ripped), and an unlit torch is in a wall bracket on the south wall. Heavy wood shelves are on both the west and east walls, these shelves contain various stone body parts for gargoyles: heads, necks, torsos, arms, hands, legs, feet.

Third Level Southwest

[42] **Southeast Pentagon.** The door frame has to be rotated 150° to the right, revealing a five-sided iron door frame (empty), looking into the room beyond. The flooring is old grey wood with some red stains, the walls covered by peeling and torn grey wallpaper with black flowers, one oil lamp hangs from a ceiling chain. A stiff and weighted sheet of black leather hangs in the southwest door frame. The door in the southeast is sturdy wood covered by bronze, steel keyhole (locked, moderate to open). A painting on the south wall has a thick layer of dust over it (if cleaned, depicts two nude Medusa embracing). An illegible scroll is on the floor (falls apart 1d12 LTET 5). After 3 minutes the **Frogs** (#43) burst through the hanging leather sheet from the southwest.

[43] **Wet Frog.** The room is entirely a grey dressed stone with black streaks, the west end has a 15x10 FT pool of water 5 FT deep. The hidden door at the south end rotate counterclockwise to reveal a 4 FT circular hole (moderate to find, moderate to open). The room is occupied by six HD4 **Giant Musk Frogs**. A 10 GP white pearl necklace is in the pool.

[44] **Painted Floor and Doors.** The room is dress grey stone with black streaks. The south wall is painted like three arched wood doors, over the doors are written 'agno', 'engno', 'eppi-rano'. The floor is painted with a 12 FT diameter pool of water surrounded by rough black stones. Two unlit torches are in wall brackets at the east end. A small bronze chest sits over the 'water,' it is wrapped with four leather straps with buckles and has a steel keyhole (moderate to open). If the words aren't recited

out loud before opening the chest (not less 5 minutes fore), then the water transforms and the chest drops into 15 FT of water – Adventurers above the pool avoid dropping in on a moderate Agility save.

[45] **East Hallway.** The flooring is grey wood, the walls are covered in tattered green wallpaper (stains, splotches) with fleur-de-lis, an oil lamp hangs by a ceiling chain. The door at the end of the south extension is wood/leather in poor condition with rotted wood and rips in the leather. The rotting carcasses of two Giant Frogs are on the floor.

[46] **More Froggies.** The flooring is black ceramic tile, the walls are covered with wood-grained wallpaper, two oil lamps hang by ceiling chains. The west end is a pool of black water 6 FT deep. The room is occupied by nine HD3 **Giant Poison Frogs** (8x moderate STAM save, 1x difficult STAM save). A 3 FT black metal canister is found in the water, with a watertight screw-off cap; it holds 15x d8 Explosive Arrows, 4x Smoke Arrows, 1x *Arrow of Slaying*, 3x *Knock-Out Arrows*, and 7x *Rope Arrows*.

[47] **Southeast Hallway.** The flooring is grey wood, the walls are covered in tattered green wallpaper (stains, splotches) with fleur-de-lis, an oil lamp hangs by a ceiling chain. A tattered tapestry hanging on the east wall depicts a dismal swamp with giant frogs on mud flats. A rotting 8 FT wood carving depicting a frog-headed man stands at the south end, the two eyes are 6 GP sapphires; pressing down on the carving arms a trap (difficult to find, difficult to disarm) which releases a 100-pound weight from the ceiling after 20 seconds (avoid on moderate AGIL); the weight smashes the carving, releasing a cloud of red spores (*paralyzing* 2d100 minutes; save moderate STAM).

[48] **Northeast Hallway.** The flooring is grey wood, the walls are covered in tattered green wallpaper (stains, splotches) with fleur-de-lis, and an unlit oil lamp hangs by a ceiling chain. The door at the north end is sturdy banded wood with a steel keyhole (locked, moderate to open).

[49] **Deep Pool.** The flooring is covered in a dark blue spongy rubber material and the walls are covered in peeling blue wallpaper. The west end is a 20 FT deep pool of cold black water. The room is occupied by ten HD2 **Dart Frogs**. There is webbing along the ceiling in the diagonal cutout on the north side, a leather satchel is held to the ceiling, it contains 40 CP coins, 16 SP coins, 2 GP, 2x vials *Unholy Water*, vial strong acid, vial grease, *Lock Pick +1*, vial *Bang Powder*, a 30 FT rope (*extends* to 100 FT on command), and 2x one-use masks versus airborne poisons.

End of the Lyska Towers Adventure

BROSKAN TO KERIKONI

Denizens of Lyska

Broskan, male Dwarf, Warrior L5, 67 years, evil, STATS: AGIL 16, INT 12, STA 13, STR 17 (TD+1), WILL 15, hp17, SPM+1, AC: 39, Weapon Proficiencies: Dirk War Axe, War Hammer, Long Sword, Saber, Cutlass, Light Mace, Club, Cudgel, Short Bow, Crossbow, Sling, Javelin; Weapons: Dirk, War Axe, *Saber +1*, *Short Bow +1/25x* War Arrows, 2x Smoke Arrows, 2x Flash Arrows; Armor: Padded Cap, Padded Shirt, Chain Hood, Chain Mail Armor, Chain Mail Arm Guard, Steel Gauntlets, Chain Waist Skirt, Large Bronze Shield; Gear: 19 CP, 9 SP, 1 GP, Backpack, Bedroll, 50 FT rope, Lock Pick, 2x leather Bags, First-Aid kit, 6x wood Stakes, 3x iron Spikes, mallet, Garlic, Wolfsbane, flint-steel, cook set, 6 Torches, small Pry Bar, 22 rations, harmonica, fiddle/bow; Description: Stands 3 FT 7 Inches with a bald dome and red hair, thick red beard, wide shoulders, muscular, a 1 GP gold ring is in each ear, he wears a luck amulet (no effect) over his armor.

Brydofalia; HD5 **Medusa**; Shaman; 62 years; evil; STATS: AGIL 19 (TH+1), INT 16, STAM 14, STR 11, WILL 14, hp24, SPM: +3; Special Attacks: *Stoning Gaze* (range 25FT, moderate STAM save); Racial Abilities: Infrared Vision, immune to venoms and poisons, *Summon Monster* (HD4 **Giant Poisonous Snake**, 3/day); AC: 14 (*Cloak of Normal Arrow Protection*); Weapon Proficiencies: Dirk, Staff, Scimitar, Rapier, Hatchet, Short Bow, Sling; Weapons: adamantine Dirk (TD+1), Staff, *Scimitar +1* (*Mage Bane*, aura of evil), *Serpent Wand* (38x, HD3 **Coral Snake**); Armor: Padded Shirt, Leather Shirt; Gear: 7 CP coin, 4 SP coin, 2x Unholy Water, smoke Grenade, 1d8 Explosive Grenade, *Vampire's Draught*; Description: She stands 5 FT 7 IN with a long narrow face, green eyes, thin black brow, full lips, wide shoulders and hips, large bust, and short legs. She has a triangular birth mark on her right palm and a scar on her left forearm. She wears a leather amulet on a thong (luck, no effect), a 4 GP silver-citrine Circlet, a 7 GP pair of dangling gold Earrings, and a 6 SP silver-amber Ring, she wears a tartan veil; **Spells**: Basic {free 7}: *1d6 Energy Attack*, *Confuse Weapons -3*, *Dominate Person*, *Jaco's Mesmerize*, *Illusion*, *Minor Sleep 5HD*; Lesser {free 4}: *2d6 Energy Attack*, *1d6 Attack [fire, cold, acid]*, *1d8 Arrow Volley at 1d3*, *Bar Good or Evil*, *Disperse Magic*, *Fear the Reaper*, *Gregor's Mage Drain*, *1d12 round Stun*).

Crethoron; HD8 male Human **Vampire**; 320 years; evil; STATS: AGIL 15, INT 14, STAM 18, STR 22 (TD+3), WILL 18; hp37; AC: 50; Special Attacks: *Charming Gaze* (range 25 FT, *dominated* 12 hours, moderate Will save), *Draining Touch* (1000XP, moderate Will save), *diseased bite* (*vampiricism*, moderate STAM save); Special Abilities: does not cast a shadow, immune to poisons, speaks to bats and wolves, infrared vision, *shapechange* {2/day, 15 minutes, bat, wolf, fog cloud}, *fly* {30 minutes, 1/day}, *invisibility* {1 hour, once/10 days}; Vulnerability: cannot approach holy symbol closer than 6 FT, cannot approach fresh garlic closer than 10 FT, requires GTET 6 ounces fresh blood/week; Weapon Proficiencies: Dirk, Rapier, Scimitar, Heavy Mace, Staff, Club, Long Bow, War Hammer, Blowgun, Flail, Javelin, Spear, Polearm; Weapons: Rapier +1 (Unholy), Blowgun with five *poisoned* (*sleep* 3d100 minutes, moderate STAM save) darts, Heavy Mace (*Priest's Bane*); Armor: None; Gear: 3x *Unholy Water*, 19 SP, 6 GP, Wizard's scroll (Fire, *Blindness*, *Blindness*, *Disperse Magic*, *1d12 Flame Trap*, *Mesmerize 10 rounds*, *1d8+3 Fire Arrow*, *Flare*), *Wand of Healing* (in cape pocket, hp1d8, 41x), and *Glasses of Sight*. Description: stands 5 FT 9 IN with a pale complexion, short-cropped black hair with streaks of silver, thin silver brows, a long nose, silver eyes, and a black goatee; his right cheek has a jagged scar; he has thin wiry frame and he is missing one finger on the left hand. He is dressed in a silver-grey silk shirt, black pants, white leather belt with a 3 GP bat-shaped buckle and a red cape, with a silver-headed Bat walking stick.

Froymangary; HD6 Alien; 92 years; neutral; STATS: AGIL 16, INT 14, STAM 18, STR 15, WILL 13, hp 34, SPM+1; AC: 24; Special Abilities: 2d8 *Fireball* 3/day; Weapon Proficiencies: Dirk, War Hammer, Club, Spike Club, Cudgel, Staff, Light Mace, Heavy Mace, Ball and Chain, Throwing Hammer, Sling; Weapons: red-metal Dirk (heated), red-metal Heavy Mace, Metal-Tipped Staff; Gear: red leather Backpack, 6x wood Stakes, 10x red metal Spikes, Hooded Lantern of unfamiliar design, 4x flasks oil, 40 FT thin red metal cable, leather pouch holding 22 small red-metal octagonal pieces, small pot *Burn Salve*; Description: a 7 FT tall humanoid, with short thick bright orange hair, no brows, red eyes, a long wide four-nostril nose, and a thick orange goatee, he has a slender frame, he is dressed in a red buckskin jacket and a red-yellow-blue kilt; **Spells**: Basic (free 5): *1d6 Fire Attack*, *Call Flames*, *Double*, *d12 Magic Grenade*, *20x20 Smokescreen*; Lesser (free 3): *2d6 Fire Attack*, *25x25 Darkness Zone*, *6 FT Fire Ring*, *1d12 12 FT Fire Trap*, *Heat Object*).

Hremfan; male Gnome; 58 years; Warlock L2; evil; STATS: AGIL 15, INT 13, STAM 12, STR 12, WILL 14, SPM +2, hp 16; AC: 16; Weapon Proficiencies: Dirk, Rapier, Cutlass, Saber, Light Mace, Heavy Mace, Staff, Short Bow, Crossbow, War Axe, Club; Weapons: 3x Dirks, Rapier, Light Mace, Short Bow (22x war arrows, 3x smoke arrows), single-blade War Axe; Armor: Studded Leather, Padded Hood, Leather Hood, Leather Neck Guard, Studded Leather Gauntlets; Gear: *1d6 Cure Wounds Potion*, *Poison Antidote Potion*; Description: He stands 3 FT 2 IN with a balding head and red hair around the back tied into a ponytail, thin black brows, yellow-green eyes, a thin crooked nose, high cheeks, and a small black goatee; he has thin narrow shoulders, a small waist and big feet; **Spells** (free 4): *Bind Tongue*, *Displacement 1d12 FT*, *Flame Up*, *1d8 Icy Spray*, *Mage's Torch*, *Object to Hand*, *Spell Shield* (basic, SV+8 lesser).

Kerikoni; HD7 **Medusa**; 93 years; evil; STATS: AGIL 16, INT 20, STAM 13, STR 15, WILL 18, hp32; AC: 18; Special Attacks: *Stoning Gaze* (range 25FT, moderate STAM save); Racial Abilities: Infrared Vision, immune to venoms and poisons, *Summon Monster* (HD4 **Giant Poisonous Snake**, 3/day); Weapon Proficiencies: Dirk, Rapier, Light Mace, Heavy Mace, Staff, Throwing Star, War Axe, Short Bow, Long Bow, Crossbow; Weapons: silver-bladed *Dirk +1*, Staff (*Wizard Bane*), *poisoned* Rapier (*blindness* 1d100 minutes, moderate STAM save), 3x Throwing Stars (blinding eye hit on critical rolls), loaded Crossbow (*Bolt of Sleep*); Armor: Wizard's Robe AC18; Gear: (belt pouch) *1d8 Cure Wounds Potion*, packet *Flash Powder*, *Web Wand* (51x), blue metal key, (backpack) 2x vials *Unholy Water*, *1d8 Cure Wounds Potion*, Unholy Symbol (aura evil, Medusa), prayer beads

KERIKONI TO MATUAC

Kerikoni, continued...(aura evil), 2x evil prayer books in unintelligible language, 15 CP, 3 SP silver hand mirror, broken magnetic compass, jeweler's eyepiece, smoking pipe, 5x pouches Pipeweed, pipe lighter, 4x empty leather sacks, pot of black paint, 3x artist's brushes. Description: She stands 5 FT 2 IN with a high forehead, long thin nose, 4 SP copper-amber Earrings, prominent teeth, wide shoulders, large bust, wide hips and short legs. She has a ripe plump figure dressed in purple robes trimmed in silver with a 3 GP gold-sapphire Pin and a 2 SP silver Ring, she wears a black veil. Kerikoni is well-disposed towards Elves but hates Dwarves and Gnomes. She has skills as an artist (drawing, painting), at Alchemy, as a Fletcher, and is an excellent dancer (at least 500 years out of date).

Keyska, female Half-Elf, Warlock L4, 40 years, neutral, STATS: AGIL 17 (TH+1), INT 18, STAM 13, STR 12, WILL 15, hp17, SPM+3, AC 35; Weapon Proficiencies: Dirk, Long Sword, Rapier, Saber, Club, Light Mace, Throwing Knives, Throwing Axe, Pick, Staff, Long Bow, Javelin, Spear; Weapons: Dirk, Rapier, 2x Throwing Axe, Miner's Pick; Armor: Padded Hood, Padded Shirt, Leather Cap, Leather Neck Guard, Scale Mail Gauntlets, Large Wood Shield, Scale Arm Guards, Studded Leather Armor, Scale Mail Leggings; Gear: 11 CP, 5 SP, 1 GP, Backpack, Bedroll, 40 FT rope, 2x First-Aid kits, Flint-Steel, 10x wood Stakes, Mallet, Lock Pick, Pry Bar, small metal Snips, 100 FT thin cord, 4x leather Bags, 16x Rations, illegible drawing (map to their buried loot, bloodied in fighting); **Spells** (free 6): *Bind Tongue, Bind Weapon -3, Displacement, Flame Up, Hold Up, Ignite, Mists of Fate*; Description: Stands 5 FT 6 Inches with long blonde hair worn in two ponytails, thin brows, red-gold eyes, and a heart birthmark on her right cheek; she is very buxom; Keyska is the wife of Lantagar.

Lahallya, female Half-Elf, 47 years, Wizard L3 (Air); neutral; STATS: AGIL 15, INT 16, STAM 14, STR 12, WILL 14, SPM+3, hp 18; AC: 30; Weapon Proficiencies: Dirk, Staff, Cutlass, Saber, Flail, Ware Axe, Long Bow, Crossbow, Spear; Weapons: Dirk, Cutlass, Long Bow (30x war arrows), Blowgun (10x darts), Staff; Armor: Wizard's Robe AC30; Gear: *1d8 Cure Wounds Potion, Invisibility Potion, Levitation Potion*, 12 GP gold-ruby Ring, 4 GP pearl necklace, 6 SP silver Armband; Description: She stands 5 FT 9 IN with short-cropped black hair, thin pointed ears, hazel eyes, a tree tattoo on the back of her neck, wider shoulders, thin waist and long legs; she has a moderate bust; **Spells**: Basic (free 6): *1d6 Lightning Attack, Fog Bank, Putrid Scents, Remote Push, Target Missiles, Telekinesis*; Lesser (free 4): *2d6 Lightning Attack, Choke, Disperse Magic, 3d6+3 Hailstorm 20x20, Invisibility, Mobile Ears, Summon Air Elemental*.

Lantagar, male Half-Elf, Wizard L3 (Shaman), 54 years, neutral, STATS: AGIL 18 (TH+1), INT 15, STA 13, STR 12, WILL 14, hp17, SPM+2; AC: 16; Weapon Proficiencies: Dirk, Staff, Saber, Light Mace, Long Bow, Crossbow, Bolo; Weapons: Dirk (poisoned, *paralysis*, moderate save, 1d100 minutes), Staff, Caltrops, Bolo, 4x 1d8 explosive grenades, *Fighting Saber Tooth Cat Figurine* {8x, HD5, hp28, AC 40, 1d8 Bite}; Armor: *Wizard's Robe*; Gear: 15 CP, 6 SP, Backpack, Bedroll, 2x 30 FT Rope, Lock Pick, 3x leather Bags, 5x Magnifying Glass, padded leather Gloves, Claw Hammer, small Hand Drill, 18 Rations; Description: Stands 5 FT 10 Inch with short sandy hair, light blue eyes, a small round nose, a blonde mustache and goatee, and a flaming eagle tattoo on his left hand; husband of Keyska; **Spells**: Basic (free 5): *1d6 Energy Attack, Confuse Weapons -3, Dominate Person, Illusion, Minor Sleep* {3 pers, HD5}; Lesser (free 3): *2d6 Energy Attack, 1d6 Attack (acid, cold, fire, electricity), Arrow Volley 1d8 arrows @1d3, Cloud the Mind, Disperse Magic, Fear the Reaper, Stun 1d12 rounds*. Leather bag: 3x wrapped bottles good Wine (3 SP), 8x 2 SP silk Handkerchiefs, 8 SP lace Tablecloth, 3 SP lace women's Blouse, folding bronze Spade, 5 SP carved wood Idol with turquoise eyes, 6 SP silver Bowl, 2x pewter Steins, 3x 2 SP carved wooden Bowls, 2 GP antler Scrimshaw.

Maerogon, male Human; Priest L3; 50 years; evil; STATS: AGIL 17 (TH+1), INT 13, STAM 13, STR 13, Will 17, SPM+4, hp 17; AC: 12; Weapon Proficiencies: Dirk, Light Mace, Heavy Mace, Staff, Club, Cudgel, Cutlass, Blowgun, Short Bow, Pole Arm, Sling; Weapons: Dirk, Staff, Heavy Mace, Long Bow (16x *poisoned* war arrows {*blind*}, *Web Arrow*), Sling (15 shot, 2x *Knock-Out Shot*); Armor: Padded Hood, Leather Hood, Leather Armor, Leather Gloves, Leather Waist Skirt; Gear: 3x *Unholy Water*, *1d10 Cure Wounds Potion*, 2x flasks oil, Lamp, flint/steel, 30 FT good Rope; Description: stands 5 FT 2 IN with short white hair, balding on top, thick silver-white brows over green eyes, a wide thick nose, sunken cheeks and a mouth with three silver teeth; he has a chin scar and a scraggly thin silver beard; his shoulders are wide and he is thick with no waist and a bit of a paunch; Prayers: Devotion (free 5): *Bar Creature, 1d6 Cure Wounds, 1d8 God's Bolt, Minor Escape, Mute, Sword Blessing*; Mystery (free 3): *Banish Spells, 1d12 Cure Wounds, Divine Armor -3, God's Serpent, Knockout 2x*.

Maldalarion, male Human, Crusader L4, 48 years, evil, STATS: AGIL 13, INT 16, STA 14, STR 13, WILL 17, hp18, SPM+2; Religion: Kubero, God of War and Metals, AC 30; Weapon Proficiencies: Dirk, Long Sword, Flail, Heavy Mace, Light Mace, War Hammer, War Axe, Staff, Short Bow; Weapons: Dirk, *Heavy Mace* {+2 Unholy, returns to Kubero after combat}, Staff, Short Bow/20x War Arrow, 5x silver-headed Arrows; Armor: Padded Hood, Padded Shirt, Leather Neck Guard, Chain Mail Arm Guards, Studded Leather Gauntlets, Studded Leather Armor, Scale Mail Leggings, Small Wood Shield; Gear: 20 CP, 16 SP, Backpack, Bedroll, small Tent, 2x leather Bags, First-Aid kit, 30 FT Rope, flint-steel, Firestarter, Cook Set, 6x iron Spikes, Mallet, hooded Lantern, 4x flasks oil, Magnetic Compass, Holy Symbol, Prayer Beads, 12x Rations, 2x *Unholy Water*; Description: Stands 5 FT 4 Inch with long brown hair and beard, thin brows over dark blue eyes, a jagged forehead scar, he is missing part of his left ear, missing tooth, he has a muscular frame and thin hips.

Matuac Oraohan, male Human; Trapper (Warrior L2); 62 years; neutral, STATS: AGIL 14, INT 12, STAM 16, STR 14, WILL 14, hp20, SPM: +2; AC: 8; **Religion**: Drossildi (Medusa goddess); **Racial Ability**: Acrobatics +1, Puzzle-Solving +1; **Class Ability**: +1 versus Humanoids, Called Critical 2/day; **Weapon Proficiencies**: Dirk, Long Sword (+1), Rapier, Short Sword, Staff (+1), Spear (+1), Heavy Mace, Light Mace, Flail (religious weapon), Club, Blowgun, Throwing Stars, Short Bow, Dart;

MATUAC TO ZETHIA

Matuac, continued...Weapons: Dirk, Staff, Flail; **Armor:** Chainmail Shirt {more armor is found in his room}; **Other Gear:** green Prayer Beads (evil aura), medusa Unholy Symbol fixed on a rod, *Ring of Healing* (hp1d6, 39x), *Ring of God's Serpents* (2x HD3 **Poison Snakes**, 28x), *1d8 Cure Wounds Potion*, First-Aid kit, Snake-Bite kit; **Description:** Stands 5 FT 6 IN with curly thick brown hair, a high forehead, thin brows, hazel eyes, a long thin nose, moustache, and chin stubble; he has a scar over his right eye and is missing part of his right ear; he is missing two teeth. He has a thin wiry frame, small waist, and large hands. His right leg is wood below the knee with a leather foot. He is wearing a long-sleeve green shirt with a tartan sash and green-grey kilt, a long green cloak is nearby. **Other:** Matuac is quite insane, he believes himself to be a Priest of Drossildi and is devoted to restoring the chapel. He only speaks in rational sentence on 1d8 rolls of 8. The Undead on Catacomb Level 1 do not attack him. Found in the Medusa Shrine.

Mridora; HD6 Medusa; Warlock; 82 years; evil; STATS: AGIL 12, INT 15, STAM 14, STR 13, WILL 16, hp29, SPM: +3; Special Attacks: *Stoning Gaze* (range 25FT, moderate STAM save); Racial Abilities: Infrared Vision, immune to venoms and poisons, *Summon Monster* (HD4 **Giant Poisonous Snake**, 3/day); AC: 24 (*Wizard's Robe*); Weapon Proficiencies: Dirk, Staff, Rapier, Heavy Mace, Flail, Throwing Knives, Throwing Axe, Short Bow; Weapons: *poisoned* Dirk (*paralysis* 1d100 minutes, moderate STAM save, save roll 01 *fatal*), Staff, *Rapier +1* (*Warrior's Bane*), 3x Throwing Knives; Gear: Backpack, Bedroll, Cooking Set, spare Dirk, Lock Pick, 40 FT Rope, 5x wood Stakes, oil Lamp, 3x flasks oil, Whetstone, 23 CP coin, 11 SP coin, 3 GP; Description: She stands 5 FT 3 inches with green eyes, long nose, a scar on her chin, a slender figure with a moderate bust. She wears 2 SP copper-onyx Earrings, a 6 SP leather Choker with pieces of turquoise, a 9 SP silver-topaz Ring, a 3 GP 2 SP gold charm Bracelet, and a green veil. Spells (free 8): *Bind Breath*, *Bind Tongue*, *Charleyhorse*, *1d12 FT Displacement*, *Hold Up*, *Object to Hand*, *Pierce Armor*, *Spell Shield*.

Nuxu'gutox, HD6 Medusa, Wizard L4 (Fire); 72 years; evil; STATS: AGIL 17 (TH+1), INT 19, STAM 14, STR 12, WILL 15, hp35, SPM: +3; Special Attacks: *Stoning Gaze* (range 25FT, moderate STAM save); Racial Abilities: Infrared Vision, immune to venoms and poisons, *Summon Monster* (HD4 **Giant Poisonous Snake**, 3/day); AC: 20; Weapon Proficiencies: Dirk, Cutlass, Rapier, Staff, Light Mace, Sling, Short Bow, Spear; Weapons: *poisoned Dirk +1* (*paralysis*, moderate STAM save, 1d100 minutes), Staff, Rapier, 2x smoke Grenades, 3x d10 explosive Grenades; Armor: *Wizard's Cloak*; Gear: Leather Satchel, 2x *Unholy Water*, red metal Key (#11), green metal Key (#14), Lock Pick, 15 CP coin, Sketch Book, Charcoal Sticks, 4x Rations, dog treats; Description: She stands 5 FT 3 Inches with a slender figure and large bust, she wears a black cloak, a low-cut ankle-length purple gown trimmed with silver, black slippers, and a black veil. She has a 1 GP silver-amethyst Ring, a 3 GP pearl necklace, and a 4 SP copper-onyx Brooch, a 2 SP whistle is on a cord around her neck. **Spells:** Basic (free 6): *1d6 Fire Attack*, *Command Fires*, *Double*, *Fireworks*, *1d12 Magic Grenade*, *Multiple Images*, *20x20 Smokescreen/ Lesser* (free 4): *2d6 Fire Attack*, *d6 Attack* (cold, acid, energy, lightning), *Blindness*, *25x25 Darkness*, *Disperse Magic*, *Invisibility*, *Shield versus Fire*.

Nycasia; HD6 Medusa; 57 years; evil; STATS: AGIL 18 (TH+1), INT 13, STAM 14, STR 12, WILL 14, hp27, SPM: +4; Special Attacks: *Stoning Gaze* (range 25FT, moderate STAM save); Racial Abilities: Infrared Vision, immune to venoms and poisons, *Summon Monster* (HD4 **Giant Poisonous Snake**, 3/day); AC: 8 (no armor); Weapon Proficiencies: Dirk, Cutlass, Short Sword, Short Bow, Javelin, Darts, War Hammer, Light Mace; Weapons: None; Armor: None; Gear: None; Description: She stands 5 FT 3 IN with blue eyes, a short round nose, large red lips, and a small scare on her chin. She has a thin wiry frame with small bust, thin hips, and long legs. Her skin is well-tanned. If wakened, she is interested in dominating any other races and obtaining slaves; she would have any Gnomes killed outright. She has skills in cooking, field first-aid, music (flute and trumpet), poker, and chess.

Yu'Mapokak, HD8 Medusa, Priestess L3; 45 years; evil; STATS: AGIL 12, INT 15, STAM 15, STR 13, WILL 14, hp39, SPM: +3; Special Attacks: *Stoning Gaze* (range 25FT, moderate STAM save); Racial Abilities: Infrared Vision, immune to venoms and poisons, immune to sleep, immune to domination spells, +6 save versus mental attacks, resists Devotion and Mystery Prayers 1d20 GTET 12 and Majesties GTET 16, *Summon Monster* (HD4 **Giant Poisonous Snake**, 3/day); AC: 24; Special Attacks: *Stoning Gaze* (range 25 FT, Difficult STAM save); Weapon Proficiencies: Dirk, Staff, Rapier, Saber, War Hammer, Light Mace, Club, Javelin, Spear, Short Bow; Weapons: silver-bladed Dirk, Staff (steel spike), *Rapier +1/TD+1*, Short Bow with 20x Hunting Arrows; Armor: Padded Shirt, Leather Cap, Leather Neck Guard, Small Wood Shield, Chain Mail Arm Protection, Chain Mail, Studded Leather Waist Skirt; Gear: 50 pound Backpack, 11 CP, 6 SP, 14 Rations, 40 FT good Rope, flask oil, half-filled oil Lamp, 8 wood Stakes, 5 steel Spikes, Mallet, 3x *Unholy Water*, *1d8 Cure Wounds Potion*, metal Whistle; Description: She stands 5 FT 3 Inches, with gold-grey eyes, a long nose, small lips, wide shoulders with a full-figure and wide hips, she wears a thin brown veil, dark brown wool pants, and black ankle-high boots under her armor. **Prayers:** Devotions (free 6): *Armorskin AC+10*, *Bar Creature*, *Blur Sight TH-2*, *1d6 Cure Wounds*, *1d10+1 God's Missile*, *L6 God's Sword*, *30 FT Minor Escape*, *Mute*; Mysteries (free 3): *Banish Spells*, *1d12 Cure Wounds*, *Deflect Magic*, *Divine Armor AC+15*, *2d8+1 20x20 God's Fire*, *God's Serpent 2xHD5 Giant Snakes*, *Knock Out*.

Zethia; HD7 Medusa; 80 years; evil; STATS: AGIL 14, INTEL 14, STAM 18, STR 13, WILL 15, hp34, SPM: +2; Special Attacks: *Stoning Gaze* (range 25FT, moderate STAM save); Racial Abilities: Infrared Vision, immune to venoms and poisons, immune to sleep, immune to domination spells, +6 save versus mental attacks, resists Devotion and Mystery Prayers 1d20 GTET 12 and Majesties GTET 16, *Summon Monster* (HD4 **Giant Poisonous Snake**, 3/day); AC: 24; Weapon Proficiencies: Dirk, Staff, Short Sword, War Axe, Heavy Mace, Light Mace, Short Bow; Weapons: silver-bladed *Dirk +1* (*poisoned*, *fatal* in 1d20 minutes, moderate STAM save), silver-headed Heavy Mace (TD+1), Short Bow (25x War Arrows, 3x 1d10 Explosive Arrows, 2x Smoke Arrows, *Arrow of Slaying*); Armor: *Robe of Protection* (AC24, deflects ordinary arrows, +1 save versus enchantments); Gear: 8 GP pearl Necklace, 3 GP 2 SP gold medusa-face Locket, 3 SP plain silver Ring, 1 GP plain gold Ring, *1d8 Cure Wounds Potion*, *1d6 Cure Wounds Potion*, *Salve versus Petrification*; Description: Stands 5 FT 7 inches, her snakes are copperheads, her eyes are copper, she has a high forehead, long narrow nose, thin mouth, slender figure with a small bust, long legs, and small feet. She wears a green lace

ZETHIA; AHUIZOTL TO BALRINGOG

Zethia, continued...veil over her face. She has a small forehead scar and a star birthmark on her right cheek. Wizard's Scroll (Air): *Banshee's Wail, Choke, Disperse Magic, Disperse Magic, Summon HD5 Air Elemental, Teleportation, Toxic Fume Cloud 25x25 FT.*

Lyska Bestiary

Ahuizotl; HD2-5; AC12; *Attacks*: Bite 1d4, Tail Strangle 1d6, Kick 1d3, 1d6 Club, *STATS*: AGIL 15, INT 9, STAM 11-14, STR 11-16, WILL 10-13; *Special Abilities*: None; *Description*: A 4 FT-tall brown monkey or ape with a human face and arms and an ape's hands, shark's teeth, and an orange 6 FT to 8 FT prehensile tail with a human hand at the end, *Other*: likes human flesh, dislikes Dwarfs. Number 1d12, 3d12 in a lair.

Ambush Bug; HD3-4; AC16-22; *Attacks*: Pincer 1d4, 2x 2d6 Appendage (as a blade); *Special Abilities*: blends into wooded environment (limited invisibility); *STATS*: AGIL 14-18 ground 11-13 climbing; *Description*: A six-legged insect 4 to 5 FT long and 3 FT tall; it is naturally a light green color with small brown spots on the abdomen and dark brown feet; it has a set of beetle-like jaw and pincers and two 4 FT multi-jointed appendages attached behind its head - each appendage is tipped with a blade-like barbed hook; *Other*: climbs vertical walls, attack from ambush at TH+3; Number 1d20 nest, 1d3 outdoors.

Ammit, HD1d4+1; AC44; *Attacks*: Bite 1d6, 2x 1d4 Claws; *Special Abilities*: None; *STATS*: AGIL 10 land/21 water; *Description*: a brown scaled monster with an alligator's head, lion's body, and hippopotamus hindquarters; *Other*: very aggressive, found near water, Number: 2 mated.

Aralez; HD6-8; AC40-50; *Attacks*: Bite 1d3, Claw 1d3; *Special Abilities*: *Chilling Touch* 3d6 (half damage moderate STAM save); *STATS*: AGIL 10-12, INT 10-13, WILL 10-14; *Description*: A pale white Undead (corporeal) humanoid standing 6-7 FT tall; its face is gaunt and sunken with deep red eyes; its hair is silver and is usually long and gathered into a ponytail, dressed in either a white or black tunic which reaches to their knees and is belted by a black belt; their fingernails are a pale purple; *Other*: raise the dead (1/day, 48-hr limit), immune to silver weapons, suffers double damage from Air magic, not intrinsically evil. Number: 1d6.

Arctic Bear; HD5-8; AC30-40; *Attacks*: Bite 1d12, 2x 1d12+4 Claws, 2d12 Trample; *Special Abilities*: *Crushing Hug* 2d12+1d10 (avoid difficult AGIL save); *STATS*: Agility 12-16 land 9-12 swimming, STR 20-26; *Description*: A very large four-legged mammal with a thick pelt of white or light brown fur with some patches of silver; it has darker fur around a pronounced snout with a soft black nose, blue colored eyes, a small stubby tail, a rounded barrel-like chest, and thick padded paws; stands on two feet to attack at height of 82 - 9 FT; *Other*: very aggressive, excellent swimmer, fast sprinter but tires, good climber, claws are worth 10+2d12 SP, pelts in good condition are 2d12 GP, the meat is a delicacy in polar regions. Number: 1 outdoors, 2 adults and 1d3 cubs in lair.

Arctic Bird; HD1-2; AC10-20; *Attacks*: Beak 1d4, Claw hp2; *Special Abilities*: *Snow Blast* (1d12+1d6, 15 FT radius, 4/day, 4 round recharge); *STATS*: Agility 12-13 ground, 18-20 airborne; *Description*: A white bird with a wingspan of about 4 FT, with black spots on its head and black tips on its wing feathers; it has light blue eyes and a blue underside and legs; *Other*: immune to cold magic, the feathers/down are highly desirable for making warm outdoor clothing and quilts - one bird yields 1d6 pounds of down worth 1d8 SP/pound. Number: 1d10.

Arrowhead Plant; HD2; AC15; *Attacks*: 1d12 independent stalks with 2d12 arrows; target is within 10 FT - fires up to 4 volleys of 1d8+2 arrows/volley doing hp4/arrowhead; *Special Abilities*: None; *STATS*: AGIL 8-11; *Description*: A thick dark brown vine between 18 FT and 40 FT long that is streaked with green and purple with many stalks, its dark green leaves have four lobes and a yellow triangle mark; each stalk has a bright red flower with six lobes, and 1d4 flat bony plates shaped like the tips of arrows. Number: 1d20.

Assassin Bug, HD5; AC ground 24, fly 32; *Attacks*: Bite/Mandible 1d6, Slash 1d12; *Special Attacks*: *paralyzing tail* (1d8, *paralyzes* 6d12 minutes, difficult STAM save), *poisoned bite* (12/day, poison *fatal* in 1d12+3 rounds, moderate STAM save), bite is diseased (moderate STAM save); *Special Qualities*: detects warm-blooded creatures (500 FT), its blood is poisonous to Elves, low light vision (100 FT), walks on vertical surfaces, 3/day — *aura of fear* (50 FT, difficult Will save, persists 1d20 minutes), 1/day — *slay living* (after 1d6 rounds, 40 FT, moderate STAM save); *STATS*: AGIL 22 (TH+2), INT 9, STAM 20, STR 20 (TD+2), WILL 12, hp 1d6+34; *Description*: A six-legged insect 1d3+5 FT long by 2½ FT high by 2 FT wide, with a conical head with a wide mouth and double mandibles, feathery antennae, two pale pink compound eyes, a multi-jointed 6 FT appendage mounted behind its head ending in a sharp bone knife blade, and a lizard-like tail 6 FT long tipped with bone barbs and hooks coated with a secreted contact poison. It is colored a dusty brown on its back and flanks with a tan underside, red bands on the legs, a red diagonal stripes on its flanks, and a red skull marking on its back end. Known for its chittering cry which sounds like the word "slay." Number: 1d4.

Balringog; HD1-2; AC15; *Attacks*: 1d3 Claw (1d8 versus Dwarves), 1d6 Club; *Special Attacks*: permanently removes 250 XP/hit versus Dwarves; *Special Abilities*: senses Dwarves within 500 FT, *aura of fear* (Dwarves only, 50 FT, moderate Will save); *STATS*: AGIL 8-11; *Description*: A corporeal Undead humanoid standing 4 FT tall, with dull grey skin which hangs from their bodies; their eyes are a dull red; their lips and ears and fingernails are a dull blue. Number: 1d12.

BANSHEE TO BURNING CACTUS

Banshee; HD1d4+4; AC 35; *Special Attacks:* *Numbing Touch* (1d6 no save, numbs the touched limb 3d10 minutes – prevents weapon/object/shield use by that limb, reduces Agility 1 point/hit for 1 hour), *Death Wail* (sound attack, 30 FT, directed versus 1 selected person, immediately *fatal*, moderate Will save, 5/day); *Special Qualities:* *detect good* (150 FT), detects mortal's life force (150 FT), resists Prayers on 1d20 rolls GTET 15, *see invisible* (50 FT), silver or gold weapons are required to injure, suffers 1d8 damage from ordinary fire (e.g. torch); *Evil*; *STATS:* AGIL 14, INT 18, STAM 18, STR 12, WILL 24, hp 1d20+70; *Spells:* as L4 Evil Priest (Devotion, 6 free: *Blur Sight -2*, *1d8+1 God's Bolt*, *1d10+2 God's Missile*, *God's Sword L6 Long Sword 4 rounds*; Mystery, 3 free: *Deflect Magic*, *God's Fire 10x102d8+2*, *God's Hammer L10 10 rounds*, *God's Serpent HD5 Adder, Knock Out*) *Description:* standing 4 FT 8 IN to 6 FT, an incorporeal Undead, typically a Human female with waist-length hair, glowing green eyes, glowing green finger nails, and a black gown or dress and black slippers. Number: 1d12: (01-10) 1, (11) 2, (12) 3.

Basilisk Lizard, HD1d3+3; AC 42; *Attacks:* Bite 1d8+2, 2x Claws 1d6, Tail 1d8 (crushing); *Special Attacks:* *Alarming Stare* (gaze 15 FT, *Fear* 1d20+12 rounds, moderate Will save), *Arresting Stare* (gaze 25 FT, 10/day, *hold person* 1d12+3 minutes, difficult Will save); *Special Qualities:* not affected by *flesh-to-stone* spell, resists Earth magic (1d20 GTET 12), +6 bonus versus poisons; *STATS:* AGIL 20 (TH+2), INT 11, STAM 22, STR 27 (TD+4), WILL 14, hp 1d10+55; *Description:* A pale green four-legged reptile with a body 1d8+8 FT long having a tail 1d8+4 FT, whose head is about 4 FT from the ground; the Basilisk Lizard has a long thin ugly face with six black upper jaw fangs, a bony crest behind its head, long droopy ears, and wide violet eyes; each thick foot has five curved ivory talons; adults have thin brown horizontal lines along its back and flanks. Number: 1d3, 1d10 in a lair.

Black Annis; HD4-6, AC30; *Attacks:* 1d3 Punch, 1d6 Strangle, Weapon (Short Sword, Staff, Club, *poisoned Dirk* {*paralysis* 1d100 minutes, easy STAM save}); *Special Attacks:* dominate person {range 50 FT, 1d6 hours, moderate Will save, 2/day}; *Special Abilities:* Shaman L6, innate telepathic ability 50 FT; *STATS:* AGIL 12-15, INT 14-18, STAM 12-18, STR 10-14, WILL 13-18; *Description:* A hideous female humanoid standing 6 FT tall with greasy long black hair, a single pale eye, narrow shoulders and hips, a large bust, and wearing layers of animal skins; always evil; *Spells:* Basic (free 8): *1d6 Energy Attack, Confuse Weapons -3, Dominate Person, Jacob's Mesmerize, Illusion, Minor Sleep*; Lesser (free 5): *2d6 Energy Attack, 1d6 Attack (fire, cold, lightning, acid), 1d8 Arrow Volley @ hp1d3, Cloud the Mind, Disperse Magic, Fear the Reaper, Gregor's Mage Drain*. Number: 1 (rare 2).

Boobrie Bird; HD3-8; AC40, *Attacks:* Beak 3d6, Talon 1d10, Kick 1d8; *Special Attacks:* Shriek (1/hour, range 85 FT, causes panic 1d20 minutes, moderate Will save); *STATS:* AGIL 13; *Description:* a 8 FT tall brown raptor weighing up to 1500 pounds with a long hooked tan beak, black bone hooks on each foot, surrounded by the strong smell of rotten fish (nausea 25 FT, easy STAM save); *Other:* immune to poison, good eyesight, good swimmer, very aggressive. Number: 1 outdoors, 1d6 in a lair.

Bogeyman; HD1-3; AC10-14; *Attacks:* Bite 1d2, 2x Talons 1d3, Punch 1d2, Strangle 2d6, Weapon (2+ Dirks, Short Sword, Rapier); *Special Abilities:* Chameleon (95% blend any environment, difficult INT to find), *Walk through Solid* (4/day, limit 1 FT), *Scare* (1/day, range 20 FT, difficult Will save, half of affected persons *paralyzed* /half retreat at highest speed, 3d10 minutes); *STATS:* AGIL 11-14, INT 13-16, STAM 14-20, STR 11-15, WILL 14-20; *Description:* A scruffy foul-smelling light blue skin (bright purple face/hand warts) humanoid 1d8+60 inches tall, having a wide skull, large head, large vertical forehead, large glowing blue eyes far apart, thick white eyebrows, no nose, sunken cheeks, wide mouth with thin lips, four large upper jaw fangs, pointed chin, thick white hair stands out from its head (afro-style); they have long thin necks, wide shoulders, long arms/legs, skinny torso, a five-fingered-hand with long skeletal fingers (each curved 4-inch talon); wears loose-fitting black shirts, white/red pants, multi-color vests, gold belts (two sheaths); *Other:* TH+2 from ambush with damage+4, jumps 8 FT vertical, always evil, excellent climber, has a reputation for child-stealing/eating, often cowardly; Number: 1.

Bone Zombie; HD 4; AC35-40 plus armor; *Attacks:* Kick 1d4, Punch 1d4, Strangle 2d8, Weapon (giant bone Club, Mace, Dirk, Cutlass); *Special Attacks:* *Weakness* (touch, moderate STAM save, reduces Strength 1d3 for 2d100 days, death at zero); *Special Abilities:* Infrared vision; *STATS:* AGIL 10-13, STAM 10-16, STR 9-14; *Description:* A 1d10+80 inches tall humanoid with a gaunt flesh torso/upper arm/upper arm, and skeletal bone lower arm/hands/lower leg/feet; they have bald heads, small rounded ears, flat faces without nose, sunken cheeks, small beady silver eyes close together, slight chins, short vertebrae necks, oversized shoulders, narrow hips, and short legs; their skin is medium-brown, their bones are tan with streaks of orange; wears dark-colored leggings/shoes; *Other:* bodies of persons killed become Bone Zombies in 1d20 days. Number: 1d12.

Blue Winged Spider; HD4; AC 14; *Attacks:* Bite 1d6, Claw 1d2, Claw Rake 1d8 (airborne); *Special Attacks:* None; *Special Abilities:* resists Air magic on 1d20 rolls GTET 12, immune to domination, infrared vision, fast flier with good endurance; *STATS:* AGIL 10-14 ground 13-19 airborne, STR 12-16; *Description:* A 5 FT-long giant spider, its back is covered by dark blue hair/fur, its flanks are cream-colored, the underside is black, its eyes are a reflective blue, it has two thick blue leather wings each with a 6 FT span; Number: 1d4, 2d12 in a lair.

Burning Cactus; HD3-8; AC26; *Attacks:* Arm Smash 1d10 (7 FT), Body Contact 1d6; *Special Attacks:* *Shooting Flames* (from the ends of 1d6 arms, 30 FT, 1d12, half damage on easy AGIL save), *Methane Ball* (30 FT, *unconsciousness* 1d100 rounds [lack of oxygen], moderate STAM save, 3/day); *Special Qualities:* immune to ordinary fire and Fire magic, *summon monster* (1d20 **Hell Rats**, 1/day), *teleportation* (4d100 FT, 1/day); *STATS:* AGIL13, INT 4, STR 18 (TD+1), STAM 21, WILL 9, hp 1d8+22; *Description:* A multi-armed needle-barbed cactus 9-14 FT tall, the dark green central trunk is 1d20+32 inches in diameter, the light green arms are 20 inches in diameter with parallel stripes of red, each tan or light brown needle 4 inches long. When the cactus blooms it produces 2d12 dark red flowers which produce small flames while they are open. The odor of sulphur can be detected near the cactus. The cactus produces 1d4 pounds of sharp needles at 4d12 SP/pound. Number: 1d20 in an area 300 FT across.

CATOBLEPAS TO FIREFLY

Catoblepas; HD5; AC50; *Attacks:* Horns (butting) 1d6, Trample 1d12+1d4; *Special Attacks:* *Death Gaze* (range 6 FT, avoid looking on moderate Will save, moderate STAM save versus death); *STATS:* AGIL 12, STAM 15-20, STR 14-20; *Description:* a bull-like creature 5-6 FT at the shoulder with blue-grey iron scales on its back and flanks, weak neck, its head is always near the ground, Number: 1d3.

Cockatrice Golem; HD 1d4+4; AC34; *Attacks:* 1d6 Beak, 2x 1d3 Claws; *Special Attacks:* *Hold in Place* (gaze, 25 FT, moderate Will save, 1d20*30 seconds, petrified on saving roll of 01); *STATS:* AGIL 13, INT 8, STAM 15, STR 15, WILL 9; *Description:* an animate clay statue of a raptor standing 4 FT to 5 FT tall with a hooked steel beak and steel talons, its body is typically covered in long red or red-blue feathers. Number 1.

Cold Crocodile; HD3-8; AC 43 (water) 30 (land); *Attacks:* Bite 1d12, Tail 1d6 (land), Claws 1d4 (1/round on land, x2 water), Trample 1d10; *Special Attacks:* *Drag and Drown* (on natural rolls GTET 15 its jaws clamp onto an opponent's body, 1d4 damage/round from teeth and pressure [continues for 1d20 rounds even if animal is killed], drags opponent into water to drown, requires STR GTET 19 to push jaws open, escape on moderate STR save checked per round); *Special Qualities:* -4 penalty to detect when floating in the water, *infrared vision* (50 FT), low-light vision, remains underwater without breathing 1 hour, unaffected by ordinary cold to -80°; *STATs:* AGIL 17 (TH+1), INT 10, STAM 25, STR 22 (TD+3), WILL 15, hp 1d12+40; *Description:* A four-legged crocodilian with a thick bumpy and irregular hide and an elongated snout up to 35 inches long with large protruding upper and lower (fangs) teeth, 13+1d8 FT by 2½ FT across by 2½ FT tall at the shoulder. The Cold Crocodile typically has two parallel ridges (made up of a series of large bumps) down its back and is colored light tan, white, or grey, its flanks and underside have a covering of wool-like light brown hair, when open the inside of its mouth is white. Number: 1d6, 2d6 in a lair.

Disease Scorpion; HD2-3; AC40-50; *Attacks:* Bite 1d3, 2x Pincer 1d6, Stinger 1d6, Trample 1d10; *Special Abilities:* *Transmit Disease* (stinger, moderate STAM save, *Infrared vision*; *STATS:* AGIL 11-15, STR 11-16; *Description:* A six-legged armored insect to 5 FT long, having a narrow/pointed head, three spiny forward feelers, small beady orange eyes, a small slit-like mouth, two large forward pincers on 3 FT arms; it's attached back is covered with small irregular ridges; it has a flexible segmented armored tail ending in 6 inch bony stinger; exoskeleton is sandy red-pink with diagonal brown stripes across its back, dark brown pincers/legs; *Other:* sensitive to vibrations, takes 1d8 damage from any healing prayer, takes 2d8 damage from the detoxify poison prayer, 50% ability to blend into desert environments (limited invisibility), active at night, very aggressive; Number: 1d8.

Djinn; HD1d4+7; AC50; *Attacks:* Punch 1d6, Whirlwind 1d8, Large Scimitar +1, 3x Throwing Knives; *Special Attacks:* *Called Limb Cleave* (attack TH-4, 2/day), 1d12+1d6 *Wind Blast* (range 30 FT, half damage moderate STAM save, 3/day); *Special Abilities:* Low Light Vision, 3x *New Realities* spells {Wish}/week, *Planar Portal* (Plane of Air, 1/month, 10 minutes); *STATS:* AGIL 16, INT 12-20, STAM 15-20, STR 12-14, WILL 14-18; *Description:* a burly male torso and head supported by a whirlwind, 8-10 FT tall with tanned brown skin, black hair and moustache, wearing bright robes and a colored turban, *Other:* Air Mage 1d4+3, tends toward neutrality, immune to Air magic, hates Efreet. *Spells:* Basic (free 7): 1d6 *Lightning Attack*, *Call Breezes*, *Fog Bank*, *Putrid Scents*, *Remote Push*, *Slow Movement*, *Telekinesis*, *Vertigo*; Lesser (free 4): 2d6 *Lightning Attack*, 1d6 *Attack* (fire, cold, acid, energy), 20x20 *Area Deafen*, *Arrow Shield*, *Choke*, *Disperse Magic*, 20x20 3d6+3 *Hailstorm*, *Invisibility*, *Remove Air*, *Summon HD6 Air Elemental*. Number: 1d4.

Dragon Lizard; HD1d3+2; AC45; *Attacks:* Bite 1d6, Tail 1d4, 2x Claws 1d4 (airborne); *Special Attacks:* None; *Special Abilities:* limited and unreliable *telepathic* ability, *teleportation* (50 miles, 5/day); *STATS:* AGIL 16 ground 20 airborne, INT 13-18, STAM 15-20, STR 16-22, WILL 10-15; *Description:* A fully formed dragon's body in miniature only 6 FT in length with an iguana's head, a 10 FT wingspan, and a prehensile tail 8 to 14 FT; *Other:* intelligent, fast fliers; Number: 1d10.

Echidna; HD3-5; AC30; *Attacks:* Weapons (Dirk, Long Bow); *Special Attacks:* None; *Special Abilities:* speaks with snakes, commands ordinary snakes, immune to snake venoms, TH+2 with Bows; *STATS:* AGIL 12-16, INT 11-17, STAM 14-19, STR 11-15, WILL 14-18; *Description:* creatures standing 6 FT to 6½ FT-tall, their upper halves are buxom pale blue human females with grey eyes and very long grey hair streaked with black, their lower halves are a 5-9 FT glossy black snake ending in a red bone rattle; *Other:* tend toward neutrality, 1 in 20 is a Priestess. *Spells:* Basic (free 6): 1d6 *Acid Attack*, *Acid Slime* hp1d6 for 1d8 rounds, *Animate Bones*, *Armor Skin* AC+14, *Bog Down*, 1d8 *Cure Wounds*, *God's Sword* 1d8 as L8, *Minor Prayer*, *Pulverize*, 1d8 *Rotting Hand*, *Telekinesis*; Lesser (free 4): 2d6 *Acid Attack*, 1d6 *Attack* (fire, cold, electricity, energy), *Create Quicksand*, 2d8 *Cure Wounds*, *Disperse Magic*, *God's Serpent* HD4 *Giant Snake*, *Minor Escape*, *Paralyzing Hand*, *Small Quake*, *Summon HD8 Giant*; Number: 1d6.

Elmo's Fire; HD not applicable; AC not applicable; *Attacks:* contact 1d12 electricity, 1d6 electric arc at range 5 FT (up to 3 simultaneous opponents, avoid on moderate AGIL save), all weapons do hp1, a metal weapon grounds and dissipates the Elmo's Fire on 1d20 rolls GTET 14; *Special Attacks:* None; *Special Abilities:* detect life's forces 100 FT, moves 10 FT/round, affected by Crusaders and Priests as a Vampire; *STATS:* AGIL 14, STAM 18; *Description:* a 40-inch glowing/pulsating incandescent ball of yellow light which floats 4 FT off the ground. Number: 1d10.

Firefly; HD1-3; AC16; *Attacks:* Bite 1d3, Ramming hp1; *Special Attacks:* 1d6 *Flame Spit* (range 8 FT, recharge 2 minutes); *STATS:* AGIL 13 ground 16-19 airborne; *Description:* a large six-legged, four-winged insect, with a three-segment 3 FT body in a mottle of shades of red, a darker red fuzz/fur is on its back, it has a dark red 16-inch face tube (spitting) and a glowing white patch on the underside tail. Number: 1d20+1d12.

FIRE IMP TO GHOST

Fire Imp; HD6-8; AC40 (required enchanted weapons to inflict GTET hp1 damage); *Attacks:* Punch 1d10, Foot Talons 1d8 (2x when airborne), Weapons (flaming Short Sword, flaming War Axe); *Special Attacks:* *Fire Surround* (hp1d6 for 1d6 round, range 25 FT, 3/day), *Blindness* (range 50 FT, 2d20 minutes, difficult STAM save); *Special Abilities:* *regenerates* hp1/round, *invisibility* (5 minutes, 3/day), Infrared vision, immune to Fire magic, suffers triple damage from cold spells, suffers 1d10 from Holy Water; *STATS:* AGIL 13-15 ground 16-20 airborne, INT 14-19, STAM 17-22, STR 13-18, WILL 16-20; *Description:* a grey-scaled humanoid standing 4 FT to 4½ FT, it has a viper's head with three glowing red eyes and red scales on its snout, 4 bright red glowing spikes are on its head behind the eyes, the body is squat and muscular with wide shoulders and narrow hips and thick legs ending in very large feet; its skin has red and ochre warts, it has four red leather wings, two with 6 FT spans and two with 3 FT spans; it wears a red loincloth; *Other:* a demonic creature, must be summoned from the Demonic Plane, hates Devils and Devil-worshippers. *Spells:* Basic (free 8): *1d6 Fire Attack, Command Fires, Double, 1d12 Magic Grenade, Mute, Object to Hand, See Invisible, Smokescreen, Telekinesis;* Lesser (free 5): *2d6 Fire Attack, Darkness Zone, Disperse Magic, 6 FT Fire Ring, 1d12 Flame Trap;* Number: 1 (rare 1d3).

Fire Newt: HD2-4; AC20-30; *Attacks:* Bite 1d6, Tail 1d8; *Special Attacks:* *Fire Breath* (1d12, range 15 FT, half damage on moderate AGIL save, recharge 10 rounds); *Special Abilities:* immune to Fire/Water magics (basic only, 50% resist lesser magic); *STATS:* AGIL 16-22; *Description:* A four-legged lizard-like creature with a black hide, red tail stripes and red feet, its tapered body is 9-12 FT with a slender 8-10 FT tail, having a rounded head with bulging purple eyes at the top of head, a long thin tongue, horizontal legs then down vertical to four-toed foot with sucker pads (body 1-2 FT off ground); *Other:* aggressive and easily provoked. Number: 1d6, 2d10 in a lair.

Fire Swarm; HD not applicable; AC not applicable; *Special Abilities:* *Swarm Damage* (hp1 direct damage/round plus 1d3 fire damage/round, surrounds for 3d20 rounds); *Special Attacks:* None; *Special Abilities:* immune to Fire magic, 50% resists domination magic, Water/cold magic drives away on 1d20 rolls GTET 12; *STATS:* AGIL 12-16; *Description:* An amorphous red cloud 30 by 20 by 20 FT volume accompanied by a soft humming sound; small tongues of flame randomly appear on the surface (visible 200 FT); consists of thousands of individual 4-inch red six-legged insects with four-segment body, dark red wings, rounded heads, two pair feathery antennae, one large golden-red compound eye, and a small horn-like hooked head structure; *Other:* destroys all flammable gear after 1d8 rounds exposure, attracted to fires and light. Number: 1 swarm.

Fire Worm; HD4-9; AC60; *Attacks:* 1d10 Bite, 1d12 Trample/Crush; *Special Attacks:* *2d8 Fire Breath* every 5 rounds; *STATS:* AGIL 8, INT 7-9, STAM 18-25, STR 22-28, Will 9-12, hp60; *Description:* a 6 FT-diameter cylindrical Worm from 25-30 FT in length with a rough dark red hide encrusted with black lava rocks, its face has eight red horn spikes and four dark brown eye stalks, the hide is warm to the touch, it weighs roughly 5000 pounds. Number: 1.

Forgetful Flowers; HD not applicable; AC not applicable; *Attacks:* not applicable; *Special Attacks:* Adventurers within 30 FT of a field or inside suffer powerful amnesia which causes them to completely forget the events of the past 1d100*1d20 days (difficult Will save, the loss is permanent with no recovery on a saving roll 01; affected persons have 4 chances to regain memory on a moderate Will save checked at 10 days, 15 days, 20 days, and 25 days); *STATS:* not applicable; *Description:* grows in large fields of flowers 20-30 inches tall with thick blue-green stalks, pale green flowers with seven lobes and pink spots, five-lobed violet leaves with black veins, and thin black vines, the pollen is a fine purple powder. Number: 1 field.

Garm; HD3-8, AC36; *Attacks:* 2x Bite 1d12, Claw 1d6+2; *Special Attacks:* *Putrid Breath* (range 15 FT, 2/day per head, 1d100 minutes unconsciousness, moderate STAM save); *Special Abilities:* sees invisible, suffers one-tenth damage from Fire magic; *STATS:* AGIL 16, INT 11-14, STAM 18-22, STR 16-20, WILL 13-18; *Description:* a two-headed bulldog standing 6-7 FT at the shoulder, its body is 7 FT long, its dark grey pelt is like a stiff wire brush streaked with lighter grey and pale yellow, its fangs and claws are black; *Other:* excellent scent ability, good tracker, excellent hearing, wears 15 GP gold collars. Number: 1 (rare 1d3), common on Gehenna (especially the Third Circle of Hell).

Ghost; HD5-10; AC 35 (requires silver or gold weapons to injure); *Attacks:* None; *Special Attacks:* *Aging Gaze* (25 FT, hp1d6 plus increases physical age 15 years, difficult Will save), *Aura of Fear* (gaze, 45 FT, panic 1d12*6 minutes, difficult Will save, recovers on difficult Will save checked every minute), *Chilling Touch* (reduces effective Agility statistic by 1d3 points/touch, persists 1 hour, difficult STAM save, at AGIL 7 the affected person is *paralyzed*, at Agility 0 the affected person dies and becomes a Ghost under the control of their killer); *Special Qualities:* detect good (150 FT), detects life (250 FT), resists Prayers on 1d20 rolls GTET 14, resists Spells on 1d20 rolls GTET 17, see invisible (100 FT), telekinesis (50 FT, 20 pounds), telepathy (250 FT); 3/day — bar good (3d100 minutes, difficult Will save; Neutral; *STATS:* AGIL 11-14, INT 14-19, STAM 14-19, STR 10, WILL 16-22, hp 1d12+35; *Description:* An incorporeal humanoid figure 5½ FT tall, typically a phosphorescent pale white, wearing a grave shroud and carrying steel chains, with glowing purple or violet eyes and translucent skeletal hands. *Other:* the rattling of a Ghost's chains are heard at 100 FT; the Ghost of a Wizard or Warlock retains their spell abilities on a 1d10 roll GTET 7; a Ghost is also a Seer on 1d100 rolls of 100; Ghosts are bound to stay within 25 miles of their grave or body (if unburied); they are released if their body is sprinkled with GTET 4 Holy Water, blessed, and their heart is burned. *Possessions:* 1d6 valuable grave goods (each 1d100*1d12 GP) items plus 1d100*25 GP plus 1d4 enchanted items buried in their grave. Number: 1 (rare 1d3).

GIANT CARRION BEETLE TO GLOWING HORNET

Giant Carrion Beetle; HD2-4; AC30-40; *Attacks* Bite 1d6; *Special Attacks:* None; *Special Abilities:* bite transmits *fatal* disease (difficult STAM save, Infrared vision; STATS: AGIL 10-13, STAM 17-22, STR 16-20; *Description:* A large hard-shelled six-legged insect 42 to 5 FT long and 3 FT high; its light red shell is marked in a pattern of darker red chevrons; Beetles typically have long antennae and a pronounced double jaw/pincer arrangement; *Other:* rarely aggressive; Number 1d6.

Giant Cave Octopus; HD5-10; AC 16 tentacles/30 body; *Attacks:* Beak 1d12, 6*Tentacle 1d8, Wrap/Drag (avoid 1d20 GTET [30-Strength]); *Special Attacks:* Tentacle *Neurotoxin* (avoid inject on moderate AGIL save, *paralysis* AND *reduce Agility/Strength* 2 points 1d20 hours, difficult STAM save); *Special Abilities:* *Skin Contact Poison* (*paralysis* 2d100 minutes, moderate STAM save), *Inky Spray* (as *Darkness Zone*); STATS: AGIL 18 (tentacles) 13 body, INT 13, STAM 15, STR 12, WILL 13, hp1d20+30; *Description:* An amorphous creature with a 10-14 FT body, eight 10-15 FT tentacles, a dark grey body with orange and rust streaks on its rubbery hide, the tentacles are rust-colored with black tips, it has two dark blue eyes, a 28-inch orange beak; *Other:* retreats after suffering 80% damage; Carcass produces 5d12 ounces of venom at 1GP 2 SP/ounce and 3d12 ounces of ink. Number: 1d4.

Giant Clam; HD2-5; AC 45; *Attacks:* Shell Closure 1d6; *Special Attacks:* *Shell Trap* (if a limb is trapped drown after Stamina number of rounds, escape on difficult STR save); *Special Qualities:* unaffected by cold/hot water, resists Spells on 1d20 rolls GTET 13, when closed requires a total Strength GTET 33 to open; STATS: AGIL 13-18, INT 3-6, STAM 20-24, STR 21-25, WILL 9-11, hp 1d12+22; *Description:* A large somewhat triangular-shaped bi-shelled (upper and lower) creature 5-6 FT across by 2 FT thick, the thick shell is dark grey to black with white stripes or irregular patches, the inside is pink to red; the Giant Clam can open and close very quickly. D100: Giant Clams contain a 250 GP Pearl (20%), 500 GP Pearl (10%), 1000 GP Pearl (5%), 2500 GP Pearl (1%), 5000 GP Pearl (1%); *Other:* swims 20 FT/round [water jet propulsion, 1d12 rounds, 3/day]. Number: 2d20.

Giant Dart Frogs; HD2-4, AC20; *Attacks:* Bite 1d3; *Special Attacks:* *Lethal Skin Poison* (any direct skin contact, death in 1d10 minutes, difficult STAM save); STATS: AGIL 10-13 ground 15-19 swimming, STAM 16-20, hp1d12+1d8; *Description:* A large amphibian with thick muscular rear legs and large webbed feet, its body is 4-6 FT long and it can be up to 3 FT tall, it has a triangular head with two large green eyes; its skin is smooth and glossy and looks wet, with an underlying blue, grey, or yellow color with very bright irregular patches of several bright colors (reds, yellows, oranges, greens). Carcass yields 1d4+2 poison sacs, each with 2d6 ounces of very potent poison (degrades within 10 days of collection, value 4 SP/ounce fresh). Number: 1d12.

Giant Mummified Crocodile; HD1d3+5; AC 29 [land] 36 [swimming]; *Attacks:* Bite 1d10+1 (Critical hit 19/20, cleaves limb), 2x Claw 1d4+1 (land), Tail 1d6; *Special Attacks:* *Leprosy Infection* (per bite, appears in 1d12 hours, moderate STAM save); *Special Qualities:* save+3 versus Water magic, attracted to Wizards (100 FT), *detect magic* (100 FT), requires Strength GTET 23 to open jaws, dives 120 FT, remains underwater 15 minutes, resists ordinary fire, suffers double damage from cold spells (cold weakness), +10 bonus to remain undetected while in/under water, Crusaders and Priests -3 roll penalty versus Undead, 3/day — *create fog*, 1/day — *invisibility*, *protection from normal arrows*; Evil; STATS: AGIL 26 (swim) 20 (land, TH+2), INT 7, STAM 24, STR 24 (TD+3), WILL 15, hp 1d20+55; *Description:* A four-legged reptile 1d10+14 FT, 30 inches across by 3 FT off the ground, with an elongated snout filled with sharp upper and lower teeth, two thick eye sockets above the snout, and four talons on each foot. The skin is leathery and thick. The mummified crocodile is wrapped from snout to tail in heavy linen wraps; *Other:* highly aggressive and fearless. Number: 1-4.

Giant Musk Frogs; HD3-5; AC 18-22; *Attacks:* Bite 1d4, Tongue 1d3 tongue; *Special Attacks:* *Musk Spray* (forward throat sac, strong cloying odor, moderate STAM save versus nausea {1d100 minutes}, affects eyes on 1d12 rolls GTET 5, moderate STAM save versus blinding {3d100 minutes}); STATS: AGIL 10-15 ground 14-20 swimming, STAM 10-14, STR 13-18; *Description:* A large amphibian with thick muscular rear legs and large webbed feet, its body is 4-6 FT long and it can be up to 3 FT tall, it has a triangular head with two large green eyes; its skin is smooth and glossy and looks wet, with an underlying dark green or dark blue color and streaks of yellow on its flanks and red feet. Carcass yields 2d20 ounces of strongly-scented musk at 2 SP/ounce. Number: 1d6.

Giant Poison Frogs; HD1-3; AC 8-14; *Attacks:* Bite 1d6; *Special Attacks:* *Poisoned Bite* (*paralysis* starts in 1d4 rounds, persists 2d100 minutes, difficult STAM save); STATS: AGIL 9-13 ground 13-18 swimming; *Description:* A large amphibian with thick muscular rear legs and large webbed feet, its body is 4-6 FT long and it can be up to 3 FT tall, it has a triangular head with two large green eyes; its skin is smooth and glossy and looks wet, with an underlying brown color, yellow patches on its face and dark green front and rear feet. Carcass yields 1d12 ounces of poison at 4 SP/ounce. Number: 1d12+1d6.

Glowing Hornet; HD1-3; AC 27; *Attack:* Bite hp3, Claws 1d4 (x6, airborne), Stinger 1d10; *Special Qualities:* Infrared vision (50 FT), limited *teleportation* (100 FT); STATS: AGIL 28 [airborne, TH+3] 15 [grounded], INT 9, STAM 20, STR 16, WILL 9, hp 1d8+14; *Description:* A six-legged, two-winged giant insect with a two-part segmented body, 2½ FT long with a two FT wingspan. A thin flexible 14-inch barbed stinger is on the rear body segment, and each of the Hornet's feet has a curved claw. Hornets have yellow or light brown hide with clear or translucent wings and irregular black markings on the tail section; the Hornet's stinger is a glossy black as are its feet and claws. In darkness, the hornets glow with a yellow light. Number: 3d8.

HARAZON TO HUGE SPIDER

Harazon; HD2-4; AC12; *Attacks:* Beak hp2; *Special Attacks:* *Enchanted Songs* – [a] fear {moderate Will save, 2d20 minutes}, [b] mesmerize {difficult Will save, until broken}, [c] confusion {easy Will save, 2d20 minutes}, [d] stun {moderate Will save, 2d20 minutes}; neutral; *STATS:* AGIL 14 ground 18-22 airborne, INT 13-16, WILL 14-18; *Description:* A black-bodied songbird similar to Nightingale, it has a white head with a short red crest, it's body is 2-3 FT long with 3 FT wingspan; *Other:* usually knows at least 3 languages. Number: 1d3.

Harpy; HD 3-6; AC12 plus armor; *Attacks:* Talons 1d4, Talon Rake 1d8 (airborne), Weapons (Short Bow, Dirk, Saber, Mace, Blowgun); *Special Attacks:* *Diseased Talons* (on 1d12 rolls GTET 7, easy STAM save), often uses *poisoned* weapons; evil; *STATS:* AGIL 12-15 ground 14-18 airborne, INT 11-15, STAM 13-18, STR 10-14, WILL 14-20; *Description:* Dirty bipedal creatures standing 4½ FT to 6 FT, with upper bodies of buxom females and the lower bodies of vultures, they have long black greasy hair, their feathers are black, dark grey, or purple, most Harpies wear tattoos; *Other:* a slow flier with good endurance and altitude. Number: 1d6, 3d12 at a lair.

Hell Horse; HD7-10, AC45, *Attacks:* Bite 1d6, Fore Kick 1d10, Hind Kick 1d12, Trample 3d8; *Special Attacks:* None; *Special Abilities:* Infrared vision, immune to natural fires, suffers one-tenth damage from Fire magic, walks on lava and fire; *STATS:* AGIL 18-22, INT 15-20, STAM 18-22, STR 14-18, WILL 17-23; *Description:* A fine stallion standing 6 FT at the shoulder, they have a glossy black hide with red face and hooves, and a red mane, dark smoke continuously is breathed out from the nostrils, *Other:* fast runner, hooves give off sparks when walking on stone. Number: 1.

Hell Hound; HD4-6; AC30; *Attacks:* Bite 1d10 (2/round); 2x Claws 1d6; *Special Attacks:* *Flame Breath* 2d8 (once in 4 rounds, range 12 FT); *Special Abilities:* does not leave tracks, walks across fire/lava, immune to Fire magic, heals hp1 for every hp5 of Fire magic it is attacked with, 3/day – thick fog or smoke screen; evil; *STATS:* AGIL 14-20, INT 16-20, STAM 18-22, STR 12-15, WILL 17-22; *Description:* A two-headed wolf-like creature with a 6 FT body, stands 3 FT at the shoulder, it has red-brown pelt, a red mane and black fangs; *Other:* suffers double damage from cold magic, very intelligent (speaks 1d4 languages). Number: 1d8.

Hell Rat; HD2-5; AC 28; *Attack:* Bite 1d3, 2x Claw 1d3, Gore 1d6; *Special Attacks:* *Diseased Bite* (moderate STAM save, 1d6 disease - *tetanus, dysentery, black plague, botulism, cholera, whooping cough*), *Tail Knob* (1d4 damage, permanently destroys 1 eye on a critical hit), *Flame Breath* (3/day, range 10 FT, 1d8 damage, avoid on difficult AGIL save); *STATS:* AGIL 17-22, INT 12-16, STAM 12-15, STR 9-11, WILL 13-15, hp 1d6+10; *Description:* A four-legged rodent 50 inches long by 16 inches wide by 10 inches tall on its humped back, with a slender and pointed face with a rounded nose and glowing red eyes, two small pointed ears, four small front fangs and two tapered and sharp curved tusks. The Hell Rat has a dark red fur covered with a noxious-smelling oil, a long slender bare skin tail tipped by a knobbed bone ball, and sharp talons on each toe. One carcass produces one-quarter gallon of a sticky oil which has a value to Alchemists of 16 GP per gallon. The tusks are valued at 2d12 SP each. Number: 2d8.

Horned Hippos; HD4-7, AC 22 land 32 in water; *Attacks:* Bite 1d6, Gore 1d10, Trample 2d8, Trample and Gore 3d8; *Special Attacks:* On a critical hit it fastens on a limb and drags its opponent underwater; *Special Abilities:* blunt weapons only do hp1 damage, normal arrows bounce off its hide; *STATS:* AGIL 11-14 land 17-20 in water (TH+1), INT 7, STAM 18-20, STR 24-26 (TD+3), WILL 13, hp1d12+20; *Description:* a four-legged creature 7-10 FT long with short thick legs, it stands 6 FT at shoulder, its wrinkled skin is dark grey with black hooves and black patches on its head, it has a single 3 FT dark blue pointed horn on its forehead; *Other:* can stay underwater for 30 minutes. Number: 1d6.

Horned Mantis; HD2-5; AC 30-40; *Attacks:* Bite 1d3, Horn Gore 1d10, 2x Foreleg Slash 1d8; *Special Attacks:* None; *Special Abilities:* jumps 24 FT horizontal and 20 FT vertical, good swimmer, moves silently in forest environment, undetected against thick vegetation on 1d12 rolls GTET 5, resists Water magic on 1d12 rolls GTET 7; *STATS:* AGIL 14-19, INT 5-7, STAM 12-15, STR 12-18, WILL 10-14; *Description:* A thin angular insect 10-12 FT long, with a pale red/pink body with black torso spots, a black face, and a white 2 FT head spike, it generally moves and fights upright on its oversized rear legs; *Other:* generally aggressive, a rare Mantis can use a crude club, attracted to shiny objects. Number: 1d6, 2d12 in a lair.

Hsigo; HD3-6; AC10-16 plus armor; *Attacks:* Bite 1d4, Punch 1d4, Strangle 1d10, Weapon (Dart, Short Bow, Short Sword, Club, Sling); *Special Attacks:* None; *Special Abilities:* low-light vision, Ultraviolet vision, immune to snake venoms, suffers one-tenth damage from Water magic; *STATS:* AGIL 13-16 ground 15-18 airborne, INT 10-14, STAM 12-16, STR 10-16, WILL 12-16; *Description:* Winged monkeys from 4 FT to 5 FT tall with human faces, they have glowing golden eyes and upward lower jaw fangs, thick black fur with fleshy palms/feet and a 4-6 FT prehensile tail; their wings are cream/tan and fold together on their back (10 FT span); each hand has a thumb and six fingers; *Other:* they may wear light leather armor and carry small wood shields; *Other,* incline to good, makes healing potions and balms. Number: 1d10, 4d10+2d20 in a treetop lair.

Huge Spider; HD1-2; AC 10-15; *Attacks:* Bite 1d8, Trample 1d10+2; *Special Attacks:* *Abilities Stealer* (first bite reduces AGIL 1d4 – second INT 1d4 – third WILL 1d4 – fourth STR 1d4, each loss can be avoided on a moderate Will save, affected persons have their statistic(s) reduced for 1d8 hours); *Special Abilities:* Infrared vision 50 FT; *STATS:* 11-14, STAM 10-13, STR 10-15; *Description:* An eight-legged oval creature whose body is 4-5 FT long and stands about 2½ FT tall, it has a dark green body with grey stripes on its lower flanks, multi-jointed grey legs with a large green foot, two large glowing green compound eyes, and black jaws and mandibles; *Other:* this spider cannot climb or stick to vertical surfaces and does not produce webs. Number: 1d6, 2d10 in a lair.

HYDRA TO INFERNAL HOUND

Hydra; HD5-9; AC 50-60; *Attacks:* 1d8 Bite/head, 1d10 Claw, Tail 1d10, Trample 3d8; *Special Attacks:* None; *Special Abilities:* regenerates hp2/round, suffers one-tenth damage from Fire Magic, suffers double damage from Cold magic (no regeneration), *re-grows* a severed head on 1d20 rolls GTET 14 (check for 10 rounds, takes 4 rounds to regenerate a head); *STATS:* AGIL 10-13, INT 7-9, STAM 20-26, STR 22-28, WILL 11-14; *Description:* A large four-legged reptile with short thick legs, a 14-18 FT body, several (variable 2 to 6) monitor-lizard heads on top of 2 FT thick 9-14 FT-long snake's bodies (connect the heads to the body), the scales are various shades of green with some tans and browns, the legs are mostly green in front and brown in back and it has a 10 FT-long brown tail ending in a bony spike, its heads are light green with darker green around the jaws and tan bony crests behind the eyes. Number: 1 (rare: if 1d3 then one adult plus juveniles).

Hypnotic Gourd (Mesher's Melon); HD not applicable; AC 4-8; *Attacks:* not applicable; *Special Abilities:* *Dream Trance* (caused by looking inside through the eye hole, difficult Will save [affected person cannot free themselves], Elves apply a +3 save roll, an affected person is bodily transported into the dream realm on saving rolls 1-4); *STATS:* hp1d6; *Description:* A rounded black gourd about 10 inches long by 8 inches with a curved twisted neck which narrows to a tough woody stem; the burnt-orange-colored rind has a rough bumpy texture; a 5-inch red marking resembling an eye surrounds a 2-inch hole, gourds grow on tough brown vines up to 30 FT long with clumps of three-lobed light green leaves with white veins; *Other:* edible if roasted (exceptional nutrition), vines are immune to ordinary fire; Number: 1d10 vines, 1d6 gourd/vine.

Immense Ape; HD7-10; AC48; *Attacks:* Bite 1d10, Claw 1d8, Trample 2d12; *Special Attacks:* 4d8 *Crushing Attack* (bearhug, on critical hit), *Fearful Bellow* (*panic* 2d100 minutes, range 200 FT, difficult Will save); *Special Abilities:* low-light vision, suffers down damage from cold magic; neutral; *STATS:* AGIL 13-18, INT 11-13, STAM 15-20, STR 20-26 (TD+3), WILL 10-14; *Description:* A gigantic black-furred humanoid standing 13-17 FT high with a huge chest and arms, often with red or orange buttocks and red eyes; *Other:* excellent climbers, good hearing, not generally aggressive. Number: 1d4, 3d6 with 2d10 juveniles/child in a lair.

Immense Protozoa; HD2-5; AC40-50; *Attacks:* 4x Whip 1d4 (appendage); *Special Attacks:* *Absorption* (hits on rolls GTET 18 wraps the opponent and pulls into the body, moderate STR save to break free, requires 12 rounds to fully absorb and immobilize an opponent, suffers hp1d4/round while absorbed); *Special Abilities:* suffers double damage from Fire magic; *STATS:* AGIL 10-12, STAM 14-17, hp1d10+1d8+12; *Description:* A macro-sized single-cell organism of an oval shape, to 13-15 FT by 4-8 FT by 3-5 FT thick, having a thin blue translucent skin with some dark blue spots and several black interior nodules; they have four 6-7 FT black rope-like appendages attached at the bottom; *Other:* avoids fire, generally aggressive; Number: 1.

Inbru; HD2-5; AC25-30; *Attacks:* Bite hp1, 4x Punch 1d4, 4x Strangle 1d10, Weapons (Miner's Pick, 2x Copper Knives); *Special Attacks:* Charming Bite (versus Dwarf only, mentally *dominates* 1d100+10 minutes, difficult Will save), *Experience Drain* (versus Dwarf only, 2 upper arms, removes 500 XP/hit, no save), *Stamina Drain* (versus Dwarf only, 2 lower arms, temporarily suppress 1 point Stamina/hit for 1d100 days, difficult STAM save, loss is permanent on saving roll of 01); *Special Abilities:* Infrared vision, detect life 100 FT; *STATS:* AGIL 13-15, INT 8-10, STAM 9-13, STR 10-12, WILL 11-14; *Description:* A short shaggy [corporeal Undead] humanoid 3-4 FT tall, having four arms and huge thick feet; its body features are difficult to distinguish because of the very long thick dark brown hair which covers the torso; *Other:* good hearing, good climber, moves silently underground, formed from spirits of miners killed underground. Number: 1d6.

Incorporeal Spider; HD4; AC 12-16; *Attacks:* Bite 1d8; *Special Attacks:* *Slowing Venom* (cumulative movement rate reduction 25% per hit {e.g. 75%, 56%, 42%, 31%, 23%}, difficult STAM save; reduces effective AGIL 1 point/bite for 12 hours, moderate STAM save); *Special Abilities:* Infrared vision 100 FT, sees incorporeal/displaced/invisible 40 FT, can move into the Ethereal Plane and reappear up to 75 FT away; *STATS:* AGIL 13-16, STAM 13-18, STR 11-14; *Description:* an eight-legged creature with a 6-8 FT cylindrical white body standing 2-3 FT high, its head has two compound silver eyes, several dark-grey antennae, thin black whiskers and black spiky mandibles, its legs are dark grey with black rings and a large black foot; *Other:* highly aggressive, this spider can stick to vertical walls but does not produce webs; Carcass produces 1d20 ounces of venom valued at 8 SP/ounce. Number 1d6, 2d12 in a lair.

Infernal Hound; HD7-10; AC 33-40; *Attacks:* Bite 1d12, Claw Attack 1d8 (2x forepaws); *Special Attacks:* *Fire Breath* (2d8, range 30, on alternate rounds), *Critical Pounce* (3/day, range 10 FT, a leap does critical damage if the Hound scores and knocks the opponent to the ground); *Special Qualities:* commands all lesser canines (100 FT), blunt weapons do hp1 damage, enchanted/blessed weapons are required to injure, detect good (150 FT), heals hp1 for every hp3 of fire damage that attacks it, immune to poisons, Infrared vision (150 FT), low light vision, never leaves tracks, moves silently, regenerates hp1 on alternate rounds, sees invisible (100 FT), suffers 1.5 times damage from Cold magic, walks across lava or fire without affect, 3/day — smoke screen (dark black smoke, 20x30x40 FT, persists 1d10+10 minutes); evil; *STATS:* AGIL 17-21, INT 14-17, STAM 15-20, STR 15-19, WILL 15-18, hp 1d12+28; *Description:* A four-legged wolf-like creature 6 FT long, standing 3½ FT at the shoulders, with glossy red five-toed claws, long pointed ears with red tips, arched eyebrows, bright red eyes, and a long black beard under its chin, large curved glossy black upper and lower fangs. Its hide is flaming red with a long thick black tail; *Other:* speaks Infernal Cant and Common, related to Hell Hounds. Spells (Shaman): Basic (free 7): *Confuse Weapons -4*, *Dominate Person*, *Levitation*, *Minor Sleep*, *1d6 Shocking Arrow*; Lesser (free 4): *Arrow Volley 1d8 at hp1d3*, *Cloud the Mind*, *Disperse Magic*, *Fear the Reaper*, *Stun 1d20 rounds*; Number: 1d4.

KILLER HARE TO MOBILE PILE

Killer Hare; HD1d3+1; AC 28-4; *Attacks:* Bite 1d8 (Critical rolls GTET 16), 2x Claw 1d4; *Special Attacks:* *Ankle Munch* (10/day, TH+2, TD+2 bonus, if GTET 7 damage is inflicted the opponent cannot support their weight with that ankle – reduce Agility 1d4+1 points until healed, if both ankles are damage the opponent falls), *Blinding Leap* (leaps over opponent, a hit damages the eyes – hp1 one eye otherwise both eyes, permanently blinded, requires eye regeneration, apply -4 to hit); *Special Qualities:* blends into grassland terrain, detect traps (snares, 25 FT), extraordinary scenting ability and tracking (200 FT), low light vision, males regenerate hp1/round, +4 save against plant-based poisons, 5/day — limited *teleportation* (75 FT), 3/day — *double speed*/double attack (10 minutes); *STATS:* AGIL 17-24, INT 8-11, STAM 13-15, STR 10-13, WILL 9-12, hp 1d6+20; *Description:* A rotund cuddly-looking four-legged animal 32 inches tall by 9 inches across, with a small rounded head, two long floppy ears, a pink button nose, two wide green eyes, and four upper fangs. Its rear feet are large and muscular with thick bottom pads, the forelegs each have barbed ankles and three-foot talons. The pelt is light brown with streaks of grey or white; *Other:* active from dawn to dusk, very aggressive, protective of their colony and burrows, hibernate for the winter in underground dens in snowy climates. Each carcass produces a pelt (2d10 GP) plus 3d6 pounds of good quality meat (2d8+4 SP/pound). Number: 1d20.

Komodo Dragon; HD4-8; AC45; *Attacks:* Bite 1d10, 2x Claws 1d6, Tail 1d6; *Special Attacks:* *Berserker Biter* (2/day, 2 attacks/round for 1d6 rounds at TH+1, TD+1d3, Critical on roll GTET 17); *Special Abilities:* Bite carries fatal disease (onset 1d6 hours, death after 1d20 hours, difficult STAM save, requires 3 disease cures); *STATS:* AGIL 14-19, INT 10-12, STAM 18-22, STR 15-19, WILL 10-14; *Description:* A thick-bodied reptile with a rough light green hide, 12-15 FT body with a 6-8 FT tail, thick neck, tapered head, standing 6 FT at shoulder, its head and claws maybe be dark green; *Other:* very aggressive, excellent tracker, excellent at ambush attacks. Number: 1 (rare, if 1d6 then 1-2 adults with juveniles or hatchlings).

Labbu; HD5-9; AC50-60; *Attacks:* Bite 4d4, Crush 3d10, Punch 1d8, Strangle 1d12, 3x Weapons (Short Sword, Dirk, Heavy Mace); *Special Attacks:* *Nerve Poison* (fatal 2d100 seconds, difficult STAM save); *Special Abilities:* Speak with Snakes, Control Snakes (1d12, range 50 FT), Infrared vision; *STATS:* AGIL 13-16, INT 16-20, STAM 11-18, STR 12-20, WILL 13-18; *Description:* A huge snake with eight pairs of 5 FT humanoid arms; it is 30-40 FT long, having a flat flared triangular 6 FT head with two large protruding bumps containing the breathing cavity, four curved ivory-colored fangs on its upper jaw, four large black eyes (two pairs); its body is glossy jet black with red bands on tail, red starburst pattern on its forehead, red stripe along the upper half of its underside; often wears a hooded jacket or robe over its head and upper body (garment elaborately woven in a snake motif with 1d12), wears a wide leather weapon belt; *Other:* +3 saving bonus versus mental attacks, immune to venoms or reptile-based poison, hates Spiders, tends to evil, attracted to gems/gold, very trustworthy, enjoys taunting prey before feeding, enjoys cerebral puzzles and games, are capable of cooperation, often employs minions; Number 1.

Laskowice; HD1-6; AC8-15 plus armor; *Attacks:* Bite 1d6 (wolf form), 2x Claw 1d3 (wolf), Punch 1d3, Strangle 1d8, Weapon (Dirk, Club, Mace, Short Bow); *Special Attacks:* None; *Special Abilities:* *Shapechange* (Wolf, 1/day, 1 hour), Infrared vision; neutral; *STATS:* AGIL 14-18, INT 9-14, STAM 14-20, STR 9-14, WILL 11-16; *Description:* Small bipedal humanoids with the torsos/head of humans and the legs of dogs/wolves, standing 4 FT; males have well-groomed pointed grey beards streaked with black, and long coarse black shaggy hair, with dark grey eyes, dark black eyebrows; their faces have long thin hooked noses, thin lips, and prominent teeth; they generally wear simple leather shirts and long pants; *Other:* speaks to canines, canines will not attack, good scenting ability, canine range of hearing, suffer one-tenth damage from Cold magic, excellent trackers, known for their canine breeding and training; Number: 1d8 hunting party, 5d12 in a camp.

Leaf Golem; HD3-5; AC18-24; *Attacks:* Punch 1d8, Kick 1d6, Weapon (Hammer, Club, Staff); *Special Attacks:* None; *Special Abilities:* detect invisibility 25 FT; *STATS:* AGIL 12-14; *Description:* An unclothed two-legged 6-7 FT tall figure roughly humanoid in shape, made from tightly compacted leaves and typically colored either bright green (fresh) or dull brown (aged); *Other:* immune to blindness/deafening/mental attack, suffers TD+8 from natural fire or Fire magic, walks over water, moves silently in vegetation; Number 1.

Poison Ivy Leaf Golem: *Special Attacks:* *Skin Rash* (burning/itching/bleeding rash reduces effective Agility by 1d6 points, reduces effective Will by 1d3 points, difficult STAM save, 20 FT range, lasts 3d12 days; *Description:* 8 FT tall with a dark green leaf surface; *Other:* burning the Golem releases a smoke which causes the rash to 200 FT.

Manticore; HD8-11; AC52-60; *Attacks:* Bite 1d12, Horn Butt 2d8, 2x Foreleg Claws 1d6, Flying Spines – throws 1d8 spines from tail at 1d4 each (range 30 FT), Stinger 1d6, Trample 3d8, Crush 3d10 (from airborne); *Special Attacks:* *Fatal Stinger* (poison kills in 1d8 minutes, moderate STAM save), *Stiffening Spines* (from tail spines, 1d100 minutes paralysis, moderate STAM save); *Special Abilities:* *STATS:* AGIL 13-16 ground 15-18 airborne, INT 13-19, STAM 16-21, STR 15-20, WILL 13-18; *Description:* A composite creature with a body 9 FT long standing 5-7 FT at the shoulder, it has a flat monkey's face, two large orange ram's horns, a red-pelt lion's body, a 7-10 FT red scorpion's tail, large grey oversized bat's wings, many 8-inch black spines grow along the tail; *Other:* runs at horse's speed, great leaps up to 20 FT, Infrared vision, sees invisible and incorporeal and ethereal (100 FT), highly intelligent (speaks Common plus 1d3 languages), move silently in jungles. Number: 1 (rare mated pair).

Mobile Pile; HD3-6; AC20-30; *Attacks:* 6x Tentacles 1d10, Biting Maw 1d12; *Special Attacks:* *Come to Munch* (critical tentacle hit pulls opponent into mouth for an additional bite, difficult AGIL to avoid, stays in mouth until break free at moderate STR save); *Special Abilities:* immune to plant control magic, suffers triple damage from Cold magic; *STATS:* AGIL 9-13, INT 5-8, STAM 11-15, STR 9-13, WILL 9-12; *Description:* A bipedal mass of rotting plant material standing 7-8 FT tall and 6-9 FT diameter, having a

MOBILE PILE TO PSYCHIC MOLD

Mobile Pile, continued...bell-shaped body of bright green/tan/dark brown, five eye stalks growing symmetrically on top, two large mouths of piercing thorns (opposite on body), six fleshy 6 FT tentacles each tipped with two curved horn talons, and two elephantine legs; *Other:* very aggressive towards non-plant creatures, grows a replacement pod from carcass in 1d12 days unless burned, Piles divide every 200-300 days; Number 1.

Mold Golem; HD1d4+4; AC 26-32; *Attack:* Punch 1d10, Strangle 2d8; *Weapons:* gold-bladed *Scimitar* +1, 1d12+3 Boar Spear; *Special Attacks:* every hit on its body releases a cloud of mold spores (range 8 FT, *tuberculosis*, reduces Stamina 1d6+2, difficult STAM save); *Special Abilities:* suffers triple damage from Cold magic, suffers half-damage from Fire magic, burning releases toxic fumes (1d12 minute coughing fit, reduces Stamina 1d3 for 1d12*10 minutes, difficult STAM save), immune to mental attack/domination; *STATS:* AGIL 12-16, INT 7-9, STAM 17-21, STR 14-18, WILL 12-16, hp1d10+44; *Description:* A yellow-gold humanoid figure standing 6 FT to 6 FT 8 Inches tall constructed from dry molds and powders held together with hardening agents and adhesive's, with cat's eye stones used for eyes, and ceramic fingers and toes. The golem wears a leather wrap on the hips, an open-faced bronze helm, and metal bracers. *Other:* Constructed from 6000 pounds of processed molds treated with rare oils and herbs worth 2800 GP. Creating the body requires a Sculptor and costs 29,750 GP. Number: 1.

Mummy; HD 4-8; AC30, *Attacks:* Punch 1d10, *Weapons* (Scimitar, Cutlass, Spear, Javelin, Dart, Flail); *Special Attacks:* *Rotting Touch* (a finger/toe rots and falls off every 3 days, healing prayers fail on 1d20 rolls GTET 11, banish disease potions are ineffective), *Diseased Touch* (*leprosy*, scabbing and numbness manifests in 1d20 hours, reduces effective AGIL and STAM by 1d3+1 points until cured, difficult STAM save, requires 2 banish disease potions or prayers, affected persons are *shunned* {difficult Will save by other persons}); *Special Abilities:* detect living creatures (100 FT), blend into desert environments (difficult to find) and underground against stone, controls snakes and scorpions (50 FT); *STATS:* AGIL11-15, INT 13-17, STAM 14-19, STR 12-14, WILL 15-19; *Description:* An emaciated biped wrapped in tattered grey cloth standing 5-6 FT-tall, may have a colorful (primarily red-yellow) kilt or cloth headdress; *Other:* copper Bracelet with gold snake charms (1d12 charms, each *summons* 1d3 HD4 **Giant Ad-ders** for 15 minutes). Number: 1d6.

Phantasm; HD not applicable, AC not applicable; *Attacks:* None; *Special Attacks:* None; *Special Abilities:* a short visual (and sometimes audible) piece of the past history of a place is embedded into reality so that any person coming into the area sees a continuously-repeating 'clip' of the persons and activities which took place at some earlier time; the phantasm is not aware and does not interact with any mortals; the phantasm has no attack and does no damage; *STATS:* not applicable; *Description:* not applicable. Number: 1.

Poison Ivy; HD1d4; AC 16; *Attacks:* 1d4 Vine Whip (6x vine segments), 1d10 Constriction; *Special Attacks:* *Astringent Oil* (bright red skin rash over GTET 20% body surface appearing 1d10 minutes after skin contact then inflamed rash with white boils and swelling, compelled to scratch the rash and boils, affected person suffers hp1d4 every hour awake, persists 1d10*30 hours, reduces effective Agility statistic 1 point/hour {limit AGIL 6}, difficult STAM save, allergic on saving roll 01 {me paralysis after 1d12*5 hours, moderate STAM save checked every hour), *Toxic Smoke* (burning leaves GTET 1 minute creates smoke, suffers 1d12 lung damage plus 4d100*5 minutes *unconscious*, difficult STAM save, fatal allergic reaction on savings rolls of 1-2, very difficult STAM save); *Special Qualities:* very susceptible to fire, +3 save bonus against Air magic, blunt weapons TD-3 penalty; *STATS:* AGIL 11-14 vine segments, INT 2, STAM 9-12, STR 10-12, WILL 3-5, hp 1d4+8 (pert 10 FT long vine section); *Description:* A woody vine 4 inches in diameter by 600-850 FT long, wrapping around trees and bushes (primarily in forested areas), the vine has many clumps of bright green leaves, each light green leaf has three lobes, the surface bearing a thin layer of oil with an aroma of mint. Each 10 FT segment of vine has 1d12 branch vines, each 3d12 FT long. *Other:* the leaves are highly poisonous to ingest (fatal 1d20 minutes, difficult save Elves/Humans and very difficult Dwarves/Gnomes). Number: 1d3.

Poltergeist; HD2-4; AC16; *Attacks:* 2x Claws 1d4, *Weapon* (wood Rod); *Special Attacks:* None; *Special Abilities:* *telekinesis* (100 FT, 50 pounds), Infrared vision, see invisible/displaced/ethereal creatures 50 FT, *levitation*; neutral; *STATS* AGIL 12-15, INT 9-11, STAM 8-12, STR 6-11, WILL 12-15; *Description:* An incorporeal male humanoid standing 5 FT to 6 FT, having a black skull head mounted on thin wasted body with skeletal feet, it is typically dressed in a sackcloth or burial wrap; *Other:* it gives off a musky odor detectable by Crusaders and Priests 75 FT, must remain with 1000 FT of place of death until exorcised, visible to persons carrying silver weapons at 50 FT, poltergeists typically 'attach' to a mortal and follow them around using their telekinetic ability to cause a variety of annoying or embarrassing tricks. Number: 1 (rare 1d3).

Predator Stink Bug; HD3-5; AC30-40; *Attacks:* Bite 1d6, Foreleg Slash 1d10; *Special Attacks:* *Musky Behind* (rear spray, range 15 FT, 5/day, causes choking/nausea for 2d12 minutes, moderate STAM save, allergic on saving roll of 01); *Special Abilities:* dark vision, smells Gnomes at 250 FT; *STATS:* AGIL 13-17, INT 6-9, STAM 14-19, STR 12-16, WILL 7-10; *Description:* A mottled light/dark blue six-legged insect from 5-7 FT long and standing 3 FT tall, it has reflective light blue compound eyes, two sets of black mandibles, light blue feet on dark blue legs, several sharp hooks on each lower foreleg, and white stripes on its flanks; *Other:* very aggressive, a carcass produces 2d20 ounces of pungent musk from a rear gland at 1d4+2 SP/ounce; Number: 1d8.

Psychic Mold; HD not applicable; AC 18-22; *Attacks:* not applicable; *Special Attacks:* *Mold Allergy* (allergic persons {1d20 roll of 01} suffer incapacitating coughing fit for 1d100+1d20 minutes, very difficult STAM save), *Psychic Attack* (range 50 FT {may be through barriers}, attack made versus the opponent of lowest Will, difficult Will save, 1d10 mental damage & *confused* 1d8 minutes, a mental attack made versus a confused opponent inflicts 1d12 damage and the person is mentally dominated with a very difficult Will save; the Mold commands up to 4 persons for 4d12 minutes up to a range of 250 FT), *Oil Spray* (4/day, range 25 FT, spreads a

PSYCHIC MOLD TO SKELETON KING

Psychic Mold, continued...very slippery substance which effectively reduces effective Agility 3 points for 1d12 minutes, avoid on difficult AGIL save); *Special Qualities*: detects mortal life energy 500 FT, immune to fire and acid, persons protected versus mental attack and domination are unaffected by the psychic attack, suffers double damage from Cold magic; STATS: AGIL 5-8, INT 6-8, STAM 15-19, STR 5-7, Will 22-26, hp1d20+25; *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. A somewhat musty and unpleasant but not over-powering mildly acidic or acrid aroma surrounds the mold (50 FT); *Other*: capable of limited movement, 2-3 FT/round. Number: 1 (rare 1d6).

Quartz Golem; HD3-6, AC50-60; *Attacks*: Punch 1d10+2, Kick 1d8, Weapon {Two-hand Sword, Bastard Sword, Claymore, Ball/Chain, Boar Spear}; *Special Attack*: *Gleaming Stone* (body glows brightly for 1 minute with strong white light, blindness 1d12 minutes to range 25 FT, hurt eyes to 100 FT, moderate STAM save, opponents apply TH-4 penalty while glowing); *Special Abilities*: blends into a rock background (limited invisibility), detects invisibility 40 FT; STATS: AGIL 13-17, INT 3-6, STAM 16-22, STR 16-22, WILL 10-13; *Description*: A white stone humanoid figure 11 FT tall with streaks of grey on its surface, 2 FT thick; *Other*: sensitive to vibrations, immune to blindness/deafening/mental attack, immune to Cold magic). Number: 1.

Rhino Beetle; HD5-8; AC60-70; *Attacks*: Bite 1d12, Gore 1d12+1d6, Trample 3d10; *Special Attacks*: None; *Special Abilities*: low-light vision; STATS: AGIL 10-15, INT 6-10, STAM 15-20, STR 15-20, WILL 9-12; *Description*: A large hard-shelled six-legged insect 8-10 FT long and up to 6 FT high, it typically has a grey back (sometimes with dark brown splotches on the rear) and a darker grey underside; the Rhino Beetle has 1-3 large dense horns on its head up to 24 inches long, long antennae and a pronounced double jaw/pincer arrangement; *Other*: easily spooked/provoked; horns are worth 1d4 SP/inch length; Number 1d3.

Rifle Beetle; HD4-6; AC 32; *Attacks*: Bite 1d6, Trample 1d12+4; *Special Attacks*: 2x/round *Rifle Shot* (range 50 FT, 1d12, 3d6 ammunition/rifle, 1d12 hours to restore ammunition); *Special Qualities*: immune to Earth magic, *Infrared vision* (50 FT), low-light vision, unaffected by ordinary cold; STATS: AGIL 15-18, INT 7-8, STAM 20-26, STR 22-26, WILL 9-11, hp1d6+25; *Description*: A hard-shelled six legged insect 5½-7 FT long, 6 FT high, 3 FT wide, with a glossy yellow or yellow-and-green shell covering vestigial wings, long antennae and a prominent double jaw/pincer arrangement. Rifle Beetles have two green colored bulges on their shoulder, one on either side of the head, each with a horn cylinder 6 inches long by about 1-inch diameter (from which natural projectiles are gas-fired). Number: 1d4.

Rotting Dragon; HD7-10; AC45; *Attacks*: Bite 2d8, Foreleg Claws 1d4, Tail 1d12; *Special Attacks*: *Rotting Claws* (skin begins to rot immediately on hit, permanent if not cured within 1d100 minutes, loses AGIL 1 point per minute {limit AGIL 6}, hit armor is immediately rotted and useless on 1d20 rolls GTET 11), *Constricting Tail* (tail wraps around opponent on 1d20 rolls GTET 15-20 regardless of 'to hit,' avoid on moderate AGIL save, if caught difficult STR save to break free, hp1d8 crushing per round); *Special Abilities*: None; STATS: AGIL 11-14, INT 8-9, STAM 14-19, STR 16-22, WILL 10-14; *Description*: the putrid rotting animated corpse of a dragon, 25-50 FT long, 15-25 FT tall; *Other*: edged weapons inflict hp1. Number: 1.

Satyr; HD1d4; AC1d10+9; *Attacks*: Kick 1d4, Strangle 1d6, Weapon (Staff, Dirk, Short Bow, Bolo, Blowgun); *Special Attacks*: *Pan Pipe Mesmerize* (music 150 FT, continuous while played, difficult WILL save); *Special Abilities*: blends into forest environments (limited invisibility), speaks to animals, immune to plant-based poisons, low-light vision, resists Earth magic 1d20 rolls GTET 6; neutral; STATS AGIL 13-16, INT 12-15, STAM 13-18, STR 10-14, WILL 15-20; *Description*: a humanoid standing 4 FT to 5 FT-tall having a horse's ears, long nose, thick brown beard, two small curved forehead horns, and a goat's hips/legs/hooves; *Other*: hates being in buildings and underground. Number: 1d8 outdoors, 3d12 in a lair.

Shelf Fungus; HD1d3+2; AC 23-30; *Attacks*: None; *Special Attacks*: *Airborne Disease* (range 35 FT, very difficult STAM save, typical purple skin on the face, swollen cheeks and nose, difficulty breathing, affected persons reduce effective STAM and STR by 4 points for 1d12 days), *Wasting Touch* (caused by skin contact, very difficult STAM save, wasting disease *appreminia* {beings 1d12 hours, 2d12 hours prolonged fever, profuse sweating, swollen neck and jaw, neck and shoulder cramps, with loss of 1 point each Strength and Stamina for 1d20 days, after 1d8+3 days recovery at 1 point/2 days rest), *Explosive* (explodes for 1d6/FT length after 1d4 rounds exposed to flame, blast 10 FT diameter); *Special Qualities*: poisonous to Humans and Gnomes if ingested (fatal 2d10 minutes, very difficult STAM save; STATS: AGIL 6-8, INT 5-7, STAM 15-18, STR not applicable, WILL 4-6, hp1d12+35; *Description*: A flat horizontal surface held up by a thick mass on its underside, 1d6+5 FT long by 1d12+3 inches thick with a "shelf" up to 18 inches wide, a brown clamshell pattern is on top, the bottom is pale white. Number: 1d4 (6d20 FT apart).

Skeleton King; HD8-10; AC45-60 plus armor; *Attacks*: Punch 1d10, Kick 1d6, Weapon (Long Sword and Bastard Sword {apply TH+3 proficiency and TD+2}, Bladed Staff, Spiked Mace, Halberd, Bow, Crossbow); *Special Attacks*: *Berserker Bones* (2/day for 1d20 rounds, triple speed and attacks/round, additional TH+1 and TD+1); *Special Abilities*: commands up to 25 Skeletons, immune to Air and Earth magic, *Infrared vision*, *Ultraviolet vision*, sees invisible on 1d20 rolls GTET 11, moves silently and without tracks underground and in grave yards; evil; STATS: AGIL 14-19, INT 13-16, STAM 13-16, STR 11-15, WILL 14-19; *Description*: A well-articulated Skeleton standing 5½ FT to 6½ FT-tall, its surface typically has a gold sheen or shine, the skull has 2d100 GP pearls in the eye sockets, the hands and feet are dull black, often wears some sort of fine (but rotting) cape and a head piece (circlet, crown, tiara, etc.); *Other*: mortals killed by a Skeleton King rise as a Skeleton under its command after 1d8 days. Number: 1.

SKUNK TO WHIPPING VINE

Skunk, Giant; HD1-3; AC12-18; *Attacks:* Bite 1d4, 2x Claws 1d3; *Special Attacks:* *Musk Spray* (causes 1d100 minutes nausea/extreme cramps, from the rear range 25 FT, 5/day, difficult STAM save); *Special Abilities:* resists earth magic on 1d20 rolls GTET 17, rabid on 1d12 rolls of 01-02 (fatal disease, very difficult STAM save not to contract, difficult STAM save versus death checked daily after STAM number of days, recovers if succeeds on three consecutive saves), Infrared vision, good scent tracking, generally nocturnal; *STATS:* AGIL 12-15, INT 6-9, STAM 12-15, STR 11-14, WILL 9-11; *Description:* a large four-legged creature, 6 FT long, 3 FT at shoulder, it has a small face and a deep-black pelt with a wide white stripe along back. Number: 1d6, 2d10 in a lair.

Soldier Beetle; HD3-5; AC40-50; *Attacks:* Bite 1d12, Kick 1d6, Ram 1d10; *Special Attacks:* *Poison Bite* (on 1d12 rolls GTET 10, moderate STAM save, *paralysis* 2d100 minutes); *Special Abilities:* Infrared vision; *STATS:* AGIL 13-16, INT 5-8, STAM 12-16, STR 12-15, WILL 9-11; *Description:* A large hard-shelled six-legged insect 7 to 8 FT long and 6 FT across; it is typically colored black with white flecks or dots around the head, long red antennae and a pronounced double jaw/pincer arrangement; both the front forelegs and the rear legs are barbed and can be used to kick; *Other:* can be trained, some [small] underground humanoids ride these into combat. Number 1d12, 3d12 in a nest.

Spark Bug; HD0-2; AC36-42; *Attacks:* Bite 1d4, Pincer 1d6+2; *Special Attacks:* None; *Special Abilities:* each metal weapon hit on a bug causes a 1d4 electrical 'spark', Infrared vision 150 FT, mostly nocturnal; *STATS:* AGIL 10-12 ground 16-20 airborne, INT 5-8, STAM 9-11, STR 8-10, WILL 6-9; *Description:* a six-legged yellow insect with a round head, 5-6 FT-long body, 3 FT tall, it has 3 bright yellow horns on its head, a three-segment body, pincers are mounted on appendages attached to the middle segment. Number: 1d6.

Specter; HD6-9; AC70-90 ferrous weapons 40-50 non-ferrous weapons 20-26 silver weapons; *Attacks:* None; *Special Attacks:* *Chilling Touch* (hp1d4 plus loss of 2000 XP {moderate STAM save}, each touch reduces effective STAM for 1d12 hours {difficult STAM save}, dies if STAM reaches zero); *Special Abilities:* detects life 100 FT, mortals killed by a Specter rise as a HD4-5 Specter under the control of the killer after 1d6 days; evil; *STATS:* AGIL 13-15, INT 12-16, STAM 16-20, STR not applicable, WILL 16-22; *Description:* a gaunt emaciated incorporeal humanoid standing 5-6 FT tall, typically appears in tattered or rotted hooded robes carrying chains; *Other:* suffers double damage from silver weapons. Number: 1d3.

Spectral Bats; HD5-7; AC 16-25 ground 45-50 airborne; *Attacks:* Bite 1d12+2, Claw 1d12 (x2 only when airborne); *Special Attacks:* None; *Special Abilities:* echo location (1000 FT), flies silently, hears heartbeats at a quarter-mile, resists spells on 1d20 rolls GTET 14, 10/day — *astral form* (5 minutes), 5/day — *teleportation* (250 FT); neutral; *STATS:* AGIL 9-12 ground 19-22 airborne, INT 8-12, STAM 12-16, STR 9-13, WILL 15-18, hp1d12+30; *Description:* A white or pale yellow furred bat with a wingspan 12 FT to 15 FT, the ears have pale yellow fur lining, the body has white or yellow striping, and the wings have pale red splotches or patches and red tipped hand fingers. Juveniles have hp1d12+15. Number: 1d3 outdoors, 2d20 at nesting site.

Spitting Bug; HD2-4; AC20-30; *Attacks:* Pincer 1d4; *Special Attacks:* *Spitting Attack* (1d10 acid, range 30 FT, moderate AGIL save to avoid); *Special Abilities:* None; *STATS:* AGIL 11-13, INT 5-8, STAM 9-13, STR 9-12, WILL 10-12; *Description:* An ugly six-legged insect 4 FT long by 2-22 FT tall, with a rough and bumpy shell which is typically colored light blue; its head and legs are typically colored black; in addition to its insect jaw and pincer the Spitting Bug has a flexible short appendage on its face which resembles a dark blue partial elephant's trunk (used to spit); *Other:* generally aggressive. Number 1d6.

Tasmanian Devil; HD5-8; AC30-46; *Attacks:* Bite 1d12+4, Claw 1d10+2; *Special Attacks:* *Whirlwind* (1/day, 1d12 rounds, double attack speed, TH+2, TD+2); *Special Abilities:* poor vision in the dark; *STATS:* AGIL 18-23, INT 10-12, STAM 15-20, STR 18-22, WILL 11-14; *Description:* a red-furred humanoid, 4 to 4½ FT tall, having a wide red-and-white head with huge teeth and fangs and short arms with gleaming steel-like talons, thin legs and large clawed feet; *Other:* easily shreds wood, mostly active in daylight, somewhat claustrophobic, generally nasty temper and very aggressive. Number: 1 outdoors or 1d8 in a den.

Type 1A Devil (albino dwarf Devil); HD1d3+4; AC 28-40; *Attacks:* Bite hp2, 2x Claws 1d3, Punch 1d6; *Weapons* (*Bullwhip* +1, *poisoned Bolt-Thrower* at 3 bolts/round and ammo 40 {sleep 1d100 minutes, easy STAM save); *Special Attacks:* *Blindness/Deafness* (3/day, touch, moderate STAM save, persists 1d20 hours); *Special Qualities:* retreats from flares-fireballs-lightning-daylight spells (extreme light sensitivity), fast flier, 3/day — *Confusion* (50 FT, moderate Will save), *Invisibility* (3/day, 15 minutes), *Magic Arrow Volley* (1d4 arrows at hp1d3, range 50 FT), *Summon Monster (Toothy Worm)*; EVIL; *STATS:* AGIL 16-18, INT 17-19, STAM 17-20, STR 15-18, WILL 16-20, hp1d12+35. Number: 1d3 Material Plane (summoned).

Whipping Vine; HD1-3; AC10-16; *Attacks:* 1d10 Tentacles at 1d4 (blind one eye 4d12 hours on critical hit, avoid very difficult AGIL save); *Special Attacks:* None; *Special Abilities:* None; *STATS:* AGIL 13-16, INT 4-6, STAM 6-9, STR 9-11, WILL 6-8, hp1d10+16; *Description:* A cable/wire to 5 inches diameter by 200-250 FT long, one end anchored in an 8 FT diameter semi-globe of bright green and red leaves; leaves are 5 inches long in a Y shape with the lobes away from the stem; dark green nodules grow every 2-3 FT along the length, each nodule has two offshoot vines to 22 FT, ending in a flexible tip; the vine grows around tree trunks or between trees 4-8 FT off ground; Number: 1d12 in an area 200 FT across.

WHITE FUNGUS TO ZOMBIE MASTER; ALCHIYAZAR TO ARMOR

White Fungus; HD0; AC10-20; *Attacks:* None; *Special Attacks:* *Cold Wave* (1d8, moderate STAM save, range 30 FT; double damage versus cold-sensitive); *Special Abilities:* suffers double damage from lightning and triple damage from Fire magic; *STATS:* AGIL not applicable, INT 2-4, STAM 8-11, STR not applicable, WILL 5-7, hp2d20+50; *Description:* A large ovoid fungus found sticking to vertical surfaces, 9-12 FT tall by 4 FT wide having a hard and tacky very bright white surface; *Other:* sticky surface (moderate STR save to unstick weapon), boiling the fungus releases 1d10+8 pounds strong glue at 3d20 CP/pound, consumption gives Dwarves/Gnomes 1d6*Stamina rounds immunity to cold, *poisonous (fatal, difficult STAM save, easy STAM save Half-Elves)* to Elves, glows blue in ultraviolet vision. Number 1d8.

Wood Golem; HD3-6; AC30-46; *Attacks:* Punch 1d10, Kick 1d8, Weapon (Heavy Mace, Ball-Chain, Heavy War Axe, Flail); *Special Attacks:* None; *Special Abilities:* immune to blindness/deafness/mental control, suffers one-tenth damage from Fire magic, suffers double damage from lightning, walks/floats on water, blends into forests; *STATS:* AGIL 12-14, INT 4-6, STAM 13-18, STR 15-19, WILL 8-10; *Description:* any of several kinds of magically-animated wood statues standing 6-12 FT tall. Number: 1.

Yassakko's Spider; HD4-7; AC 20-30; *Attacks:* Bite 1d6; *Special Attacks:* *Cold Breath* (1d12, range 20 FT, 3/day, difficult AGIL save to avoid); *Special Abilities:* gives off cold at 30° at range 12 FT, Ultraviolet vision 150 FT, resists Cold magic on 1d20 rolls GTET 09, poor climber and jumper; *STATS:* AGIL 12-16, INT 9-11, STAM 12-16, STR 9-13, WILL 11-13; *Description:* large six-legged arachnids, the Spiders are 6-8 FT long and stand 3-4 FT tall, they have a pale blue hide with white feet and a cream-colored head with blue patches, dark blue stripes are on their rear and dark blue bands on their legs. Number: 1d8, 3d20 in a nest.

Zithrebee's Spider; HD4-8; AC 36-50; *Attacks:* Bite 1d8; *Special Attacks:* *Steam Breath* (1d12+1d6, range 25 FT, 3/day); *Special Abilities:* gives off heat at 120° to 12 FT, excellent climber, Infrared vision 100 FT, resists Fire magic on 1d20 rolls GTET 09; *STATS:* AGIL 14-18, INT 8-10, STAM 14-17, STR 11-14, WILL 9-12; *Description:* large six-legged arachnids, the Spiders are 6-9 FT long and stand 4 to 4½ FT tall, they have a pink to light-red hide with orange feet and a cream-colored head with red patches, dark red stripes are on their flanks and dark red bands on the legs. Number 1d8, 3d20 in a nest.

Zombie Master; HD5-8; AC 22-34; *Attacks:* Bite 1d6, 2x Claws 1d4, Weapon (Dirk, Rapier, War Axe, Throwing Axe); *Special Attacks:* *Putrid Zone* (range 6 FT, immediate retching, moderate STAM save); *Special Abilities:* raises 1 corpse to become a Zombie every 10 minutes, controls Zombies 150 FT, *summons monster* (3/day, 1d10 HD2 **Zombies**), speaks, detects undead 200 FT, sees incorporeal 50 FT; *STATS:* AGIL 10-13, INT 13-18, STAM 10-14, STR 11-14, WILL 15-20; *Description:* a gaunt and emaciated Human (Half-Elf) corpse standing 6-7 FT tall with skeletal hands and a putrid smell, it typically wears rotted black robe and a top hat; *Other:* Shaman L2 Spells: Basic (free 3): *1d6 Energy Attack, Confuse Weapon -3, Dominate Animal, Jaco's Mesmerize, Illusion, Minor Sleep*; Lesser (free 2): *2d6 Energy Attack, 1d6 Attack* (fire, cold, acid, lightning), *Bar Good or Evil, Cloud the Mind, Disperse Magic, Gregor's Mage Drain, Stun 1d12 rounds*. Number: 1.

Enchanted Items and Artifacts

Note on values: 1 GP has the equivalent buying power of \$250. Therefore 100 GP is like having \$25,000 and 1000 GP is like having \$250,000. An ordinary person makes a good living if they earn 200 GP/year. 10,000 GP is more than most persons will earn in their entire lives.

Cursed. The cursed extraordinary item cannot be removed once it is donned. The Adventurer may recognize its cursed nature upon donning in if they succeed on a difficult INT save. Once it is recognized they have one chance to remove the item, requiring they succeed on a difficult AGIL save.

Alchiyazar; *Description:* an ornate Long Sword with three bloodstones in the base of the blade, a platinum cross guard, dragon-hide-wrapped grip, and a pommel in the shape of a wolf's head with a moonstone in its mouth; *Special Abilities:* 1d10 Long Sword, TH+2 when wielded by a Good male, TH-2 when wielded by neutral-evil man or any woman, TD+1 when wielded by a Good male, does double damage versus Lycanthropes when wielded by a Good male, heals wielder hp6 (2/day), wielder is immune to the Lycanthropism disease, wielder detects Lycanthropes and knows their animal forms while holding the sword (range 50 FT); *Other:* Intelligent Sword: INT 14, Will 15; speaks Common-Elvish-Centaur-Minotaur; Purpose: destroy Lycanthropes; the sword has a pendant for bawdy jokes, off-color comments, and inappropriate remarks to women; *Value:* 8,200 GP.

Antidote Ring; *Description:* a white gold band with an etching of a snake, a small amethyst is held in snake's fangs (blessed Ring); *Special Abilities:* While the Ring is worn the bearer is not affected by poisons or venoms, whether chemical or from plants and animals. They are protected against airborne poisons, salves or gels, or liquids; if an Adventurer suffering from a poison or venom puts the Ring on they are immediately 'cured' if they succeed on an easy STAM save; *Other:* None; *Value:* 1825 GP.

Armor, Never Cleaving; *Description:* any of several well-made armors, it can be of any material (leather, studded leather, chain mail, breastplate, plate armor), it may have a small metal tag depicting a head inside a shield; *Special Abilities:* While this armor is worn the bearer does not suffer a cleaving injury; they are not at risk to be decapitated or lose an arm or leg; the armor negates the cleaving properties of enchanted weapons and cleaving because of critical hits; *Other:* None; *Value:* Armor Value+1350 GP.

ARROW OF PARALYSIS TO DIMENSIONAL BOOK

Arrow of Paralysis; *Description:* an arrow of exceptional craftsmanship with a silver head engraved with a left hand and feathering alternating blue and purple; *Special Abilities:* the arrow is TH+2, an opponent hit by the arrow is paralyzed 3d100 minutes unless succeeding on a difficult STAM save; an opponent 500-1000 pounds applies a +2 saving bonus, from 1001-1500 pounds +4, from 1501 to 2000 pounds +6, etc.; *Other:* the arrow may be recovered and reused on 1d12 rolls GTET 5 otherwise it is ruined and loses enchantment; *Value:* 420 GP.

Babel Tome; *Description:* a thick book bound in grey leather with a black spine bearing a tower on the cover in gold; *Special Abilities:* the person who reads this book immediately has their spoken and written languages scrambled so they cannot communicate with anyone; their understanding of language is not affected; they must succeed on a very difficult Will save to regain their language abilities, checked every subsequent 30 days; *Other:* a Priest or Crusader who has a religious language retains that language (only) on 1d20 rolls GTET 16; a Warlock, Wizard, Crusader, or Priest who cannot speak intelligibly also cannot perform spells or prayers; *Value:* 3100 GP.

Bang Powder; *Description:* a coarse heavy grey-blue powder with a vinegar aroma; *Special Abilities:* when thrown against a hard surface the powder creates a minor explosion (hp1d3 in 2 FT radius), it also creates a loud noise, deafening (moderate STAM save) within a 12 FT radius, the noise is distracting to a distance of 30 FT; *Value:* 25 GP/vial.

Blinding Wand; *Description:* an 18-inch hazel wand with a gold tip, embedded pieces of cockatrice feather, and eyes engraved into the wood; *Special Abilities:* when this Wand is touched to a creature all of their natural sight modes are blinded for 1d12+2 hours (difficult STAM save), a creature 800-1300 pounds applies a +1 saving roll, from 1301-2000 pounds applies a +2 roll, from 2001 to 3000 pounds applies a +3 roll, and creatures 3001 pounds and above apply a +5 roll; *Value:* 850 GP.

Brimstone Wand; *Description:* an 18-inch ironwood Wand with a silver tip, crystals of Sulphur are embedded in it, the wood is etched with tight spirals; *Special Abilities:* when this Wand is touched to a creature it causes 1d8 fire damage accompanied by a strong sulphurous odor; *Value:* 350 GP.

Burn Balm; *Description:* a light red paste with flecks of darker red; *Special Abilities:* when the balm is spread it cures all damage caused by heat or fire up to 24 hours old, and protects against fire for the subsequent 8 hours; *Value:* 425 GP.

Cauldron of Plenty; *Description:* A brass cauldron 3 FT in diameter with six peg legs and a wood handle, the outside is decorated with sheaves of grain and grapes; *Special Abilities:* every 12 hours the cauldron fills with wholesome porridge, stew, or soup, with enough for 12 meals; *Other:* food wrapped and stored in the cauldron does not spoil or rot; *Value:* 1010 GP.

Circlet of X-Ray Vision; *Description:* a circlet made of intertwining rings of silver and brass with two brass eyes fastened in front, a small pink pearl is attached on each side; *Special Abilities:* the circlet functions three times a day for 5 minutes, allowing the wearer to see through up to 3 FT of solid material; *Other:* vision does not penetrate lead or adamantium; does not penetrate enchanted walls; *Value:* 600 GP.

Codicil of Transformation; *Description:* A large white leather book with two green lines on the spine, the cover depicts a man and an ape inside a red oval, with gold corners on the front and rear covers; *Special Abilities:* the person who reads this book is permanently transformed (no saving roll) into another creature's form; if the new creature has special powers or abilities these are not acquired in the transformation; a 1d20 random roll can be used to determine the creature's form which is acquired: (1) Shelf Fungus, (2) Gelatinous Mass, (3) Black Pudding, (4) Giant Beetle, (5) Giant Spider, (6) Giant Rat, (7) Common Canine, (8) Black Cat, (9) Common Wolf, (10) Giant Crow, (11) Giant Raven, (12) Nymph, (13) Satyr, (14) Crone/Hag, (15) Black Annis, (16) Goblin, (17) Bugbear, (18) Ogre, (19) Dwarf, (20) Elf; *Value:* 3020 GP.

Coel's Wand; *Description:* An 18-inch willow Wand with a platinum tip and a small pink pearl embedded in the base, the wand is engraved with ornate letters Z; *Special Abilities:* a person touched by this wand is immediately roused from sleep induced by magical means or by prayers; *Value:* 1210 GP.

Cold Arrows; *Description:* A 1d6 War Arrow with a white metal tip and white-and-grey feathers, a tiny chip of white pearl is embedded in the shaft; *Special Abilities:* an opponent struck by this arrow suffers arrow damage plus 1d10 cold damage; a creature immune to cold suffers no additional damage; a creature susceptible or vulnerable to cold suffers TD+2d10; *Value:* 150 GP.

Dimensional Book; *Description:* A 20-inch by 14-inch by 5-inch thick book bound in leather with a green front cover, green-red striped spine, and a red rear cover, an open box is depicted on the cover in silver; *Special Abilities:* when the book is opened it gives access to an extra-dimensional pocket which can be used to store objects, objects must be able to fit through the 20x14 frame which does not change; *Other:* books usually have storage capacities in multiples of 500 pounds to a limit of 3000 pounds, when closed the book weighs 3 pounds; *Value:* 850 GP.

DWARVEN DEATH DUST TO MIND NUMBING TOME

Dwarven Death Dust; *Description:* A fine dark red powder containing flecks of blue and silver; *Special Abilities:* a Dwarf exposed to one vial of this dust immediately dies (difficult STAM save), an exposed Gnome is paralyzed 1d100 minutes (moderate STAM save) while other races are unaffected (eye/nose irritant); *Other:* a vial contains enough material to be effective in an air volume of 10x10x12 FT; *Value:* 95 GP.

Endless Feedbag; *Description:* A dark grey cylindrical cloth sack 10 inches long by 8 inches across, a stiff leather circle is at the open end embroidered with four horses and four 16-inch leather straps; *Special Abilities:* when this item is attached to most domesticated animals (horse/pony, cattle, feline, canine, goat, sheep, etc.) it contains one full feeding of whatever food they consume; *Other:* there is a 15-minute recharge time between feedings; *Value:* 75 GP.

Folding Coracle; *Description:* Appears as a folded dark blue leather 6 FT-diameter circle found in a leather case tied closed, the case has the outline of a sailboat in yellow; *Special Abilities:* when the leather circle is floated on water at least 2 FT deep it transforms into a 10 FT-diameter by 3 FT-deep leather coracle capable of supporting 3 persons (or equivalent weight); *Other:* the coracle is found with two wood paddles inside, the coracle transforms back to the leather circle after 1 hour, at least 1 hour must elapse between uses; *Value:* 360 GP.

Knock Out Arrows; *Description:* A 1d6 War Arrow with a red metal tip and red-orange-black feathers, a tiny chip of amber is embedded in the shaft; *Special Abilities:* when a creature is hit with this arrow they suffer arrow damage plus become *unconscious* 3d100 minutes (difficult STAM save); *Other:* creatures 500-800 pounds apply a +1 saving roll modifier, 801-1100 pounds +2, 1101-1500 pounds +3, 1501 pounds and greater +6 modifier; *Value:* 60 GP.

Idol of Deluge; *Description:* A 16-inch-tall blue-glazed ceramic figure of a rotund seated man in a short-sleeved tunic, a variety of water Runes are written on its back, tiny chips of sapphire are embedded in its eyes; *Special Abilities:* this idol causes a nearly-continuous rain within a radius of 10 miles, it rains in any hour on 1d12 rolls GTET 5, the intensity is given by 1d12: (01-04) mist/drizzle, (05-09) light rain, (10-11) strong rain, (12) very heavy rain; *Other:* this item affects outdoor weather conditions, it does not cause rain indoors; it's effect can be blocked by being encased in lead or kept inside a magically-shielded container; *Value:* 1350 GP.

Idol of Drought; *Description:* A 16-inch-tall red-glazed ceramic figure of a standing bearded rotund man holding palms in both hands, a variety of fire Runes are written on its back, tiny chips of ruby are embedded in its eyes; *Special Abilities:* this idol causes a nearly-continuous drought within a radius of 10 miles, rain can only occur on 1d100 rolls of 100, any rain is light and lasts no greater than 1d100 minutes; *Other:* it's effect can be blocked by being encased in lead or kept inside a magically-shielded container; *Value:* 1500 GP.

Lijeth's Melee Bracers; *Description:* A pair of red leather wrist cuffs 6-inches wide with a silver buckle, a piece of ivory attached to the cuff is engraved with a direct combat weapon; *Special Abilities:* a person wearing these bracers gains a to-hit direct combat bonus determined by 1d12: (01-09) TH+1, (10-11) TH+2, (12) TH+3; *Other:* A Priest or Wizard wearing these bracers fights as a Warrior (not subject to the TH penalties of their Class); *Value:* 1000/1225/1425 GP.

Linked Tarot Cards; *Description:* A set of two ornately-drawn tarot cards 10 inches by 6 inches on a stiff leather backing, each has the same picture, typical cards are the World, Lovers, Tower, Hanged Man, Death, and the Hierophant; *Special Abilities:* these cards can be invoked to create linked enchanted gates 6 FT tall by 4 FT-wide which are held open as long as the card is held; the gates have to be within 100 miles of each other; when a card is invoked the holder of the second card may refuse the invocation; *Other:* the gates only link to each other, the cards cannot be used to travel to any other location aside from the other card; *Value:* 710 GP.

Loadstone; *Description:* a pear-cut cat's eye piece 8-inches across; *Special Abilities:* the person carrying this stone experiences a carrying load of 500 pounds; *Other:* this item is cursed (cannot be removed) on 1d12 rolls GTET 8; *Value:* 200 GP.

Magic Bag; *Description:* A black leather sack or bag from 22 inches to 30 inches long with a white leather drawstring and a metal tassel depicting an M rune, the mouth of the sack is 20 inches across, the interior appears to be white; *Special Abilities:* the bag gives access to an extra-dimensional space which can be used to store objects; *Other:* typically has carrying capacities in 500 pound increments not greater than 2000 pounds, the object must fit the mouth of the bag; *Value:* 175 GP.

Mind Numbing Tome; *Description:* A 12-inch by 10-inch by 3 inch-thick leather book bound in grey leather with a pink spine, a person's head in profile is on the cover in silver with a blue brain depicted inside; *Special Abilities:* a person who opens this book becomes unable to perform any magic spells or divine prayers for 20 months (very difficult WILL save), after 6 months an affected person has one opportunity to recover per month (difficult WILL save); an affected person is also unable to use enchanted or blessed items/objects on 1d12 rolls GTET 10; *Value:* 475 GP.

MISSILE TARGETING GLOVES TO SALVE VERSUS PARALYSIS

Missile Targeting Gloves; *Description:* A pair of red leather gloves with red leather wrist ties, a small bronze tag depicts a bow; *Special Abilities:* the person wearing these gloves is proficient with any missile weapon and experiences a to-hit bonus as determined by 1d12: (01-09) +1, (10-11) +2, (12) +3; *Other:* the gloves adjust their size to fit creatures from 3 FT to 10 FT tall, the gloves have an AC value of 7; *Value:* 710/810/910 GP.

Oil of Slipperiness; *Description:* a very thin pink liquid with a lilac aroma; *Special Abilities:* there is sufficient oil to cover an area 12x12 FT, the oil is very slippery and causes creatures to slip/slide/fall, etc. without control (very difficult AGIL save), affected creature reduce their affected AGIL by 6 points; *Other:* oil stays on a creature's feet for 1d20+4 minutes after crossing the area; *Value:* 22 GP.

Pirate's Dirk; *Description:* A 1d6 gold-bladed curved Dirk with a small basket hilt, one side of the blade is engraved with skull-crossed bones, the other side is engraved with a dolphin, a piece of coral is embedded in the pommel; *Special Abilities:* the Dirk is TH+1 (rare +2), TD+2 when used on water; the Dirk is TD+1d12 versus sea creatures, the wielder breathes under water, the wielder understands Mer and Dolphin and Pirate's Cant while holding the Dirk, a Pirate applies a +6 reaction bonus to the wielder; *Value:* 585 GP.

Power Boost Scroll; *Description:* A 10-inch-long cream-colored scroll tied with a red ribbon and white ribbon, a wax seal has an S Rune; *Special Abilities:* when this scroll is on the person of a Crusader, Priest, Warlock, Wizard that person's special power modifier (SPM) is increased by an amount determined by 1d12; (01-09) +1, (10-11) +2, (12) +3; *Value:* 240 GP.

Priest Zapping Wand; *Description:* An 18-inch maple Wand colored light blue with a copper tip, a tiny chip of jade is embedded in the base, the wand is engraved with a variety of holy symbols; *Special Abilities:* the Wand creates a 2d8 bolt of energy with a range of 30 FT which delivers damage to Crusaders and Priests, the energy has no effect on other Classes; *Other:* a touch attack adds TD+1d6 to the damage; *Value:* 1100 GP.

Quiet Ring; *Description:* A copper Ring with an interior layer of silver, a chip of topaz is embedded, the ring is engraved with four pairs of slippers; *Special Abilities:* while the Ring is worn the wearer makes no noise and no sounds come from anything they are in direct contact with; *Other:* the wearer speaks but that sound is also muted; *Value:* 130 GP.

Ring of Beasts; *Description:* A silver Ring with a brown leather interior lining, a chip of cat's eye is embedded, the ring is engraved with the heads of a Rat, Cat, Canine, and Jay; *Special Abilities:* while the Ring is worn the wearer can understand and communicate with any beast (Intelligence statistic of 5 or less), the range of effect is 150 FT; *Other:* does not convey understanding of any creature having a true language; *Value:* 170 GP.

Ring of Truth; *Description:* A carved onyx Ring with an interior lining of platinum, a tiny chip of diamond is embedded, it is engraved with the rune for speech; *Special Abilities:* while the Ring is worn the wearer cannot intentionally state or write false information and has difficulty shading their meaning to imply incorrect information, they are compelled to always tell the truth and the complete truth; the wearer must succeed on a very difficult WILL save to be less than accurate and truthful checked per attempt; *Other:* this is a cursed Ring, the person donning the ring recognizes its cursed nature on a difficult INT save and can immediately (within 60 seconds) remove the Ring on an easy AGIL save, if the Ring is worn longer than 60 seconds the wearer has one opportunity per month to remove the ring (difficult WILL save); *Value:* 110 GP.

Romance Stone; *Description:* A red heart-stone 8-inches-wide with embedded flecks of pink, it is warm to the touch; *Special Abilities:* any person bearing this stone causes persons of the opposite gender to apply a +4 reaction modifier and a +8 reaction modifier to any romantic overture, the affected person has to succeed on a very difficult WILL save to disregard the stone's effect; *Other:* the bonus is reduced by -2 if the bearer and the object of affection are of different race; *Value:* 52 GP.

Rope Arrows; *Description:* A 1d4 Hunting Arrow with a bronze head, white feathers with green stripes, a tiny chip of ivory is embedded in the shaft; *Special Abilities:* when this arrow is fired it creates a quarter-inch-thick hemp rope along its path which remains for 1 hour; *Other:* the rope supports up to 800 pounds; *Value:* 18 GP.

Salve versus Paralysis; *Description:* a moderately-thick green paste or gel with flecks of orange and the scent of roses; *Special Abilities:* when this salve is rubbed into a person who is paralyzed it immediately banishes the paralysis and restores their movement; *Other:* when the affected creature is 500-800 pounds the salve fails on 1d12 rolls of 12, when 801-1100 pounds on rolls 10-12, when 1101-1500 pounds on rolls 7-12, and when 1501 pounds and higher on rolls 4-12; the salve is ineffective against stoning or petrification (alternate, 1d20 roll of 20 and the affected person is petrified not more than 6 months); *Value:* 63 GP.

SMAEL-FACED COIN TO TRUTH STONE

Samael-Faced Coin; *Description:* A gold coin approximately the size of a US half-dollar, with the horned face of Samael on one side and the image of Cerberus on the reverse (aura of evil); *Special Abilities:* The coin does nothing for a good/neutral person; an evil bearer gains TH+1; when the bearer is evil they are immune to mineral based poisons; an evil Wizard or Shaman gain two additional free casts/day of Basic Magic; an evil Warlock gains 3 additional free casts/day of magic; the bearer has low light vision and Infrared vision (50 FT); the bearer detects good at 75 FT; the wielder speaks/reads Infernal Cant; a true Devil detects a coin at a half-mile; *protection against good* (AC+8, saving roll +2, 3/day), *disperse (good) magic* (1/day), *inflict 1d6 wounds* (touch, moderate STAM save, 1/day), *summon monster* (2d20 HD3 **Greater Rats**, 10 minutes, 3/day), *summon monster* (one **Zoybim** Devil, 15 minutes, 1/day); the wielder *transforms* into a **Giant Goat** for 1d100*3 hours after every use of a power (moderate WILL save); every summoning of a Zoybim costs the bearer 2% of his soul, given to Samael; *Value:* 2200 GP.

Scroll of Trocollon; *Description:* A 14-inch-long black leather scroll with glowing green writing, a green leather strap is wrapped four times around with a brass tab engraved with a D rune; *Special Abilities:* The scroll provides direction for conducting a ritual which allows Dolligathni (Medusa Goddess) to enter the Material Plan; the ritual requires 1500 GP in uncommon to rare components, it takes 3 hours to prepare the ritual circle, and the ritual requires 90 minutes, the person performing the ritual loses hp8 in blood; *Other:* aura of evil; *Value:* 100 GP.

Seaman's Cutlass; *Description:* A cutlass of very good craftsmanship with a gleaming steel blade, a half-basket guard with embedded Giant Clam shell, and a black pearl embedded in the pommel, a three-masted sailing ship is engraved on one side of the blade and a trident on the reverse side; *Special Abilities:* this Cutlass is TH-2 (penalty) when wielded on land and TH+4 (bonus) when wielded on water; the wielder breathes water while holding the blade, the wielder applies a +2 saving roll bonus versus Water magic, the wielder can communicate with Dolphins (200 FT), *Walk on Water* (15 minutes, 2/day); *Value:* 620 GP.

Sky Hook; *Description:* A J-shaped piece of steel 10-inches long, the lower end is capped with ironwood, the top is capped with an adamantium collar with three small white feathers attached; *Special Abilities:* when this Hook is placed at any location in air it remains at that location until moved; *Other:* the hook supports 1600 pounds; *Value:* 125 GP.

Splinter Staff; *Description:* A 6 FT 2 IN hickory staff tipped with a copper cap, the grip is griffon's hide, a leather boot is on the base, the wood is very rough with numerous prickly pieces; *Special Abilities:* the wielder can use the Staff as a 1d6+1 damage staff, it also produces a 1d10 volley of 4 inches-long wood splinters at a range of 25 FT (moderate AGIL save to avoid); *Value:* 335 GP.

Stoning Wand; *Description:* An 18-inch long ironwood Wand tipped with turquoise, a chip of granite is embedded in the shaft, the base is wrapped in Rock Lizard hide; *Special Abilities:* an opponent touched with the Wand is immediately and permanently petrified or turned to stone (very difficult STAM save), creatures 500-800 pounds apply a +1 saving roll bonus, 801-1100 pounds apply +2, 1101-1500 pounds apply +4, and 1500 pounds and greater apply a +8 bonus; *Other:* when this wand is touched to a petrified or stoned creature it restores their skin and negates the effect on 1d12 rolls GTET 5 (limit 6 months); *Value:* 470 GP.

Sunstone Bracelet; Artifact; *Description:* A wrist band consisting of a gold inner layer, jade outer layer, a gold exterior mounting piece and a ruby flame piece; *Special Abilities:* the wearer is immune to illusions, the wearer automatically saves versus the first stoning/petrification attack each day, the wearer is immune to natural fire (15 minutes/day), the wearer is immune to one Fire Magic spell/day, the wearer applies a +2 saving roll modifier versus Fire Magic and reduces all Fire Magic damage by -1d6, the bracelet glows on command (equivalent of 6 candles), the wearer is proficient with speaking/reading one language specified by the Game Master while the bracelet is worn {foreign language/creators}, Spells (3/day): *Minor Escape* {teleportation} 50 FT, *Open Locks*; Spells (2/day each): *Body Double*, *Blindness*, *Command Fires*, *Daylight*, *Extinguish Fires*, *1d10 Fire Attack*, *Night Vision*; Spells (1/day): *Wall through Walls*, *X-Ray Vision*; *Other:* the Bracelet sizes itself to fit creatures from 3 FT to 10 FT-tall, the Bracelet spontaneously disassembles itself one year after each assembly; *Value:* 4250 GP. The bracelet is currently disassembled and hidden in the Sunburst tower, the four pieces must be found and reassembled in the forge before the Bracelet can be used.

Thief's Gloves; *Description:* A pair of tan leather gloves with dark red palms and finger tips and a black leather tie on the cuff, a black hand is embroidered on the back of the glove; *Special Abilities:* while the gloves are worn the wearer applies a +3 bonus to: picking pockets, disarming traps, finding hidden doors, opening hidden doors, opening locks; the wearer applies an additional TH+2 when attacking from behind an opponent and gains TD+1; *Other:* the gloves change size to fit creatures from 3 FT to 10 FT, the gloves provide AC7; *Value:* 382 GP.

Traceless Boots; *Description:* a pair of ankle-high dark green leather boots with a white leather toe and dark red sole, a 10-inch red leather strap is attached to the open end; *Special Abilities:* the wearer does not leave tracks in any material or surface they move across; *Other:* these boots change size to fit creatures from 3 FT to 10 FT, the boots provide AC5, the wearer also moves noiselessly on 1d12 rolls of 12; *Value:* GP.

Truth Stone; *Description:* A round-cut piece of yellow cryasiador 8 inches-across, a fire Rune is engraved in the crystal along with a T rune; *Special Abilities:* while the Stone is carried the wearer cannot intentionally state or write false information and has difficulty shading their meaning to imply incorrect information, they are compelled to always tell the truth and the complete truth; the wearer must succeed on a very difficult WILL save to be less than accurate and truthful checked per attempt; *Other:* this is not a cursed item and the bearer can dispose of it; *Value:* 105 GP.

VEST OF MANY POCKETS TO WEAPON (ARMOR RIPPING)

Vest of Many Pockets; *Description:* A high-quality four-button cloth vest consisting of a red silk back with a green-brown-blue paisley print front, lined with pink satin, the vest has between 12 and 20 pockets (1d12+1d8) each held closed by an ivory button; *Special Abilities:* each pocket in the vest can open and expand to hold objects up to 1 FT across and 10 pounds; *Other:* this vest changes size to fit creatures from 3 FT to 10 FT, when the pockets are closed the vest weighs one-half pound; *Value:* 104 GP.

Vision Potion; *Description:* a pale purple liquid with a spicy licorice taste and the aroma of mint; *Special Abilities:* the imbiber is able to visualize the current conditions at locations up to one-half mile away; *Other:* cannot view past 1 inch of lead or through enchanted walls or through any solid 15 FT or more in thickness; lasts 10 minutes or until the imbiber moves (motionless); *Value:* 21 GP.

Wand of Cold Rays; *Description:* An 18-inch-long Wand pale-white ash-wood staff tipped with a carved polar bear's claw, the grip is wrapped in polar bear hide, the Wand is cool to the touch; *Special Abilities:* the Wand creates a 1d12 cold ray with a range of 30 FT (avoid difficult AGIL save), if an opponent is touched an additional 1d6 cold damage is inflicted, the ray has no effect if the opponent resists cold, double damage is inflicted if the opponent is sensitive/vulnerable to cold; *Other:* the wand's holder is protected against natural cold; *Value:* 415 GP.

Wand of Magus Zapping; *Description:* An 18-inch-long Beech-wood Wand tipped with topaz, the grip is wrapped in Unicorn hide, a tiny chip of ozmadine is embedded in the shaft; *Special Abilities:* the Wand creates a 2d8 bolt of energy with a range of 30 FT which delivers damage to Warlocks and Wizards, the energy has no effect on other Classes, there is no save against the effect; *Other:* a touch attack adds 1d6 additional damage; *Value:* 543 GP.

Wand, Armor Lessening; *Description:* An 18-inch-long maple-wood Wand stained ochre and tipped with tin, a sliver of adamantium is embedded in the shaft, the grip is wrapped in Manticore hide; *Special Abilities:* the Wand creates a bolt of energy with a range of 30 FT which lessens the effectiveness of the target's armor by 8 points (one damage adjustment) per bolt for 10 minutes (cumulative effects are allowed), a touch lessens the effectiveness by AC-12, there is no save against the effect; *Other:* the wand has no effect on natural armor (e.g. a Boar's hide); *Value:* 76 GP.

Wand, Be Gone; *Description:* An 18-inch-long Wand made from an oak sapling, stained red and tipped with adamantium, a tiny chip of amber is embedded in the shaft, the grip is wrapped in Wolf's hide; *Special Abilities:* when the Wand is touched to an opponent that creature is *teleported* 1d20 miles in a random direction (difficult WILL save); *Other:* the affected person appears on the surface; *Value:* 785 GP.

Wand, Shapechanging; *Description:* An 18-inch-long Wand made from pine, stained rust-orange and tipped with Human bone, the grip is wrapped in Giant Mink's hide, a tiny chip of bloodstone is embedded in the shaft; *Special Abilities:* when this Wand is touched to a creature, that creature (person) is transformed into a pre-determined shape which is particular to the Wand (difficult STAM save when opponent), the shape is retained for 15 minutes (on a saving roll 01 retained for 1d20 days); *Other:* if the form into which the creature/person is transformed has enchanted or special powers or abilities, those abilities are not gained; the particular creature can be determined using 1d20: (1) Giant Beetle, (2) Giant Spider, (3) Giant Mantis, (4) Gelatinous Mass, (5) Giant Goat, (6) Giant Boar, (7) Giant Stag, (8) Bobcat, (9) Wolf, (10) Otter/Ferret, (11) Owl, (12) Hawk, (13) Skeleton, (14) Centaur, (15) Minotaur, (16) Satyr, (17) Bugbear, (18) Goblin, (19) Dwarf, (20) Elf; *Value:* 240 GP.

Warehouse Tent; *Description:* A well-worn and stained dark brown leather tent with a front pole, rear pole, and ridge pole of stained wood, four rope tie-downs are on each long side, when set up it is 12 FT by 5 FT by 5 FT-high, often found in a 6x3 FT bundle wrapped with green leather straps, 16 pounds; *Special Abilities:* the tent is much larger inside than is apparent, having dimensions 40 FT by 20 FT by 15 FT high, it can store up to 6000 pounds of goods which go into an extradimensional space when the tent is folded; *Value:* 370 GP.

Warrior's Ring; *Description:* a bleached bone Ring lined with ochre corodorum metal, a chip of bloodstone is attached, the ring is engraved with images of a sword and spear; *Special Abilities:* when worn by a Warrior, Crusader, Warlock, or Rascal the wearer has proficiency with any weapon and gains a TH+2 bonus; when worn by a Priest or Wizard the wearer gains weapon proficiencies (Long Sword, Cutlass, Heavy Mace, War Axe, War Hammer, Spear, Javelin), direct combat is resolved on the Warrior's to-hit table (Class penalties are removed), and the wearer gains one Called Critical hit/day (TH-3 penalty applies); *Value:* 165 GP.

Weapon, Armor Ripping; *Description:* Any weapon can be endowed with armor-ripping properties; *Special Abilities:* when the weapon scores a hit against persons wearing artificial armor the opponent suffers weapon damage plus the effectiveness of the armor is permanently reduced by AC-8 (one damage adjustment); *Other:* the weapon does not affect natural armor (e.g. a Boar's hide), the damage cannot be reversed later by normal repair (requires the skill of a Master Armorer); *Value:* +60 GP.

WEAPON (BACK BITING) TO WONDROUS ROPE BRIDGE

Weapon, Back Biting; *Description:* Any missile weapon (Bow, Crossbow, Blowgun, Dart, Javelin, thrown Spear, etc.) can be endowed with back-biting properties; *Special Abilities:* the missile circles around and hits the person firing/throwing the weapon in the back, requires a difficult WILL save to direct against an opponent, requires a difficult AGIL save to avoid being hit; *Other:* does not apply to direct attack weapons (e.g. Swords, Axes, Hammers, etc., see *Self-Hitting*), typically cursed so the 'owner' is forced to use the weapon; *Value:* +35 GP.

Weapon, Self-Hitting; *Description:* Any direct combat weapon (Sword, Club, Axe, Hammer, Dirk, Mace, etc.) can be endowed with self-hitting properties; *Special Abilities:* the weapon attacks and hits the wielder, requires a difficult WILL save to strike against an opponent; *Other:* does not apply to missile weapons (e.g. Bows, Crossbows, Javelins, Blow Guns, Slings, etc., see *Back-Biting*), typically cursed so the 'owner' is forced to use the weapon; *Value:* + 40 GP.

Weapon, Shield Splitter; *Description:* Any weapon can be endowed with shield splitting properties; *Special Abilities:* when an opponent is carrying a Shield the first successful hit is fully against their Shield which is immediately split (no saving roll unless enchanted) and becomes useless, the Shield cannot subsequently be repaired; *Other:* has no additional effect if the opponent is not carrying a Shield; *Value:* + 72 GP.

Wondrous Rope Bridge; *Description:* A 100 FT coil of three-quarters-inch woven white rope with monkey-fist knots every 2 FT; *Special Abilities:* when invoked, this rope extends to as much as 300 FT and transforms into a three-rope bridge (foot cable and two hand rail ropes), the rope anchors itself where-ever placed by the wielder; *Other:* an Adventurer succeeds in crossing the rope bridge on an easy AGIL save; *Value:* 63 GP.



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