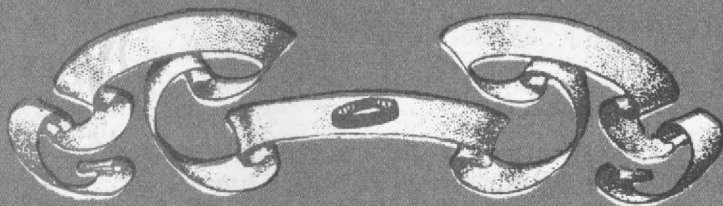


CITY-STATE CAMPAIGN INSTALLMENT



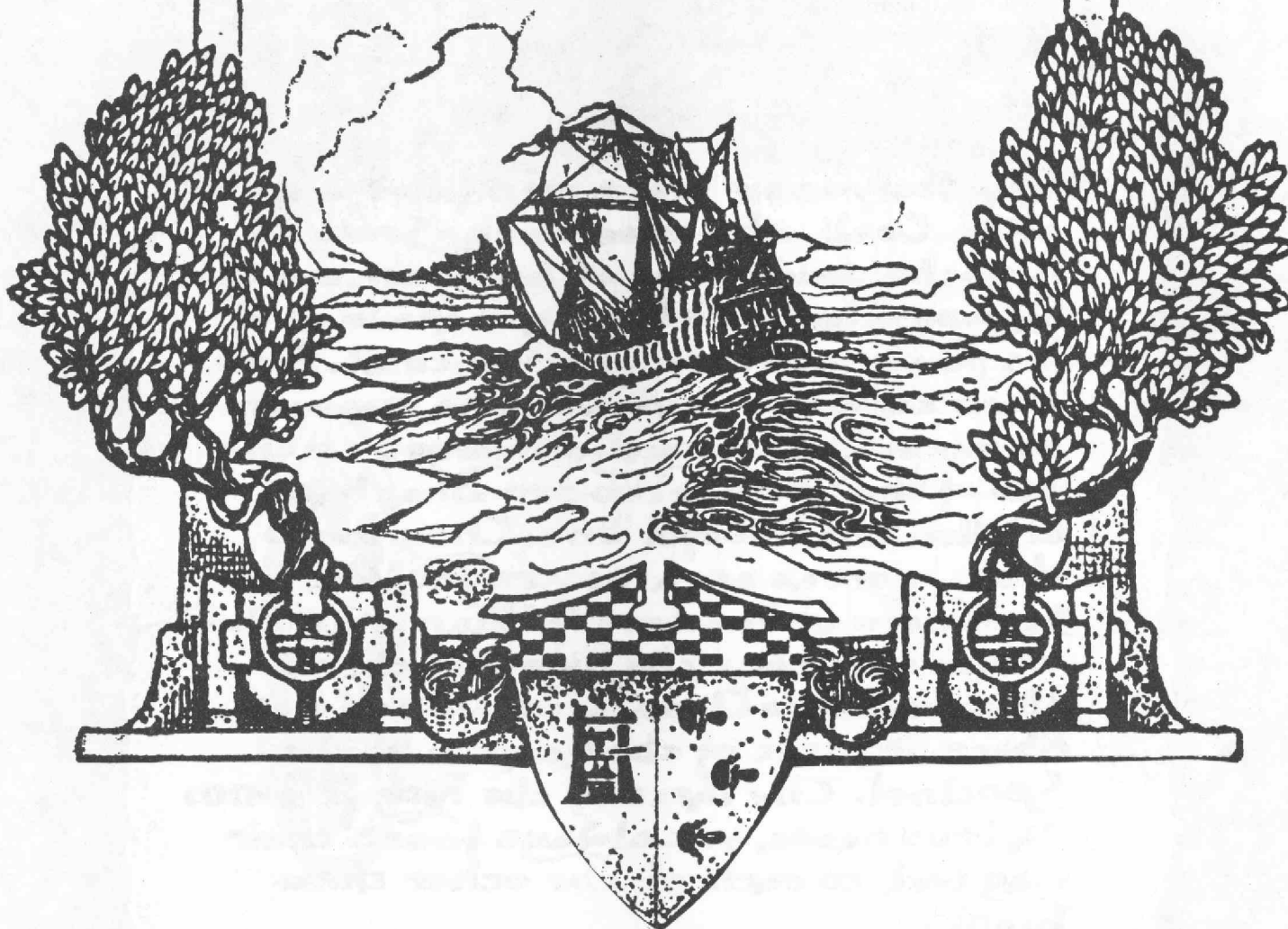
THE BLACK RING

BY DAN HAUFFE

and Kharrandir was a man filled with pride. To all who came to the Sentinel Keyes he would boast of his power, and of his ring- the Black Ring, and above all of his power to reach the Sentinel. And then came the time when he was seen no more. The curious journeyed to the Isle of the Sentinel to see what had befallen the Prideful One. They found there a great area destroyed, blasted by powers unknown. Of Kharrandir there was no trace, but the Ring was there, shattered into Three Parts. And so was Kharrandir last of the Keepers of the Sentinel. The Parts of the Ring fell into various hands, but always found their way back to each of the other three Islands.

Table of Contents

Map of the Sentinel Keys.....	34
History	35
Cast of Characters.....	36
Weather.....	39
Carrasthinian's Isle	40
Isle of Hestrin	48
Isle of Lonesome Shoulders.....	54
Isle of the Sentinel	60



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THE BLACK RING



Introduction

This scenario is designed for Characters of Levels 10 - 15. It is set in Hex 3427 of Map 12 of The Judges Guild World (Isles of the Blessed - **Magic Realm** - not necessary for play). It involves the restoration of the Sentinel of Time to its proper balance. In order to reach the Sentinel, the Black Ring, an ancient artifact, must be found and reformed. Most of the adventure deals with recovering the three parts of the Ring which are scattered on nearby islands.

The scenario involves a mixture of Wilderness and Dungeon adventure. Most of the Wilderness adventure is in travelling between the islands and exploring them. Travel between the islands is very hazardous, and unless the players take some extraordinary precautions, they will probably be shipwrecked at least once. The Dungeon adventures are very short, but dangerous (at least in relation to the supplied characters). It is not meant to be a pushover. If it appears that your party will blow away the monsters, you should feel free to double or triple the number of them, or substitute more powerful creatures. On the other hand, if it looks as if the monsters will roll over the party, the monsters should be reduced in number and power.

Players Information

(To Be Given Out As The Judge Desires)

Ships coming from the Isles of the Blest have reported oddities of weather which could not be explained - sudden hurricane followed the next day by calm, beautifully sunny days followed by blizzards, etc. The Learned and the Wise were consulted, and they determined that these effects were centered on the Sentinel Keyes. Much concern was expressed over this fact since the Sentinel of Time located there was supposed to keep the balance of the Seasons. Therefore, in their infinite wisdom, they decided that someone should go to the Keyes and check on the Sentinel.

According to legends, only the possessor of the Black Ring, an ancient artifact of unknown powers, could reach the Sentinel. The Ring had been possessed by the Keepers of the Sentinel, Wizards of unknown power who served the Sentinel. It was shattered centuries ago during the Battle of the Last Keeper. Since then, all three pieces have been found at various times, but no one has ever been able to get all three together, or to remove any piece from the Keyes.

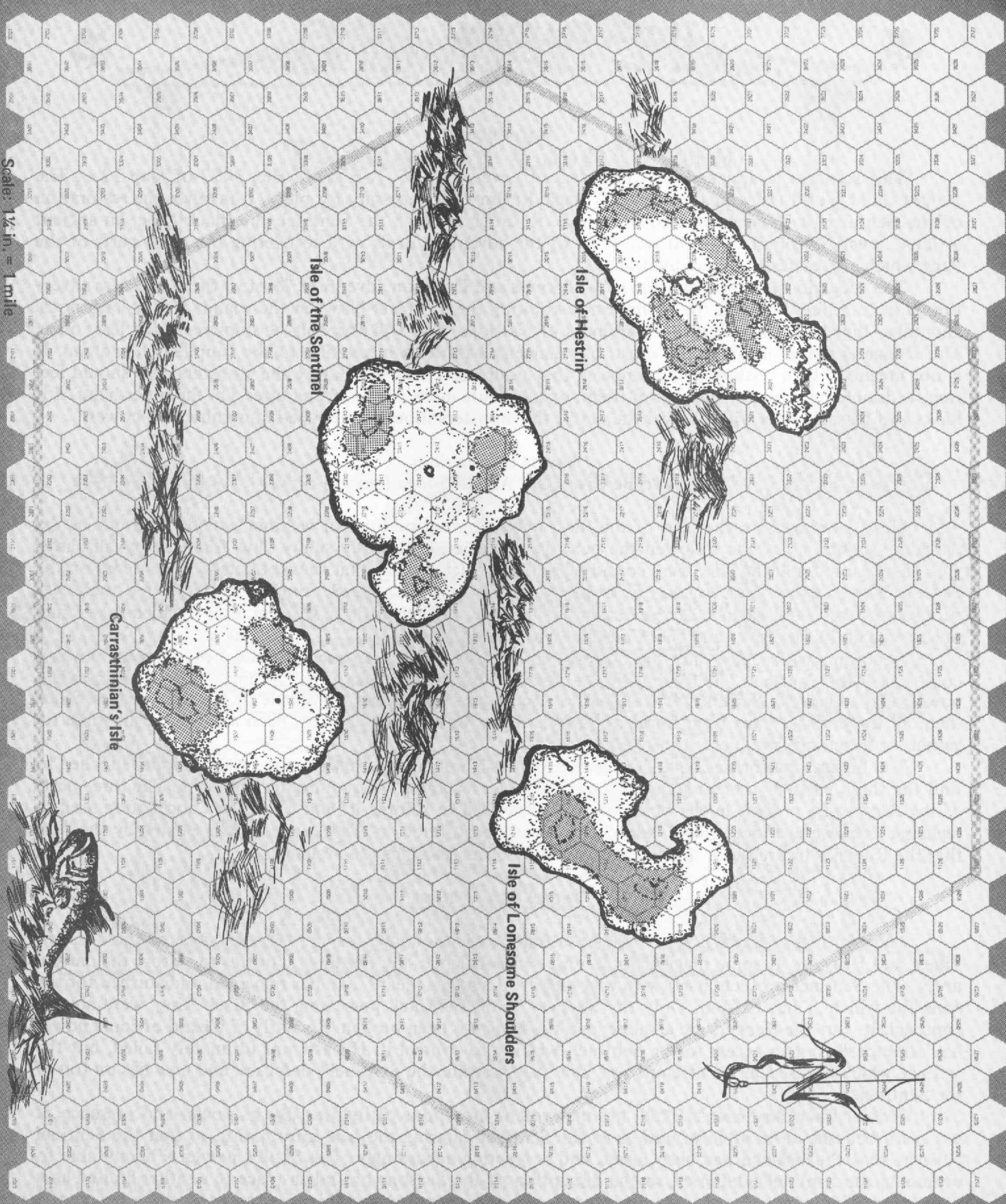
The highest authorities have determined that it is imperative that a great expedition be launched to find the three parts of the Ring and reforge them. The reforging will require the following: The three parts of the Ring to be present in the same place, a Wish used to reforge it, and a Rod of Cancellation used to recharge its powers. Judges Note: None of these will be offered to the players. It is suspected by the Wise that the Ring has insured that the objects necessary for its reforging are available.

Judges Information

The Sentinel of Time is a device whose function is the maintenance of the balance of the Seasons, Tides, and Heavens. If some magical force upsets this balance, the Sentinel activates to restore the natural order. The Sentinel protects itself with very powerful magical means, and has remained undisturbed for the eons for which it has existed. Only the Keepers of the Sentinel, possessing the Black Ring, were able to approach it. But the Keepers are all gone, and the Ring has been broken. Recently, a Wizard of some power has attempted to gain access to the Sentinel, wishing to control it. His attempt ultimately failed, but the artifact which he used in his attempt was able to penetrate the Sentinel's defenses, and now lies on top of the Sentinel.

This artifact, Ardissian's Skull, has malevolent intentions of its own. By its power and presence, it has disturbed the flow of information to the Sentinel, altering the true information so that the Sentinel believes that the balance has been upset, and is reacting accordingly. The Skull's power is barely able to overcome the Sentinel's defenses, so the disruption of the Seasons has taken place in a rather limited area at present. This area is growing, however, and will soon engulf major shipping routes, so time becomes a factor.

Scale: 1 1/2 in. = 1 mile



The Sentinel Keyes

The Keyes are four small islands, mostly rocky but with some vegetation. The area around the islands is replete with reefs, and travel to the isles has become so hazardous as to be abandoned. The only visitors to the islands are occasional adventurers, and their casualty rate has been so high as to discourage even these minor visits.

If the players choose to reach the islands by ship, they will find it extremely hazardous. With the description of each island are listed chances for grounding or destroying a boat, either large or small. A small boat may be defined as a rowboat or whaleboat, or any other boat of that general size, usually carried aboard a larger craft. A large boat would be typical Light Galley or Merchantman. Any larger boats will be automatically grounded if they attempt to cross the reefs.

Grounding is not too serious, as it only results in a 1D8 hour wait until the rising tide lifts it free. However, each time a craft is grounded, there is a 10% cumulative chance that the grounding will be violent enough to punch a fatal hole in the craft in question.

Destruction of a boat is a little more serious. It is assumed that the ship has been caught by some large waves and thrown against the jagged rocks which line the coasts of all the islands. In order to avoid the problem of having someone drown in the sea with no chance of recovering the body, assume everyone is washed onto the shore, taking 1D10 x 5 points of damage each. Unless some precautions (such as floats attached or cords tied to the owner) are taken, hand held objects will be considered lost. Shields are assumed to be strapped to the arm. There is enough wood on each island to build a raft if it becomes necessary, taking 1D4 + 1 days.

The percentages listed may be altered if the players take precautions. The amount of the change is up to the Judge. Weather also may alter the chances.

History of the Keyes

Much of the history of the Keyes is dominated by the Sentinel and its Keepers, guards whose function was to act as a first line of defense. Their power, combined with that of the Black Ring, was sufficient to keep the isles free of Humanoid inhabitants. This power vanished in a titanic battle between a Keeper and an unknown opponent. Little is known of the battle as there were no witnesses, but it became apparent that the Keeper had been destroyed. The curious soon arrived at the island, and found only a blasted area on the Isle of the Sentinel, and parts which had once formed the Black Ring.

The other three islands soon became Strongholds of various Princes and Wizards, but the Isle of the Sentinel remained abandoned. Those who remained on it tended to disappear, and it soon became a shunned area.

The other islands, however, had no such problems, and the difficulty of reaching them through the reefs was counterbalanced by the safety thus provided. Eventually, Hestrin, a Merchant Prince, was able to gain control of all three, and he established a large palace on one of the islands, which he proceeded to name for himself. Not all of his guardians were Human, and following his death some 50 years after seizing the isles, rumors began to spread that these non-Human guardians were still defending the island according to their Master's wishes. This evil reputation grew after the disappearance of Hestrin's son and the slaughter of servants and guests alike by unknown beings less than a year after the death of Hestrin. People have since tended to stay away from the isle.

The Isle of Lonesome Shoulders received its name from the words of a dying sailor picked up off it several years after Hestrin's death. Up to that point, it had been considered an ordinary isle, but no search party which went ashore after the sailor had been found returned, and the island came to be regarded as a place of the greatest evil.

The last island has had many different persons and groups who controlled it at various points in history. It was the easiest to get to, and also had the most vegetation, and provided a minor military base in the area. Various military forces held it, and a major Temple dedicated to Hades was built on the island. Eventually though, a more powerful person decided that he wanted the isle as a refuge. Carrasthinian, a Wizard of immense power, appeared on the island one day, obliterated the garrison, destroyed the Temple, and drove everyone off the isle. Within a week, a great Tower was seen on the southern coast, and all attempts at investigation were met with doom and destruction. Even recent attempts to investigate the island have resulted in disappearing search parties as well as ships.

All of the isles have thus become avoided. The difficulty of reaching them combined with the auras of evil that surround each separate isle has made travel to them quite rare. The players will find it very difficult to find a ship to take them to the area, having to pay exorbitant rates. Nervousness is high among the sailors and any hurricane or blizzard will cause them to mutiny if the ship does not return to its base.

The Cast of Characters

Supplied for those who don't run campaigns, or whose campaign is not of the appropriate level.

- 1 Tonik: Wizard, LG, LVL 14, AC: 0, HP: 36, Bracers of Defense: AC: 0, +2 Ring of Protection, Staff of Power, Wand of Cold. Potions: Flying, Healing x 2, Undead Control.

Tonik is very interested in reforging the Black Ring, mostly because he plans to continue using it after the mission is completed. He is totally self-confident in his abilities, and exceptionally aggressive for a man of his age. He will always support pushing forward, no matter what the circumstances. His attitude toward the Thieves and Fighters is one of master to servant, regarding them as simple-minded types with no appreciation of the real powers that be (spells). His attitude toward Addatta is one of master to wayward pupil, constantly criticizing and complaining of wasting one's energy. Toward Feh'Tang, his attitude is one of indifference, not being too impressed with Clerical spells.

Tonik is one of the truly curious, wanting to investigate everything, no matter its relation to the present mission. He is also constantly checking for hidden doors and compartments. He is a meticulous character, demanding perfection in thought and action from all those around him.

He will automatically regard himself as the leader of the party, and will not take orders from anyone else. When the Ring is reforged, he will demand to be the wielder. If he is not allowed to wear it, he will become surly and withdrawn, and holding back on the use of his spells.

- 2 Feh' Tang: Cleric, N, LVL 12, AC: -1, HP: 61, +2 Plate, +1 Shield, Mace: Artifact, +1 vs. Neutral, +4 vs. Good, +5 vs. Evil. Abilities: Dispell Evil/Good, 2 per day, Raise Dead Fully, 1 per week, Fear in a 30' radius, 3 per day; Boots of Travelling and Leaping. Potions: Extra Healing, Healing, Fire Resistance, Clairaudience.

Feh'Tang's only interest in this venture is the acquisition of money. He will search high and low for it, always believing that there is more hidden nearby. He will also be in favor of carrying every last Gold Piece back to the ship.

His attitude is that each person should do what they are trained to do. He expects the Magic Users to throw spells, the Thieves to scout and find traps, and the Fighters to fight. He sees his role as that of Fighter and Healer, swinging into melee whenever possible and not holding back the curing when people have been injured doing their job. Anyone shirking their responsibilities is liable to hear loudly about their inactivity from Feh'Tang.

In regard to other members of the party, Feh'Tang will associate mostly with the Thieves. He's really not fond of Fighters or Magic Users, preferring the quiet method, but he is well aware of the advantages of having the Fighters and Spell Casters around. As long as they do their job, he will tolerate them.

- 3 Chanst the Terrible: Fighter, LG, LVL 15, AC: -5, HP: 90, +4 Plate, +3 Shield, +4 Sword: Intelligence: 10, Ego: 8; Abilities: Detect Magic, Detect Evil, Clarivoyance once per day, 3 turns duration. Potions: Stone Giant Strength, Invulnerability, Healing x 3, Ring of Fire Resistance, Lockstone, Bronze Horn of Valhalla, +3 due to Strength.

Chanst is rather intelligent for a Fighter, and is always attempting to figure an easy way around problems. He's not afraid of fighting, but if the obstacle can be overcome without melee, that's fine by him. Once a battle begins, however, all intelligence and plans of action disappear. Chanst will batter the nearest foe to the ground, and then move to attack the closest foe still standing. His concern for other people's safety is minimal at these times.

For Chanst, the mission is just an adventure to be directed by someone else. He'll let other people decide the overall plans while he works on the immediate future. To him, the world is a set of obstacles which he must overcome as they come along.

Chanst has a healthy respect for any Magic Users, and will tend to support Tonik and Addatta. He is also fully aware of his reliance on Feh'Tang, and will attempt to avoid antagonizing him. With regard to the Thieves, he is mildly suspicious at the best of times, and not afraid to mention it. Between this suspicion and Chanst's Dwarf jokes, he and Kraken'race do not get along well at all.

- 4 Addatta Doomsayer: Elven Fighter/Magic User, N, LVL 10/11, AC: -2, HP: 45, +5 Chain, +1 Shield, +2 Black Dragon Slayer. Potions: Healing, Extra Healing, Levitation, Human Control. Ring of Invisibility, Bag of Holding, Wand of Lightning Bolts, Chime of Opening.

Addatta is a conniving little fellow whose main interest is in enhancing his own position. He particularly is interested in picking up magic items, and he is not concerned whether they come from loot or fallen party members. With regards to his profession, Addatta prefers spell use to fighting, but is not at all afraid of a good melee.

Addatta would not mind having the Black Ring for himself, and will argue for his wielding it once it is reforged. He is not ready for a face-to-face showdown with Tonik or Chanst over it, however, and will bide his time if one of them gets it. If the wearer should fall, Addatta will leap for the Ring as if his life depended on it.

He is really not too impressed with any of his fellow party members, but especially resents Tonik's power. If the Wizard should happen to fall in battle, Addatta will grab Tonik's Staff and begin utilizing it. He will be very hesitant about giving it up, and will probably only do so if he is guaranteed the next magical item found. His opinion of Chanst is rather low, and he will make several comments about the Fighter's inability to use his brains, while engaged in a fight. Feh'Tang he regards merely as a tool to be used when needed and the Dwarf as something less than useless. Challestace he will tolerate only because of the common race.

- 5 Kraken'race Demondoom: Dwarven Thief, N. LVL 12, AC: 0, HP: 50, Cloak of Protection +3, +2 Ring of Protection, +2 Sword which gives an additional +2 to Armor Class. Potions: Diminuation, Treasure Finding x 2, Extra Healing, Gauntlets of Ogre Power, Onyx Dog, Bag of Holding.

Kraken'race is a Mercenary in the employ of the highest authorities. His job is to ensure that what must be done will be done. His pay upon completion of the mission is his main concern, and he will therefore push for all possible haste at all times. He will fight against sidetracking the mission at any time.

Kraken'race is not fond of Spell Casters. He has a healthy respect for Chanst's Sword arm, and Feh'Tang's willingness to fight. At the earliest possible moment, he will strike up a friendship with Chellestace, mainly to keep an eye on the little sneak.

- 6 Chellestace Wanderer of Many Ways: Elven Thief, N, LVL 12, AC: 3, HP: 42, +3 Leather, +1 Amulet of Protection, +3 Dagger which paralyzes the target (no saving throw) if a natural 20 is rolled. Potions: Healing x 2, Flying, Oil of Slipperiness. Elven Boots, Elven Cloak, Arrow of Direction, Flying Carpet.

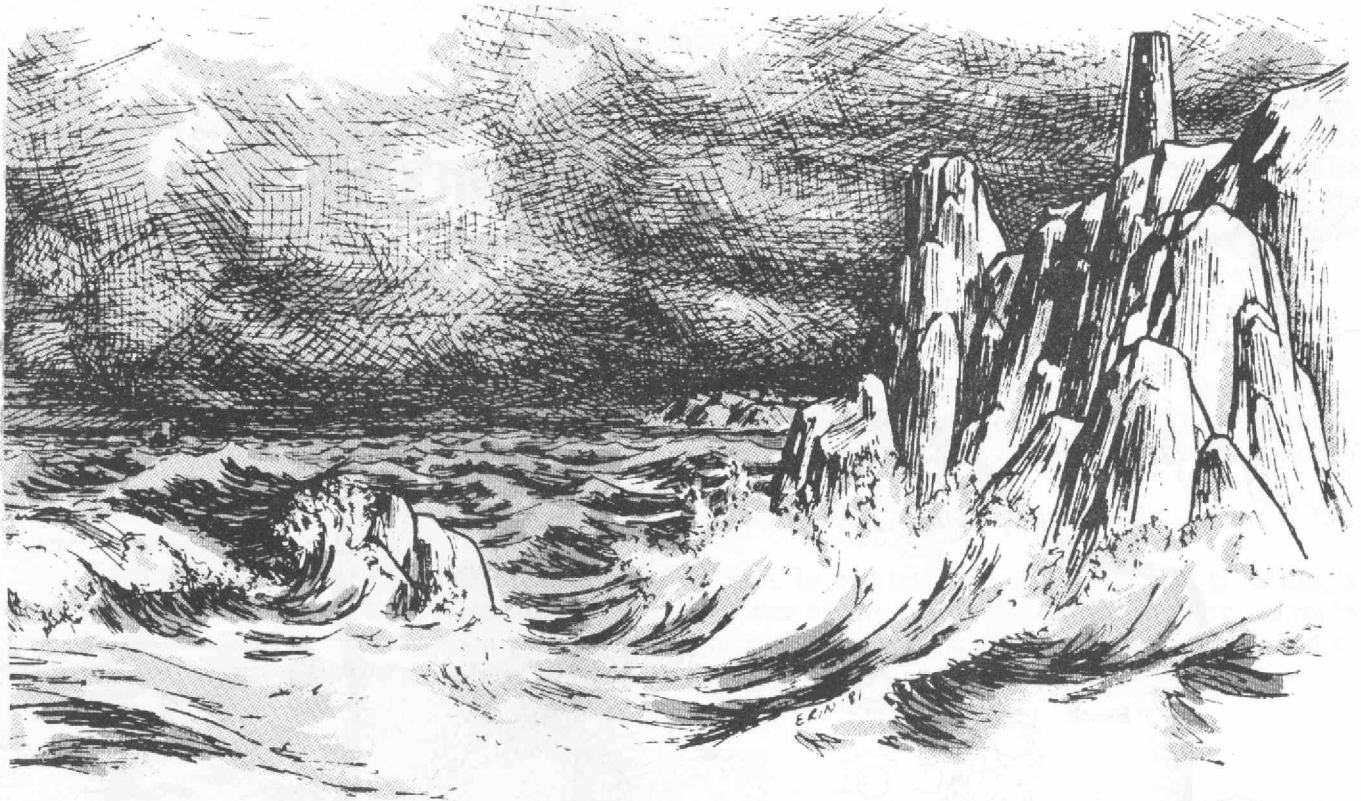
Chellestace has agreed to come on this mission in lieu of having his hands cut off. He is not a volunteer. He will loudly profess his determination to see the mission through, but will all the while be trying to figure a way out of this mess ahead of the rest. He is very hesitant about putting his life on the line for this cause and will hang back as much as possible.

Chellestace doesn't really like anyone in the party. He will, however, attempt to strike up a friendship with Feh'Tang and Kraken'race. Once these friendships are established, he will attempt to manipulate both to keep himself out of trouble, while trying to figure out which of their belongings he could best use.

The Black Ring

Once the three parts of the Ring have been gathered, the ring can be reforged. Reforging will require tools for normal reforging, found on Level 5 of the Tower of the Liche Carrasthinian; a Wish, found amongst the Scrolls of the Old One on the Isle of Lonely Shoulders; and a Rod of Cancellation to recharge its powers, found in the Tomb of Hestrin. (Note: If some of these devices are destroyed or used before the Ring is reforged, the Judge may wish to place replacements on some nearby isle, forcing the players to go on an adventure of the Judge's own making.) Any Dwarf or a Wizard of Level 11 or better will know how to reforge the Ring.

Once the Ring is reforged, its powers come back into being. If the Ring is worn, no magical spells, devices, or effects occur within a 10' radius of the wearer. +5 Swords act as normal Swords, Wands are merely sticks of wood. Rings of Wishes do nothing but tempt Thieves. These devices will resume their magical abilities when removed from the 10' radius of the wearer of the Ring (or if the Ring is taken off). The Ring also functions as a Protection from Evil 10' radius spell. Note: No spells may be thrown when the caster is within 10 feet of someone wearing the Ring. Note No. 2: The Ring's powers come into effect only when it is worn, so that its effects can be bypassed when so desired.

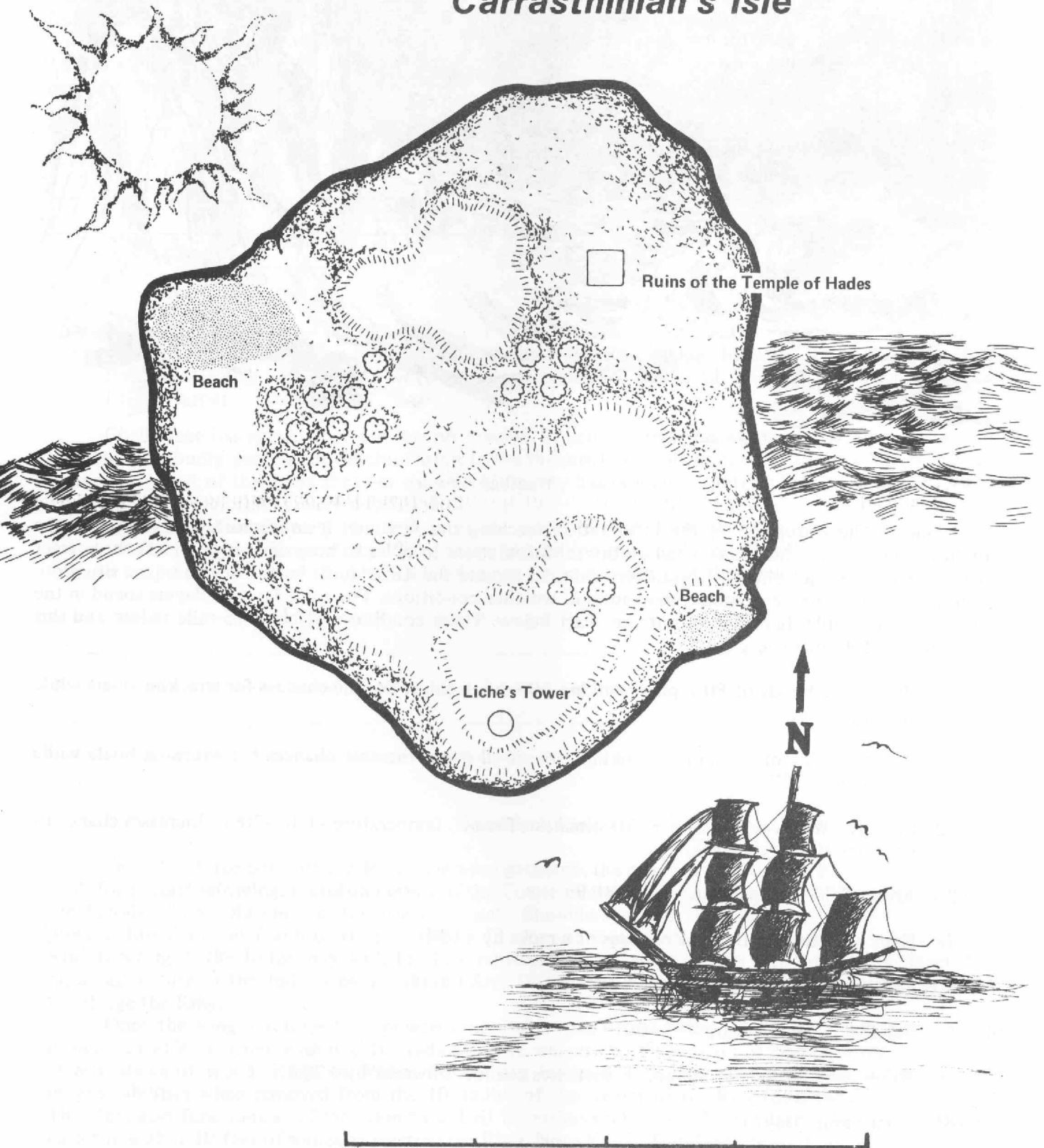


Weather

Due to the disruption of the information reaching the Sentinel, it continuously misinterprets the conditions in the area and reacts based on this misinformation. In order to keep what it considers the correct balance, it reorders the climatic conditions and tides around the Keyes to fit its perception of the situation. Each day brings some new, usually not normal, weather conditions. For each day the players spend in the Keyes, roll percentile dice and consult the chart below. These conditions affect a 15 mile radius, and this radius grows 1D4 miles every day.

- 01 - 05 Hurricane: Winds of 80 mph +, sinking 30% of all ships. Double chances for wrecking boats while landing.
- 06 - 15 Storm: Winds of 50 mph +, sinking 10% of all ships. Increase chances for wrecking boats while landing by +30%.
- 16 - 22 Blizzard: Winds of 40 mph +, 3D6 inches of snow, temperature -1 to -20° F. Increases chance of wrecking ships by +20%.
- 23 - 30 Arctic Cold: Temperature -1 to -60° F.
- 31 - 38 Rain: 2D4 inches. Increase chances of wrecks by +10%.
- 39 - 46 Summer Heat: Temperature 86 - 105°.
- 47 - 55 Fall Chill: Temperature 41 - 60°.
- 56 - 60 Wind Storm: Winds of 50 mph +. Increases chances of wreck by +20%.
- 61 - 85 Calm Sunny Day
- 86 - 00 Roll Twice - First Roll indicates Morning Weather; second indicates Evening Weather.

Carrasthinian's Isle



Scale: $3\frac{1}{4}$ in. = 1 mile

Carrasthinian's Isle

The southernmost of the islands, Carrasthinian's Isle is also covered with the most vegetation. Many animals also populate the island. The island is home to a Liche who has found one of the pieces of the Black Ring. There are two primary structures on the island. The first is the ruins of an ancient Temple. The other structure is a 60' tall Tower on top of a cliff on the south coast. This is inhabited by the Liche. He guards not only the fragment, but also information about the Ring and about the Sentinel which will prove very useful to the players.

Approach to the Isle

Approach to the isle is fairly difficult, with numerous jagged reefs surrounding it. There are two usable beaches, one on south coast approximately ½ of a mile from the Tower of the Liche. The approaches to this beach are particularly dangerous, with a 30% chance of grounding a small boat, and a 55% chance of grounding a large boat.

The other beach is on the west coast. There is a 15% chance of grounding a small boat and a 35% chance of grounding a large boat.

All other areas of the island are hazardous to land on. In addition to a 35% chance of grounding a small boat and 50% chance for a large, there is a 25% chance of any boat being dashed to pieces on rocks near the shore. The south coast has a cliff 85 feet high, with a 50% chance of any boat being dashed to pieces if a landing is attempted at its base.



Terrain (Carrasthinian's Isle)

The land rises steeply from the coast. The interior of the island is rolling, with heavy woods in many areas. Most of the trees are Almond trees, but there are a few Balsa trees.

Encounters on the Island

- 1 Pride of Lions: 5 Males, HD: 5 + 2, AC: 5, HP: 30, 25, 20, 18, 16, Claw/Claw/Bite 1D4/1D4/1D10. 8 Females, HD: 5 + 2, AC: 6, HP: 33, 28, 27, 24, 20, 19, 19, 16, Claw/Claw/Bite 1D3/1D3/1D6.
- 2 Three Giant Scorpions: HD: 5 + 5, AC: 3, HP: 33, 29, 26, Pincer/Pincer/Sting 1D10/1D10/1D4 plus a Saving Throw vs. Poison.
- 3 Two Giant Serpents: HD: 9, AC: 0, HP: 53, 46, Bite/Constriction 1D8 and a Saving Throw vs. Poison causing unconsciousness (½ Strength) for 2D4 days/2D8.
- 4 One Leprechaun: HD: 1, AC: 8, HP: 4, 75% chance of pickpocketing, Invisible, Ventriloquism, Create Illusions, Polymorph non-living objects, all at will.
- 5 Three Horned Devils (in search of the Black Ring fragments for themselves): HD: 5 + 5, AC: -5, Whip 1D4 and a Saving Throw vs. Magic or stunned for a similar number of rounds, Tail 1D3 (wound will bleed until cured or bound, lose 1HP per turn), Abilities: 50% Magic Resistant, Exude Fear 5' radius (Saving Throw vs. Wand or run), Pyrotechnics, Produce Flame, ESP, Detect Magic, Illusion, 50% chance of Summoning another Horned Devil, once per day may produce a Wall of Fire causing 3D8 points of damage.
- 6 One Basilisk: HD: 6 + 1, AC: 4, HP: 27, Bite 1D10, Gaze turns to Stone unless a Saving Throw vs. Petrification is made.

Tower of the Liche Carrasthinian

This 60' Tower is located on the southern coast of the island. The land within 500 yards of the Tower is clear, allowing the Liche to see anyone who approaches (70% chance) unless they approach invisibly or at night. If the players landed on or sailed by the southern coast during daylight hours, the Liche is 60% likely to have seen them and thus be forewarned that strangers are on the island. If he is aware that strangers are on the island, his chance of spotting them approaching in the daylight improves to 90%, and his chances of detecting a nighttime raid or invisible party becomes 50%.

The Tower is made of a dark green-grey stone which is covered with various slimy growths, reducing chances to climb it by ½. The single door in the first floor is *Wizard Locked*, as is the trap door leading to the roof. The 2nd, 3rd, and 4th floors have windows in them, 1½ feet wide by 4 feet high. The Tower is old and appears to be in some danger of crumbling. It is actually stronger than the day it was built, being held together by various magical means.

Carrasthinian is cruel, even for a Liche, and enjoys watching his enemies suffer. He especially likes for them to believe they are winning before springing some dastardly trap. A defence scheme for him is presented below, but of course is subject to the Judges choice and the players actions. He is normally on the second level, but the Judge may place Carrasthinian as he or she chooses.

The Liche Carrasthinian

HD: 12, AC: 0, HP: 59, one Attack 1D10 and a Saving Throw vs. Paralyzation, 20th Level Magic User. Spells:

Level 1: *Magic Missile x 3 (Fires 7), Protection/Good, Ventriloquism, Charm Person x 2.*

Level 2: *Detect Invisible, Invisibility x 2, Phantasmal Forces x 2, ESP, Wizardlock.*

Level 3: *Fly, Dispel Magic x 2, Fire Ball, Lightning Bolt, Slow, Haste.*

Level 4: *Fear, Ice Storm, Polymorph Others x 2, Dimension Door x 2, Confusion.*

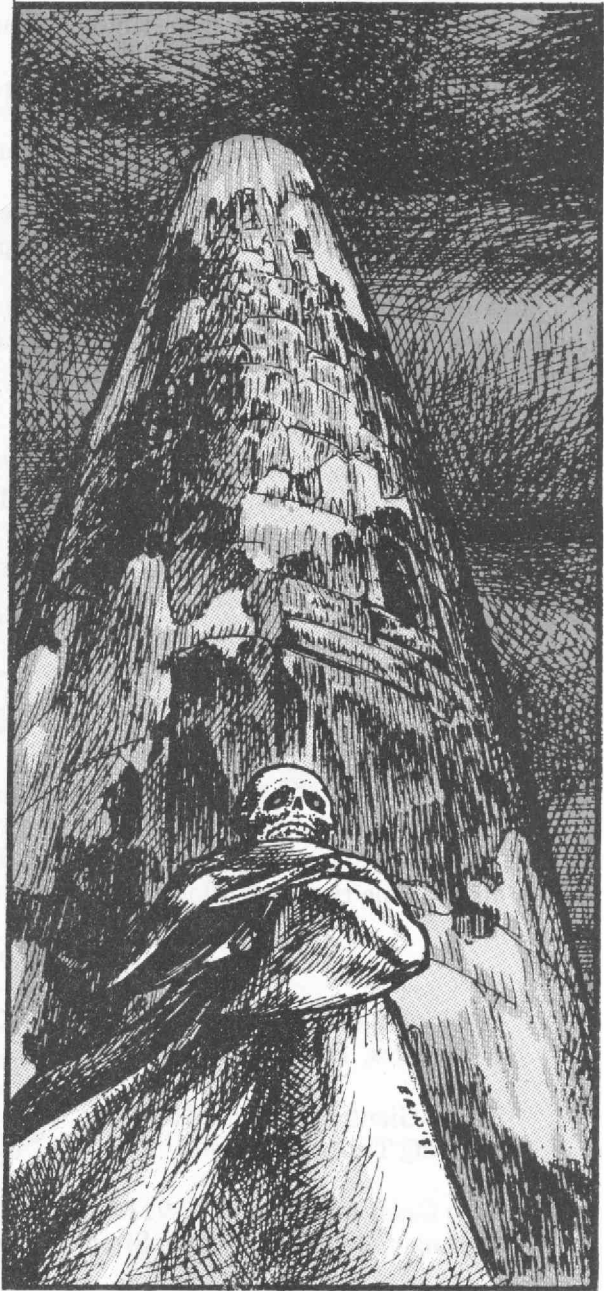
Level 5: *Teleport, Transmute Rock to Mud x 2, Wall of Stone, Feeblemind, Extension II Telekinesis.*

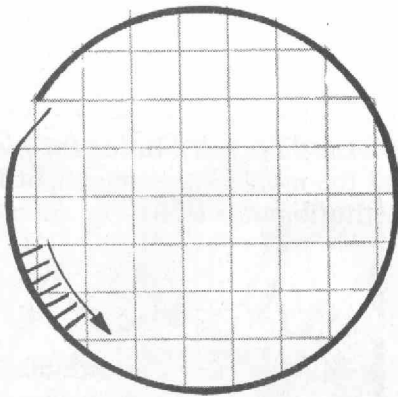
Level 6: *Projected Image x 2, Disintegrate x 2, Monster Summoning IV x 2, Anti-Magic Shell.*

Level 7: *Phase Door, Monster Summoning V, Delayed Blast Fireball.*

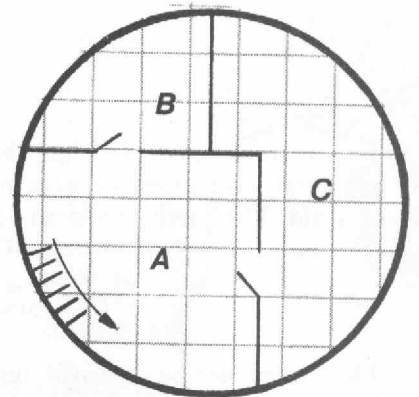
Level 8: *Symbol of Stunning, Monster Summoning VI, Symbol of Fear.*

Level 9: *Shape Change, Maze.*

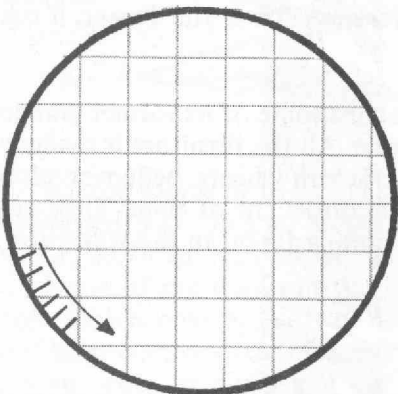




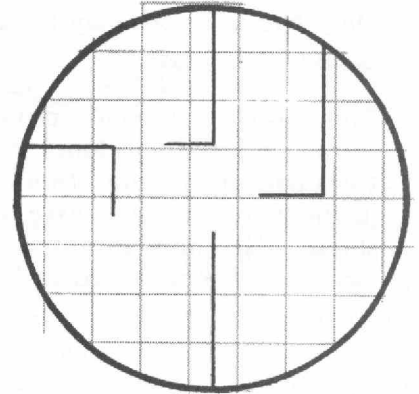
LVL 1



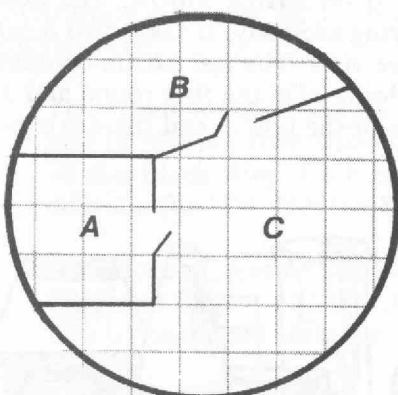
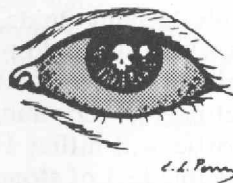
LVL 2



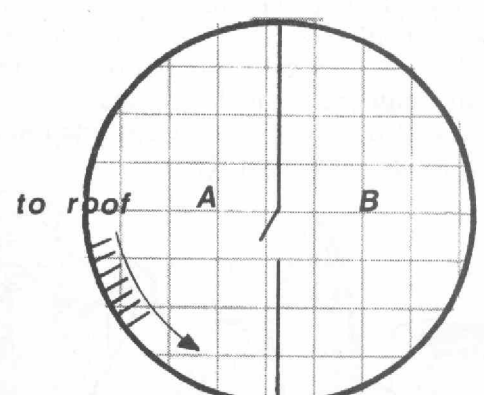
LVL 3 alchemy



LVL 4 library



LVL 5 cut off



LVL 6 torture

¼ in. = 10 ft.

The Tower

Level One

The bottom most level has the Tower's only normal door (which is *Wizard Locked*). Inside the room itself is a large collection of accumulated garbage, broken furniture, and the moldering remnants of life 600 years old. The smell of age and decay is overpowering (roll under Constitution on a D20 or be nauseated for 1D4 rounds). There is nothing of value in the room.

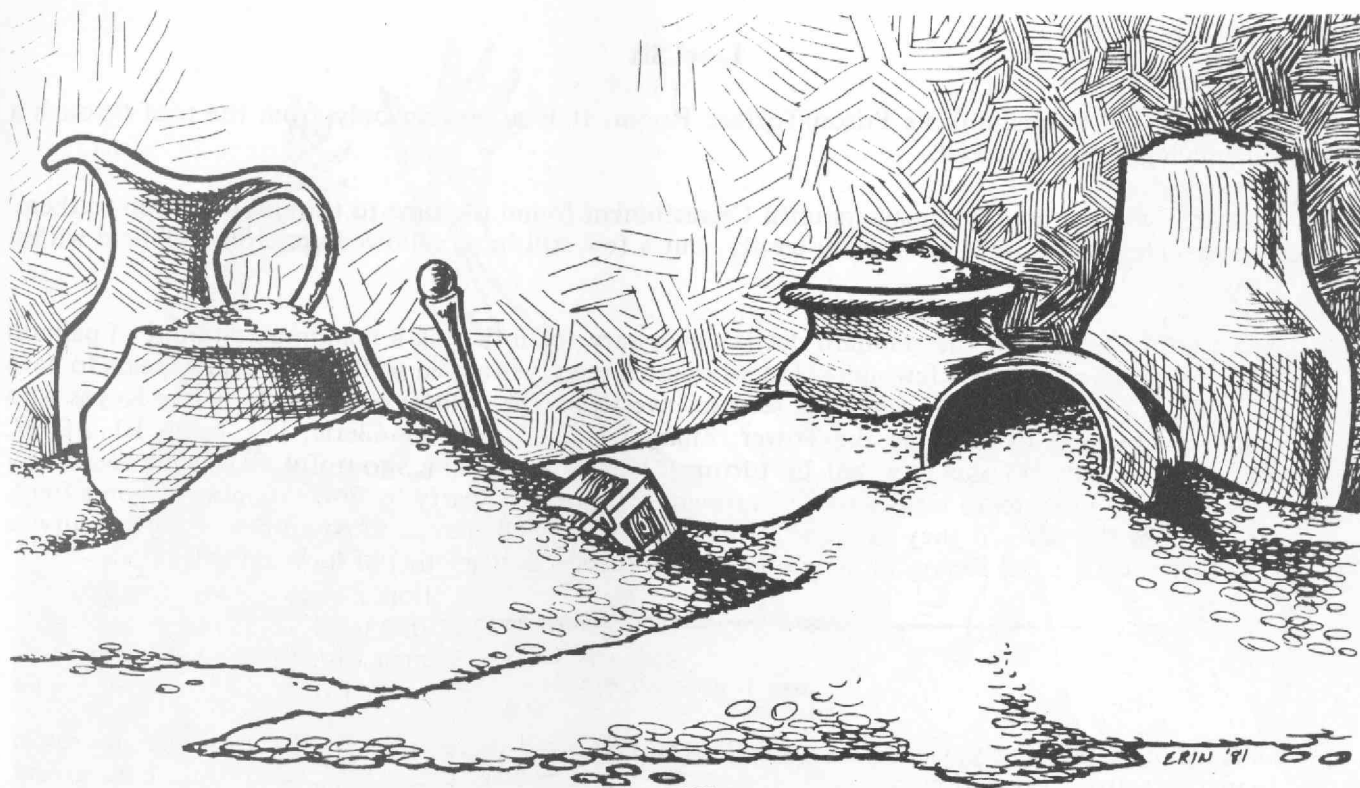
Level Two

- A This room has no furnishings save a rotted tapestry hanging on the wall depicting Carrasthinian in his prime. In the corners of the tapestry are maps of the other islands in the group as well as the locations of important structures (some of which are not present anymore). If anyone takes the time to carefully study the tapestry, they will be able to find the entrance to the Tunnels of the Sentinel on the Isle of the Sentinel marked with a rune for weather.
- B In the center of this room is a massive cauldron solidly secured to the floor. In the cauldron is a grey cloudy liquid. If anyone in the room speaks the name of a location, a vision of that location will slowly form in the liquid. The vision tends to be imperfect, often (40%) merely showing a wall in the named location. Otherwise, the vision gives a clear view of a wide area which lasts for two rounds. Only two locations may be seen in a day, and if the cauldron is removed from the Tower, it ceases to function.
- C This was Carrasthinian's private room when he lived, and it still retains some of its former grandeur. Furniture present includes Bed, Dresser, a large Mirror, and Wardrobe. All the furniture is made with thick oak, and is quite strong in spite of obvious age. Objects made of cloth (sheets, bedcover, clothes in the Wardrobe, etc.) have not been as successful in combating the onslaught of time. They are in shreds and tatters, threadbare and useless. In a well hidden secret compartment in the Wardrobe are two tiny Diamonds - worth 11,000 GP and 15,000 GP respectively.

Level Three

This level is composed of a single room, and contains a great quantity of alchemical paraphernalia. Dozens of flasks and beakers, many chipped and cracked, bottles with heads pickled within them, sealed jars of strange components, bottles of thick, oily looking fluids, all are present here. Most of the chemicals are old and useless, but there are three bottles which still hold potent fluids. Finding them will take several hours of search as they are well hidden within the other bottles, as well as covered with dust. The first contains what appears to be blood, but is actually a very dangerous acid which will eat through almost anything but glass. The total liquid in the bottle will inflict 10D10 points of damage to any creature it touches. By using one tenth of the liquid, 10 cubic feet of stone or metal, or 20 cubic feet of wood can be dissolved. The second bottle contains an extremely powerful poison, -6 on Saving Throw. The poison causes a death-like coma for 2D6 days, with a 15% chance of actually dying each day. It takes two *Neutralize Poisons* to negate this poison. There is enough present to fill three vials. The last bottle contains a slightly sulphurous smelling liquid which burns with a fierce intensity, doing 6D6 the first round and 3D6 the second if it is splashed on a creature and lit. This damage is per flask of the liquid, and there is enough of the liquid to fill four flasks.





Level Four

All the rooms of this level are lined with bookshelves crammed with old, crumbling books. The books are arranged according to subject, and in the history section several works can be found on the Sentinel Keyes. (The Judge may supply as much or little history from the background section as he or she chooses.)

None of the books in the library are magical. However, hidden between the pages of three books are Scrolls. One is covered with Explosive Runes, one is a Curse causing its reader to follow the orders of any Dwarf he encounters (the affected person will not be aware of what the Curse has done to him until a Dwarf issues an order to him), and the third is a Scroll with three spells: *Hold Monster*, *Wall of Stone*, *Animal Growth*. Unless Magic is detected for, there is only a 01% chance one hour per person of finding the Scrolls among the thousands of books which line the walls.

Note: There are no steps leading up from Level Four. Level Five is inaccessible without magical means, and Level Six is only accessible through the roof of the Tower.

Level Five

Level Five is the Liche's refuge. It can be reached only by Dimension Door or some similar means, or by putting a hole in the ceiling of Level Four or the floor of the 6th Level. All doors on this level are *Wizard Locked*.

- A This room contains the Liche's magical items. Present are the following: A Wand of Illusion, a Necklace of Missiles (five Missiles - 1 of 9D6, 2 of 7D6, and 2 of 5D6), a Cube of Force, and one fragment of the Black Ring. Each is inside its own stone coffer, locked and trapped with poison gas causing delirium for 1D4 days if a Saving Throw vs. Poison is not made.
- B The Liche's Treasury: Stored in pottery jars and metal urns, it cascades onto the floor in a river of Gold and Silver - 22,900 GP, 57,000 SP. There are also 400 Gems worth 10 GP each, 20 Gems worth 200 GP each, and three Gems worth 1000 GP each.
- C The Liche's Workroom contains various equipment for the manufacture of various magical items. Of particular interest to the players is a small forge and other equipment necessary to reforge the Black Ring. There is also a small supply of Wands and Rings, none of which have any magical properties yet, but which have had all necessary preparations done.

Level Six

Level Six was Carrasthinian's Prison/Torture Room. It is accessible only from the roof through a trap door which is *Wizard Locked*.

- A This area was for holding prisoners until Carrasthinian found the time to turn his attention to them. The shackles in the walls are mostly empty, but a few still have yellowed skeletons still held within them.
- B The Torture Room has the standard devices necessary for inflicting a maximum amount of pain on Human Beings, as well as a few non-standard ones. A man is strapped to the rack, and appears to have been there for a while. He is a scout sent to investigate the strange occurrences in the Keyes who made the mistake of scouting the Tower. Zhargrave the Mournful: Cleric, LG, Level 10, AC: 9, HP: 10 (normally 43, but lowered by torture). He is a depressing, mournful man, who constantly bemoans how near death he is, but will probably surprise the party by never running out on a fight. He will join the party if they ask, and if they equip him well enough to give him a chance to survive (the Liche threw all of Zhargrave's equipment into the sea as it smelled of Lawfulness).

Carrasthinian's Defense

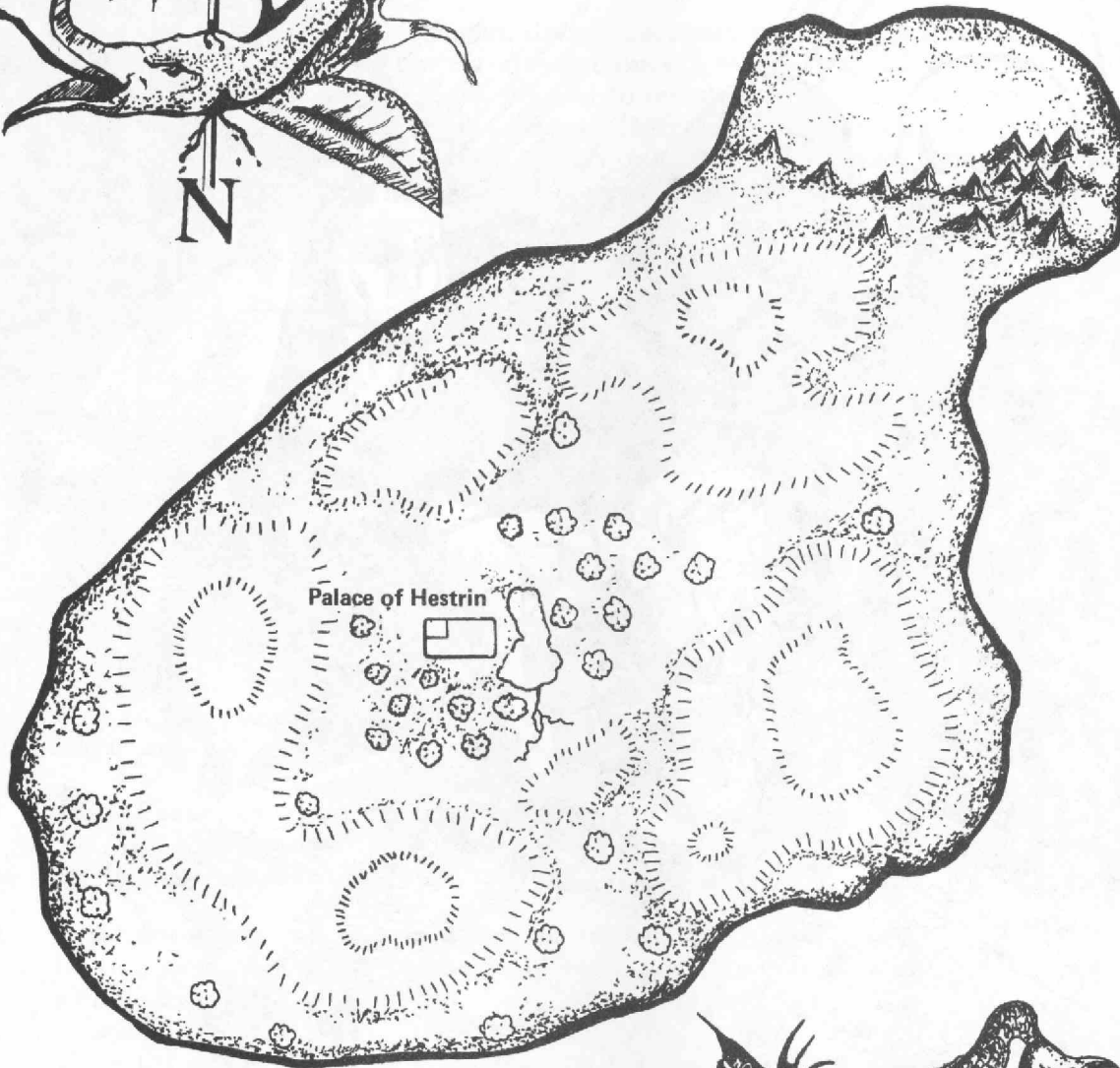
As mentioned previously, Carrasthinian's pleasure is derived more from watching his enemies suffer rather than the actual destruction of them. Instant destruction is not his style. Confusion, harassment, traps, and surprises are his primary weapons. His ego is immense, and he cannot conceive of the idea that anyone could actually defeat him.

As soon as the Liche is aware of the party's presence, either by seeing them outside or hearing them inside the Tower, he will immediately cast his *Shape Change* on himself. He will then fight a battle using a *Project Image* at the top of the stairs between the 1st and 2nd level, utilizing his *Slow*, *Feeblemind*, *Polymorph Fear*, and other non-lethal spells. When it becomes obvious that the party will make it up the stairs, he will move to the third floor leaving a *Delayed Blast Fireball* behind to slow up the onrushing party. From then on, the players actions will determine what the Liche will do. Some of his favorite actions are listed below.

- 1 *Shape Change* to an insect. This allows him to sit in corners and watch the party dash around. Anyone who gets separated from the party is very likely to find the insect he heard buzzing around behind him has suddenly become a Liche.
- 2 Reach some safe spot outside, either the roof or base of the Tower, cast *Fly* and *Invisibility* on self, fly to a window and wait for the party to enter the room which the window opens into, and unload a *Fireball*.
- 3 Using the insect routine in (1) above, move to an area where the players have already been and enscribe the Symbols on the stairs.
- 4 Using the *ESP* to determine the location of the players and disintegrate the floor beneath them.
- 5 Using the *Projected Images*, *Ventriloquism* and *Phantasmal Forces* continuously making the players believe they've finally managed to come to battle with the real Liche. Also useful in distracting attention.
- 6 Using the various *Monster Summonings* all in one room, preferably behind the players.
- 7 *Wizard Lock* doors, *Transmute Rock to Mud*, *Wall of Stone*, etc. behind the players.



Isle of Hestrin



Scale: 3/4 in. = 1 mile

Isle of Hestrin

The northwest island, it is a harsh looking, rocky island with several patches of vegetation. There is a certain sense of desolation about the island. The players will notice as they approach that even the Seagulls tend to wheel away from the island.

The island was formerly the stronghold of the Merchant Prince, Hestrin, and it was here that he built his luxurious last refuge. Unfortunately, he was not satisfied with the natural defenses, he arranged for some highly unnatural defenses. With the assistance of several well-paid Magic Users and Clerics, he established an army of Statues and Golems. Even this group of unswerving Servants could not stop the onset of time, and both Hestrin and his Palace both succumbed. The ruins of the Palace is the only major structure on the island, and the Tomb of Hestrin lies beneath it, still guarded by his unliving servants.

Approach to the Isle

Reaching the island will be very difficult due to the rocky shoreline. There are no usable beaches. On the west side of the island is a relatively smooth landing area. There is a 20% chance of the boat being dashed to pieces here, 35% chance everywhere else along the shore.

The reefs around the island are minimal. There is only a 10% chance of grounding a small boat, 20% chance for a larger craft.

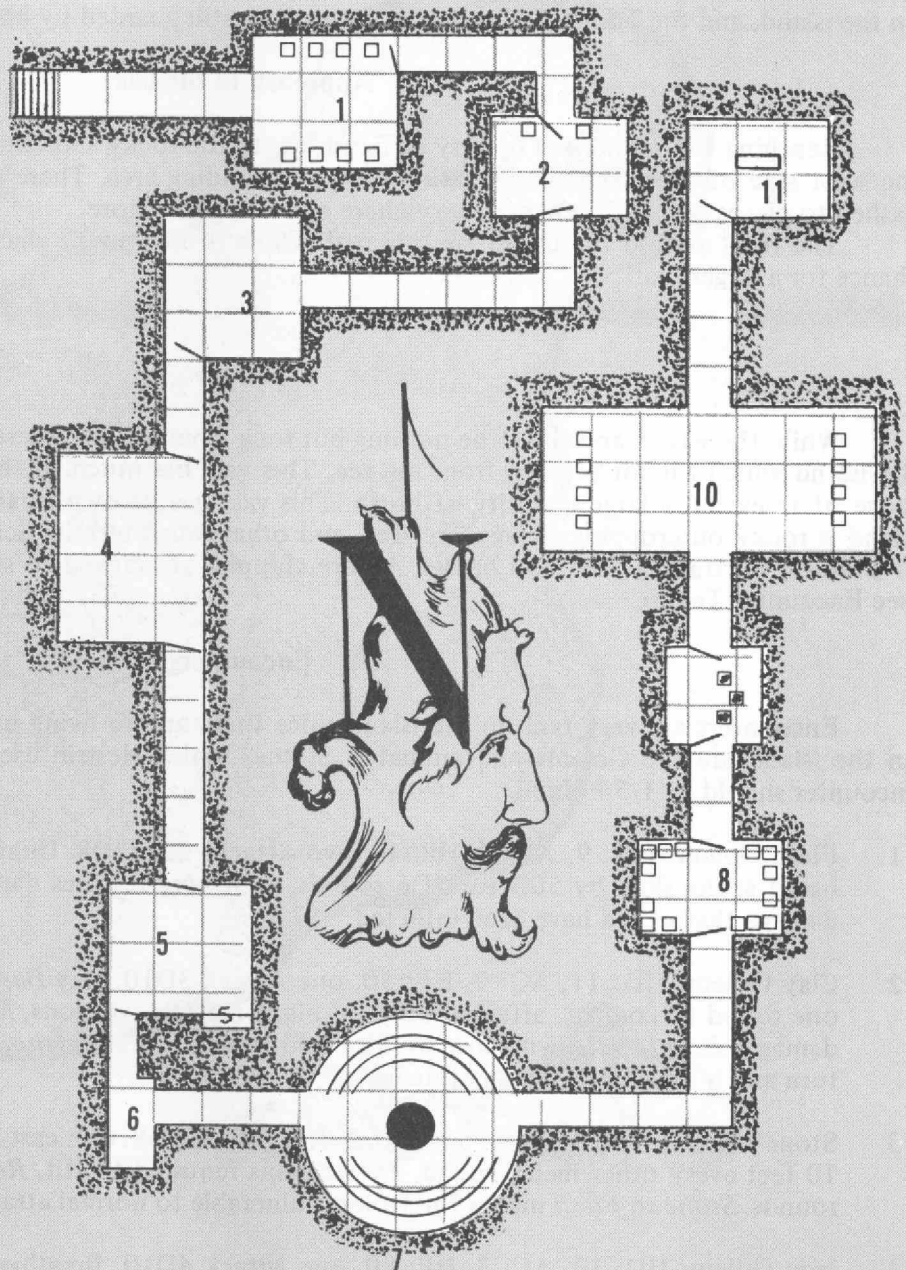
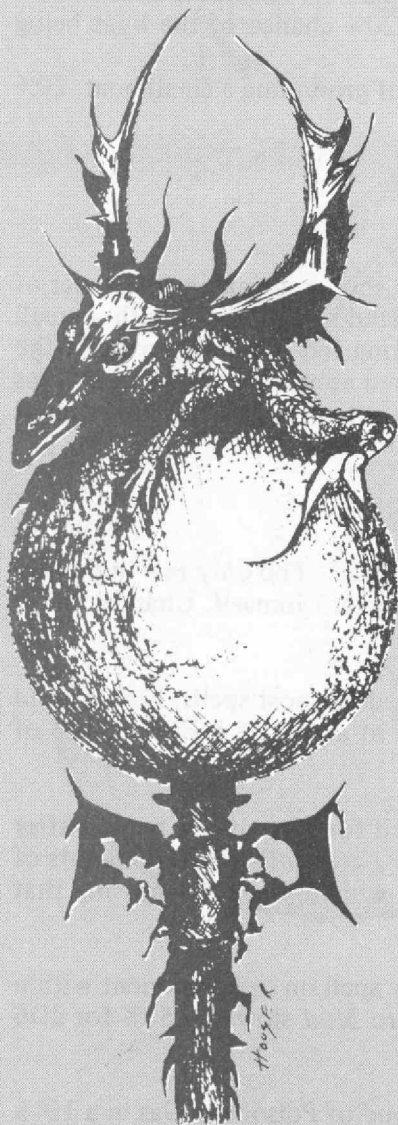
Terrain

While the island appears to be nothing but rock from the sea, there is a sheltered vale in the center of the island which cannot be seen from the sea. This vale has much of the island's vegetation, with a small grove of trees and a large quantity of brush. This vale has its own small spring fed pond. The rest of the island is rocky outcroppings, crags, crevices, and other rough terrain. Scattered about the island are dozens of Statues, portraying men and beasts. All are chipped or cracked to some extent, and some are magical (see Encounter Table).

Encounters

Encounters are very rare on the island since there are no living inhabitants. The only moving things on the island are the Golems and animated Statues which Hestrin used to guard himself. Chances of an encounter should be 1/3 normal.

1. Flesh Golem: HD: 9, AC: 7, HP: 40, two Attacks 2D8/2D8. Unaffected by most spells, Fire or Cold based spells slow by 50% for 2D6 rounds, *Lightning* restores damage at a rate of 1 HP per dice of damage that would have been inflicted.
2. Clay Golem: HD: 11, AC: 7, HP: 50, one Attack 3D10. May *Haste* self for three melee rounds after one round of combat, affected only by blunt magical weapons, *Move Earth* inflicts 3D12 points of damage, *Disintegrate* will slow by 50% and inflict 1D12. *Earthquake* will stop it from moving that turn and inflict 5D10 points of damage.
3. Stone Golem: HD: 13, AC: 5, HP: 60, one Attack 3D8. Can cast *Slow* spell on one opponent within 10 feet every other melee round, +2 weapons required to Hit, *Rock to Mud* slows by 50% for 2D6 rounds. *Stone to Flesh* makes the Golem vulnerable to normal attack.
4. Iron Golem: HD: 18, AC: 3, HP: 80, one Attack 4D10. Breathes Cloud of Poisonous Gas in a 10' x 10' x 10' area once every seven melee rounds. +3 weapons required to Hit. *Lightning* slows by 50% for three melee rounds. Magical Fire repairs damage on a 1 for 1 basis.
5. Animated Statue: Human, HD: 8, AC: 0, HP: 35, one Attack 2D10. One of many broken and battered statues which dot the isle. Will not attack until it gets a back shot or is touched.
6. Animated Statue: Dog, HD: 10, AC: 2, HP: 51, one Attack 5D6. Details as in five above.



$\frac{1}{4}$ in. = 10 ft.

Palace of Hestrin

The Palace is a disintegrating old structure. Most of the roof is gone, as are some of the exterior walls. Statues are common within the palace grounds, and 1 in 6 is magical (see Encounter Table for statistics). A search of the palace will result only in the finding of refuse and attacks by Statues and Golems, unless the Temple is thoroughly searched. Concealed in the floor of what was once a back room of the Temple is a trap door leading to the Tomb of Hestrin.



Tomb of Hestrin

The passageways which make up this tomb are very dank and slimy due to the fact that it is set at sea level. All rooms are likewise covered with a layer of slime and damp mold.

- 1 Entrance Hall: At each end of hall are four Statues. At the east end are Statues of an Elven Wizard, a Halfling Thief, a Dwarven Fighter, and a Half-Elven Cleric. Those at the opposite end are all Human: Wizard, Thief, Cleric, Fighter. These Statues are non-magical. In front of each statue is a trap door with a two in six chance per person there of setting off one of these ancient traps. Beneath the trap door is a 30' deep pit with six iron spikes at the bottom. Also at the bottom of the pit is a 1 foot deep pool of water. One in six of these pools will be inhabited by a Water Weird: HD: 3 + 3, AC: 4, HP: 15, one Attack. Saving Throw vs. Paralyzation or dragged underwater and drowned in 1D4 + 1 rounds. Edged Weapons do one point of damage per Hit, Blunt Weapons do normal damage. If "killed", it reforms in two rounds. *Cold* spells slow it, Fire does $\frac{1}{2}$ or no damage, *Purify Water* kills it.

- 2 Hall of Mourning: Each door is flanked by a pair of Flesh Golems in somewhat tattered shape: HD: 9, AC: 9, HP: 40, 40, 40, 40, two Attacks 2D8/2D8. The Golem's movement is slowed to 4" per turn due to the effects of extreme age and mold. Each time one of them hits with a moldy fist, there is a 10% chance that the target will become infected with the mold. The mold will cause wounds to heal at 1/5 of their normal rate, and can only be removed through the use of two *Cure Serious Wounds* spells thrown within an hour of each other.
The walls are filled with mold covered scenes of mourning - hooded and veiled weepers. In the background are ominous looking creatures of flesh and stone, bearing a large black coffin.
- 3 Hall of Wailing: When the players come within 30 feet of the doorway, they will begin hearing a series of low, plaintive moans and wails issuing from beyond the door. The chamber is where the dead mourn the dead, and Clerics cannot turn the Undead within as long as he is in the room. The Undead can be destroyed if the Cleric stands outside the room while making the attempt. Two Wraiths: HD: 5 + 3, AC: 4, HP: 28, 27, one Attack 1D6 and one Level Drain. Two Spectres: HD: 7 + 3, AC: 2, HP: 39, 31, one Attack 1D8 plus two Level Drains.
- 4 Hall of Prayer: In the center of the room surrounded by various stone benches, is a 6' tall Statue of the god, Dionysus. He stands on a small pedestal which is trapped with a dart firing every round at each person in the room. The dart strikes as a 6 HD monster and inflicts 1D4 points of damage and a Saving Throw vs. Paralyzation for 2D4 round. If anyone touches the pedestal or Statue, the Statue will animate and begin attacking, with its main purpose being defense of its pedestal. Statue: HD: 12, AC: 0, HP: 63, two Attacks 3D6. If the Statue is destroyed, the pedestal will explode, delivering 8D6 points of damage to everyone in the room (Saving Throw vs. Wand for ½ damage), and each person has a 50% chance of being struck by a piece of flying debris for 4D6 points of damage. The walls are engraved with funeral scenes, and scenes of Dionysus.
- 5 Hall of Guardians: Two Stone Golems: HD: 13, AC: 5, HP: 60, 60, one Attack 3D8. Two Flesh Golems: HD: 9, AC: 9, HP: 40, 40, two Attacks 2D8/2D8. The Flesh Golems flank the northern door, while the Stone Golems flank the southern door. Three rounds after melee begins, an Iron Golem: HD: 18, AC: 3, HP: 80, one Attack 4D10 and Poison Breath every 7th round, will appear out of the secret room on the east wall.
- 6 The floor of this alcove is an illusion. It covers a 30' deep pit with iron spikes (Hit 1D4 doing 1D8 each) studding the floor. On the east wall on each side of the pit are hidden catches which release a portion of the ceiling. This section slowly lowers to the floor and serves as a bridge across the pit.
- 7 Hall of Rites: Circles of stone benches surround an 8' diameter stone dias. The dias is engraved with scenes of death and afterlife, as are the walls. Interspersed with the wall scenes are rotting tapestries, somber black which animate if anyone should come within 20' of them. They strike as 8 HD monsters, and if they hit, engulf their victim and drag him toward the wall while suffocating them. Each tapestry can suffocate two victims at once, and it takes 1D4 + 2 rounds to suffocate a victim. Tapestries: HD: 8, AC: 8, HP: 35 each. Blunt Weapons do no damage. Any Hit on a tapestry with an engulfed victim has a 50% chance of doing as much damage to the victim as the tapestry (i.e. both take the full damage included by the blow). If someone comes within 30' of the dias, snake-like heads begin emerging from it, reaching a length of 30'. There are eight heads in total: HD: 6, AC: 7, HP: 20 each, one Attack, Bite for 1D6 and a Saving Throw vs. Poison which causes its victim to be slowed for 2D8 turns. Additional slowings are cumulative. The heads regenerate at 1 HP per turn, and if "killed" merely withdraw into the dias, until it is at +10 HP. There is no way to really stop them short of Disintegrating the dias. Note that these are not real creatures who require a hole to come in and out of the stone, but living extensions of the dias (permanently attached to it) which can reform themselves with the stone at any time. Also note that the aisle between the middle benches is out of range of both the tapestries and dias snake heads.

- 8 Hall of Statues: 14 Statues of finely dressed civilians are arranged in two semi-circles, one of Statues of Men, the other of Women. The center Statue of each row is magic, animating and beginning to dance when anyone enters the room. The purpose of these dancers is distraction as an odorless gas begins to flow into the room as soon as the statues animate. The gas will fill the room in two rounds, and after that each person in the room will have to make a Saving Throw vs. Poison or fall unconscious. This unconsciousness lasts for 2D8 turns. This Saving Throw is at -1 per round after the first. The players should not be informed of what is going on, and the Judge may wish to roll Saving Throws for them secretly. The first indication that the players should have is when one or more of them collapse on the floor unconscious. If by some twist of fate (and the dice), all of the characters fall unconscious, rather than kill them, merely have them awaken on the beach naked.
- 9 Hall of Fountains: A trio of fountains form a triangle in the center of the room. They are old and cracked, and the southernmost of the three is not functioning. It is filled with putrid black water covered with a thick green scum. The water in the functioning fountains is relatively clear, and the fountains appear to be working perfectly. Three rounds after the room is entered, the non-functioning fountain will begin to gurgle and sputter, and a tiny stream of water will begin to pour from it. Two rounds after this begins, the functioning fountains will cease spraying water and begin spewing forth a shower of acid and poison. Each round, every person in the room has a 50% chance of being hit by each regardless. (The Judge may wish to lower this chance if the players take reasonable actions - holding a Shield above the head, hiding behind the non-functioning fountain, etc.) Those that are struck by the poison must make a Saving Throw vs. Poison or be paralyzed for 2D6 rounds. Those struck by the acid take 2D6 points of damage. The effects of the poison are cumulative in duration, and if someone misses three Saving Throws vs. Poison, for each one missed after that, an additional Saving Throw vs. Poison must be made to see if they have died.
- 10 Hall of Races: This hall appears exactly as the Entrance Hall (No. 1). At the east end are four Statues, one each of an Elven Wizard, a Halfling Thief, a Dwarven Fighter, and a Half-Elven Cleric. At the west end are four Statues, all Human: Wizard, Thief, Cleric and Fighter. These Statues will all animate under the following conditions: (1) If someone reaches the north wall of the room; (2) If someone comes within 10' of or attacks any Statue. They will then attack to destroy any intruder, returning to their positions and de-animate if all intruders have left the room. Elven Wizard: HD: 10, AC: 0, HP: 40, one Attack 2D6 plus spells as a 10th Level Magic User. Spells: *Charm Person* x 2, *Magic Missile* (fires 3), *Web* x 2, *ESP*, *Levitate*, *Slow*, *Haste*, *Dispel Magic*, *Ice Storm*, *Polymorph Other*, *Fear*, *Wall of Stone*, *Feeblemind*. Halfling Thief: HD: 9, AC: 0, HP: 35, one Attack 2D6 (quadrupled if from behind). Dwarven Fighter: HD: 12, AC: 0, HP: 60, one Attack 3D6. Half-Elven Cleric: HD: 10, AC: 0, HP: 47, one Attack 2D8 plus spells as a 10th Level Cleric. Spells: *Protection/Good* x 2, *Light*, *Hold Person* x 2, *Bless*, *Continual Darkness*, *Cause Disease*, *Prayer*, *Protection/Good* 10' radius x 2, *Turn Sticks to Snakes* (there are some sticks on the floor), *Dispel Good*, *The Finger of Death* (*Raise Dead* reversed). Human Wizard: HD: 9, AC: 0, HP: 32, one Attack 2D6 plus spells as a 9th Level Wizard. Spells: *Charm Person* x 4, *Phantasmal Forces*, *Invisibility*, *Web*, *Hold Person*, *Lightning Bolt*, *Fly*, *Ice Storm* x 2, *Wall of Stone*. Human Thief: HD: 10, AC: 0, HP: 49, one Attack 2D6 (quadrupled if from behind). Human Cleric: HD: 12, AC: 0, HP: 56, one Attack 2D8 plus spells as a 12th Level Cleric. Spells: *Darkness* x 3, *Protection/Good*, *Hold Person* x 3, *Silence* 15' radius, *Prayer*, *Continual Darkness* x 2, *Cause Disease*, *Protection/Good* 10' radius x 2, *Turn Sticks to Snakes* x 2, *Finger of Death* x 4, *Blade Barrier*.
- 11 Hall of the Dead: Hestrin's Tomb, it contains only one large stone sarcophagus, untrapped, with the mummified body of Hestrin inside. On the body are the following items: 12,000 GP worth of Jewelry, a Rod of Cancellation, a Girdle of Giant Strength, and a +4 Sword which turns its target to stone on a natural 20 (no Saving Throw).



Isle of Lonesome Shoulders

The northeast island, it appears to be a normal island, rocky but with some vegetation on it. No signs of life can be seen from the sea. On the east coast of the island, a large (30' tall) Statue can be seen from the sea.

The island has a system of Caves known as the Caverns of Morstregal. The Caverns have had an ominous reputation for centuries. They have served as a prison for an Ancient Man and his Guardian Beast, sealed in for centuries by walls of magic. The Old Man's interest in, and collection of Skulls has indirectly led to the island's name.

The Old Man has been able to take control of various beings who have wandered into his Caverns, *Charming* them to serve both as Guards and Gatherers of Skulls. At present, his Guards consists of a group of six Ogre Magi who made the mistake of landing on the island. They serve faithfully and fanatically, desiring only to fulfill their Master's wishes.

Approach to the Island

Landing on the island will be difficult. The shoreline is extremely jagged, and there is only one small usable beach. The reefs are also extremely hazardous. Any small boat approaching the island has a 45% chance of becoming grounded. Any large ship attempting to reach the island has a 70% chance of becoming grounded. If a boat attempts to land anywhere except for the beach, there is a 40% chance of it being dashed to pieces. If the party attempts a landing on the beach, there is a 20% chance of the boat being caught by the treacherous currents and crushed against the rocks. If the party lands on the beach, they will be seen by the Ogre Magi in the Cavern of the Watchers and attacked. (See Encounters and Area 1 for specifics.)

Terrain

The terrain on this island is fairly rocky, with scattered brush and groves of trees. Lying about all over the island are Skeletons rotting in the dirt. The bones of members of all major races are present in various stages of age and decay. All of the Skeletons have been decapitated, and there are no Skulls to be found anywhere on the island.

The only major terrain feature is a small cave mouth near the center of the island. This entrance leads to the Caverns of Morstregal.

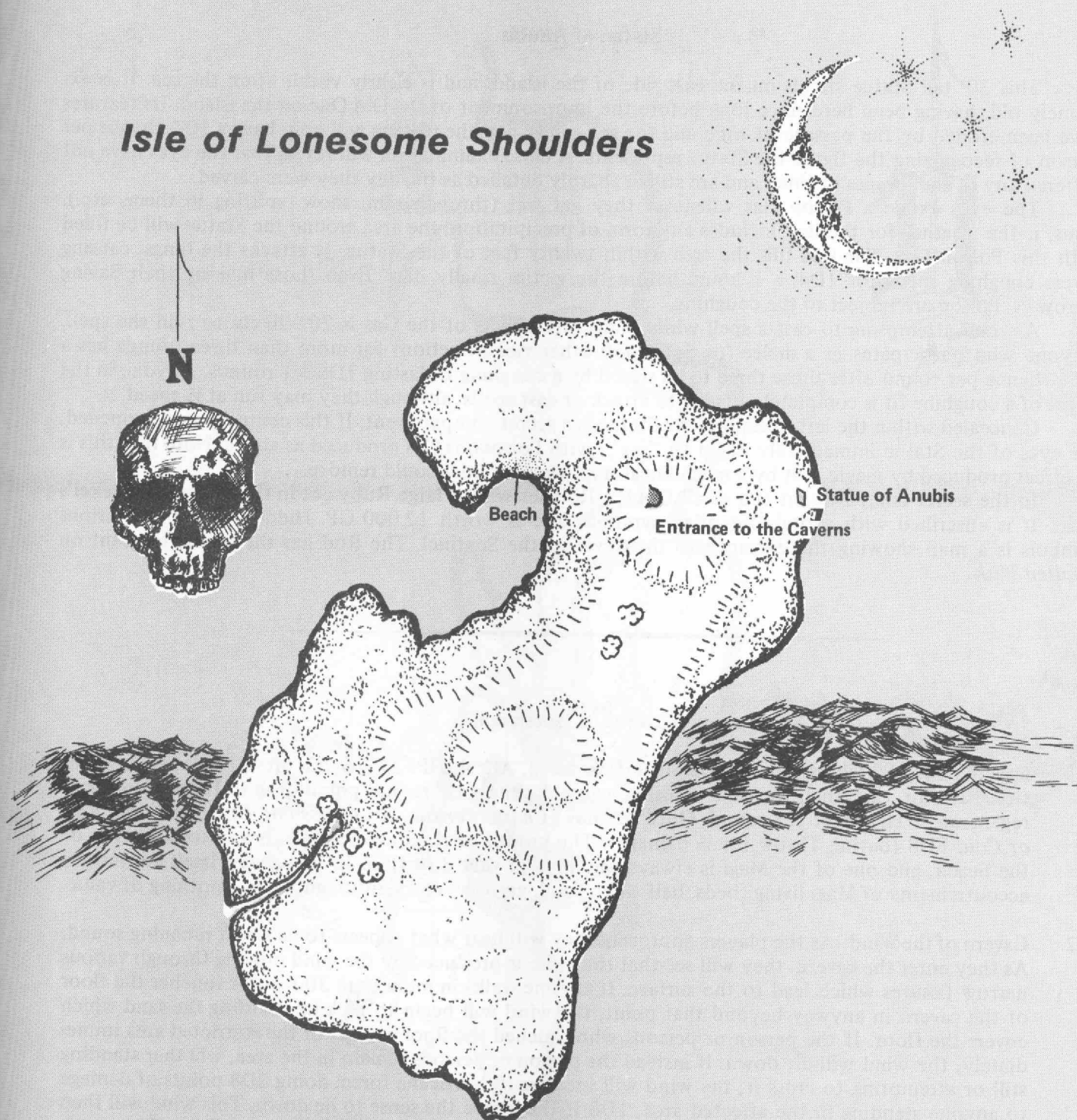
Encounters

The only living creatures which occupy this island are the Ogre Magi and their Master. Therefore, they will be the only creatures encountered on the island. The player's actions will determine the time and place of the encounter.

If the players chose to land on the beach during the day, they will be automatically spotted by the Ogre Magi in the Cavern of the Watchers (Area 1, Caverns of Morstregal). The three Magi in the Cavern will then become invisible, fly down to the beach, and begin to attack. They should quickly figure out that the party is too strong for them, and attempt to flee back to the Caverns. If one or more makes it, the Magi in Area 3 will be warned, and will be waiting for the players.

If the players land somewhere besides the beach, or on the beach at night, normal encounter probabilities result. If an encounter is indicated, it will be with one of the Magi from the Cavern of the Watchers, out on a Scouting Patrol. He will not attack, but will simply attempt to flee back to his companions. He will gather all six of them, and the combined force will track down and attack the intruders.

Isle of Lonesome Shoulders



Scale: $3\frac{1}{4}$ in. = 1 mile

Statue of Anubis

This 30' tall Statue stands on the east side of the island, and is clearly visible from the sea. It is extremely old, having been here since long before the imprisonment of the Old One on the island. Its features have been eroded by the passage of time and the sea winds, and the players will only have a 10% chance per person of recognizing the figure the Statue represents. A close examination will reveal that the eyes have not suffered any of the ravages of time, and are still as sharply detailed as the day they were carved.

The eyes exude a Poison Gas whenever they get wet (through rain, snow, spitting in them, etc.). Thus, if the weather for the day includes any form of precipitation, the area around the Statue will be filled with this Poison Gas. The Gas fills the area within twenty feet of the Statue. It attacks the lungs, causing severe coughing spells for 1D4 + 1 hours before the victim finally dies. Even those making their Saving Throw vs. Poison are subject to the coughing.

Anyone attempting to cast a spell while under the effects of the Gas is 20% likely to ruin the spell. Anyone who participates in a melee (or doing any other violent action) for more than three rounds has a 20% chance per round after those three to be seized by a coughing fit lasting 1D6 + 1 rounds. Anyone in the midst of a coughing fit is completely unable to attack or cast spells, although they may run at ½ speed.

Concealed within the left thumb of the Statue is a secret compartment. If this compartment is opened, the eyes of the Statue immediately begin to "cry", with Poisonous Gas produced as above. Note that this is an effect produced by magic, not by a mechanical trap which a Thief could remove.

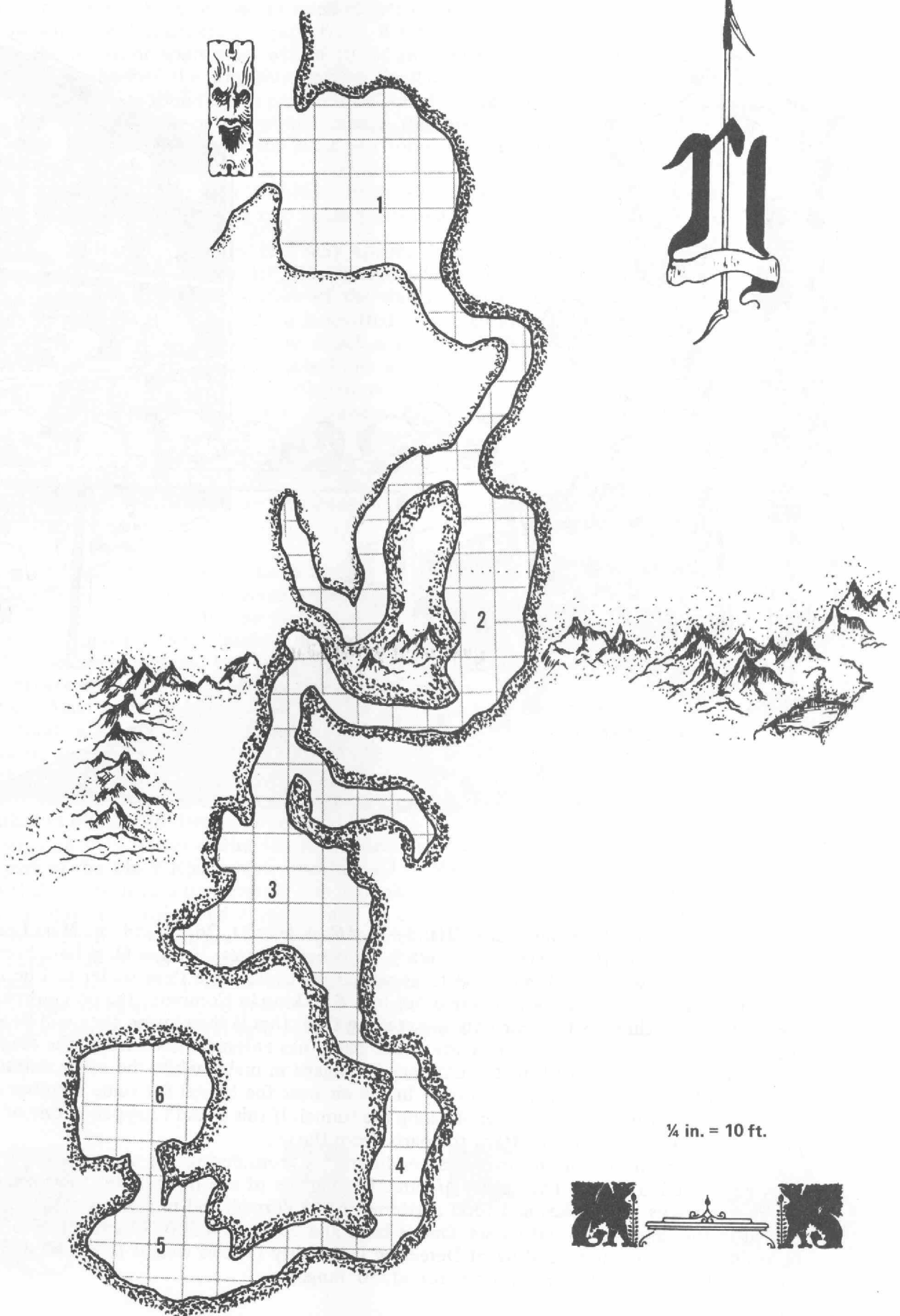
In the secret compartment is a small Golden Rod set with a large Ruby cut in the shape of a Jackel's head. It is encribed with various Egyptian symbols, and is worth 12,000 GP. Hidden within the various symbols is a map showing the entrance to the Caves of the Sentinel. The Rod has the power to grant on *Limited Wish*.

Caverns of Morstregal

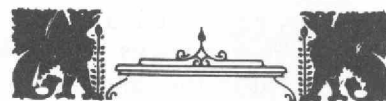
1. Cavern of the Watchers: Three Ogre Magi: HD: 5 + 2, AC: 4, HP: 27, 26, 23, one Attack 1D12. Abilities: Fly (for 12 turns), to come invisible, cause darkness 10' radius, polymorph to Humanoid form, regenerate 1 Hit Point per round; Once per day: *Charm Person*, *Sleep*, *Assume Gaseous Form*, *Ray of Cold* 8D8 (Saving Throw for ½ damage). The mouth of the Cave commands an excellent view of the beach, and one of the Magi is always watching in that direction. In the cavern itself are various accoutrements of Magi living (beds, half eaten food, garbage, etc.), although there is nothing of value.
2. Cavern of the Wind: As the players approach, they will hear what appears to be a soft moaning sound. As they enter the cavern, they will see that the noise is produced by the wind moving through various narrow fissures which lead to the surface. If anyone walks in more than 30 feet, or touches the floor of the cavern in anyway beyond that point, the wind will begin to pick up, swirling the sand which covers the floor. If the person or persons who touched the floor get out of the restricted area immediately, the wind will die down. If instead the person or persons remain in the area, whether standing still or attempting to cross it, the wind will increase to hurricane force, doing 2D8 points of damage to anyone standing in the affected area, 1D8 if they have the sense to lie down. This wind will then die down and the players will see a creature made of sand somewhat resembling an Earth Elemental: HD: 10, AC: 6, HP: 42, two Attacks 2D8/2D8, breathe of a fine sand every 3rd melee round, affecting an area 10' x 10' x 10'. Everyone in this area must save vs. Poison or collapse, choking. Choking lasts for 3D6 rounds, and each person so affected has a percentage chance dying. This chance is equal to the number of rounds for which they will be choking.

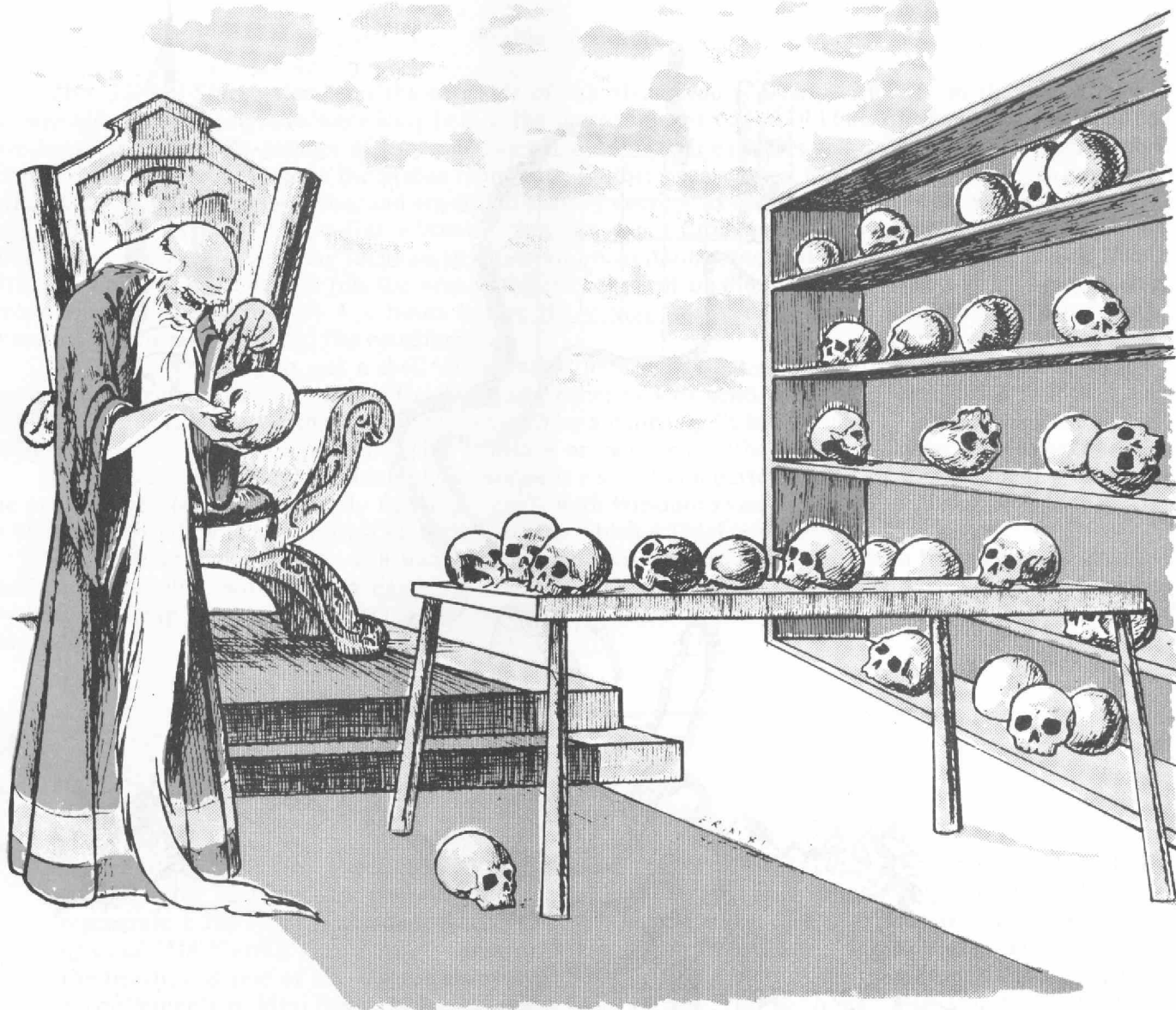
If the creature is destroyed, everything will be quiet for one round, and then the wind will begin to pick up again if someone is in the restricted zone, and the cycle will begin again, including the reforming of the monster. The cycle of calm wind, sandstorm, monster can be repeated an infinite number of times, but as soon as no one is touching the floor of the restricted zone, monster and wind will immediately disappear.

Note: All Ogre Magi will fly through this area.



¼ in. = 10 ft.





- 3 Cavern of the Magi: Three Ogre Magi: HD: 5 + 2, AC: 4, HP: 31, 26, 24 and one Magi Leader: HD: 9, AC: 4, HP: 40, one Attack 1D12. See area 1 for other abilities. If these Magi have been warned by the others, they will be polymorphed to appear as captives, while their leader will be invisible and flying near the roof of the cavern (some 50' up). Speaking in Common, the polymorphed Magi will direct the party through the rear entrance, telling them that if they hurry, they will be able to catch the "Magi" by surprise. As soon as the entire party has entered the corridor, the Magi will attack from the rear. Two will rush to the entrance to engage in melee while the other unleashes a *Ray of Cold*. The Magi Leader will wait invisibly in the air near the tunnel for some member of the party to attempt to fly over the two Magi blocking the tunnel. If this doesn't happen in one or two rounds, he will fly down the tunnel to attack the party from the rear.

The cavern itself appears to be rather luxurious (considering the area), with silk pillows and hangings scattered about. The bodies of three Humans lie on the floor minus their heads. There are also other traces of supplies and food scattered in the corners and in shallow pits dug in the sand. Buried in the sand are several chests. One is large and contains 8,500 GP and 31,000 SP. There are two small ones containing a Ring of Detecting Invisibility (allows wearer to detect invisible objects whenever he concentrates on it for one round, 30' range).

- 4 Cavern of Song: Skulls are set in small niches in every wall of this cavern. Some of the Skulls are yellow with age, but others are quite fresh. When some member of the party moves more than 30' inside the room, or approaches within 10' of any Skull, the Skull will burst into a deep, mournful song. Those who hear the song must Save vs. Spell each round that they hear it or collapse in Fear for 2D4 rounds. Every round that a person is collapsed in fear and still capable of hearing the song, there is a 10% chance of that person going insane. A *Remove Curse* and *Bless* are required to cure insanity, and even then the afflicted person must rest for as long as they were insane, and will ever after hate any singing.

The only way to counter the affects of the song is with a *Silence* spell or destroying all 85 Skulls (figure each person can destroy two Skulls per round).

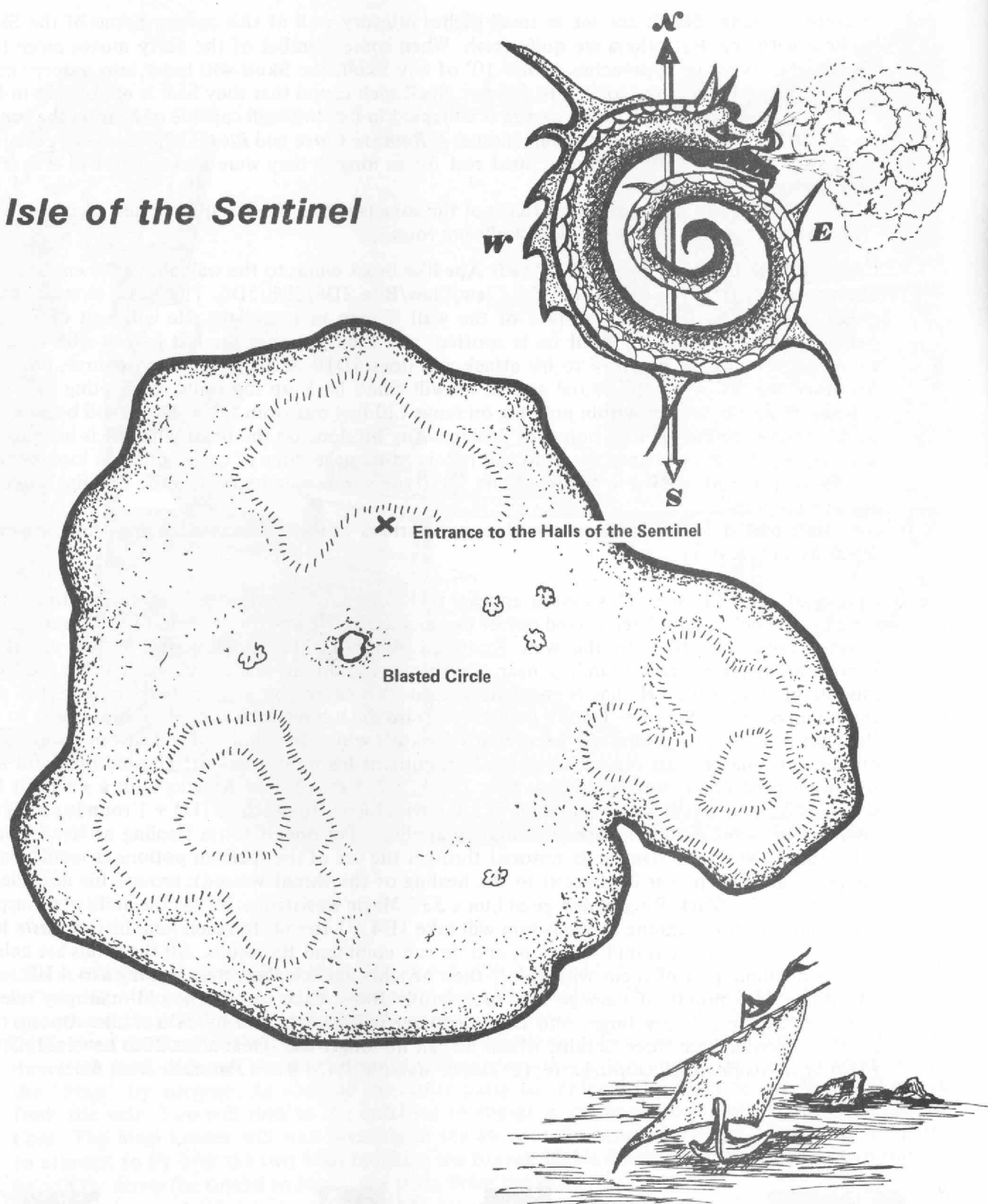
- 5 Cavern of the Beast: A gigantic (15' tall) Ape-like beast clings to the wall above the entrance to this cavern. Beast: HD: 15, AC: 6, HP: 75 Claw/Claw/Bite 2D8/2D8/5D6. The Beast is well concealed, closely resembling the rocky surface of the wall if seen in torchlight. He will wait until no more persons enter the room or until he is spotted, and then jump on the last person who entered the room. In jumping, he gains +4 to his attack and does 5D10 of damage, but of course, does not get his other attacks. After this initial attack, he will climb back up the walls, attempting to repeat his actions. If no one comes within jumping on range (20 feet out from the wall), he will begin throwing rocks, one per round for 5D6 points of damage. Any hit done on the Beast while he is hanging on the wall has a percentage chance equal to the points of damage done of causing him to lose his grip and fall to the floor doing 4D6 to the Beast and 5D10 to anyone who happens to be standing too close to the impact point.

Half buried in the sand on the floor are various broken Humanoid bones, relics of previous feasts by the creature.

- 6 Cavern of the Old One: This cavern appears to be designed for Human habitation. Stone benches, tables, and shelves have been carved out of the rock walls. Nearest the far end of the cavern is a stone throne carved directly into the wall. Scattered about the floor, tables, and shelves are skulls of various ages and injuries. Standing near the throne examining one of the skulls is an aged man in mouldering grey robes. He has been imprisoned in this cavern by magical barriers since the days of the Keepers of the Sentinel. Once a powerful Wizard, he has retained enough of his powers to *Charm* the Ogre Magi to guard him and bring him the skulls which he studies. The beast in Cavern 5 is also his servant, guarding its master since the beginning of his imprisonment. The old man still has the following powers and characteristics: HD: 10, AC: 2, HP: 40, two Attacks with a +3 Flint Dagger which will cut a throat on a roll of 19 or 20, victim bleeds to death in 1D4 + 1 rounds unless a *Cure Serious* or two *Cure Lights* are immediately applied - Potions of Extra Healing or Healing may be substituted (Note: No damage is restored through the use of the spells or potions as would normally happen - all their power is directed to the healing of the throat wound); around his neck he wears one part of the Black Ring which gives him a 33% Magic Resistance; he has the ability to warp space such that a person running towards him will take 1D4 + 1 rounds to reach him; he can *Haste* himself once per day for a six round duration; and he can command the skulls. All the skulls are animated, and each round 1D6 of them will fly off their benches at each character, striking as a 4 HD monster and doing 1D6 points of damage if it successfully Bites. Each round, the old man may select one character as the primary target and that character will be attacked by 3D6 skulls. Among the old man's possessions are three Scrolls, which he can no longer use. Treat all as 20th Level: (1) *Stone to Flesh*, *Anti-Magic Shell*, *Disintegrate*; (2) *Dispel Magic* x 3; (3) *Wish*, *Prismatic Wall*, *Maze*.



Isle of the Sentinel



Scale: 3/4 in. = 1 mile

Isle of the Sentinel

The entrance to the Halls of the Sentinel is well concealed behind several large rocks. Unless the players have found one of the maps showing the entrance's location (from the Liche's Tower or the Statue of Anubis), there is only a 10% chance per day of finding it without magical means.

Once the rocks in front of the entrance have been cleared, the players will see before them a 10' x 10' opening, obviously of great age. Carved into the rock around the entrance are various runes of threat and warning, promising dire consequences for all violators.

The central isle, the Isle of the Sentinel is as forbidding a place as can be imagined. It is cloaked with fog 60% of the time, and when it can be seen, the viewer often wishes the fog would return. Rocky, with only sparse vegetation, its coast offers no safe landing places. No structures can be seen on the island when looking from the sea.

Approach to the Isle

Reaching the isle will be extremely hazardous. There are no visible beaches on the rocky shoreline, and dangerous reefs circle the island. Under normal weather conditions, there is a 50% chance of grounding a small boat. If the fog is present, that chance increases to 60% due to an inability to avoid some of the reefs which could ordinarily be seen. The chances of grounding a large ship are 70%, 85% when the island is shrouded in fog.

The jagged rocks on the coast make it 40% likely for a small ship to be wrecked on a good day, 60% on a foggy day. With a large ship, the chances increase to 60% normally, and 80% when the fog is present.

There is no wood to build a raft if the player's Ship is destroyed.

Terrain

The terrain is composed mostly of extremely jagged rocks. What vegetation is present takes the form of struggling yellow weeds and grasses. There are no trees or even shrubs, nor is there any source of fresh water on the island.

There are no man-made structures on the surface of the island. The only two points of interest are the Blasted Circle (see below) and the entrance to the Halls of the Sentinel, both which are near the north coast of the isle.

Encounters

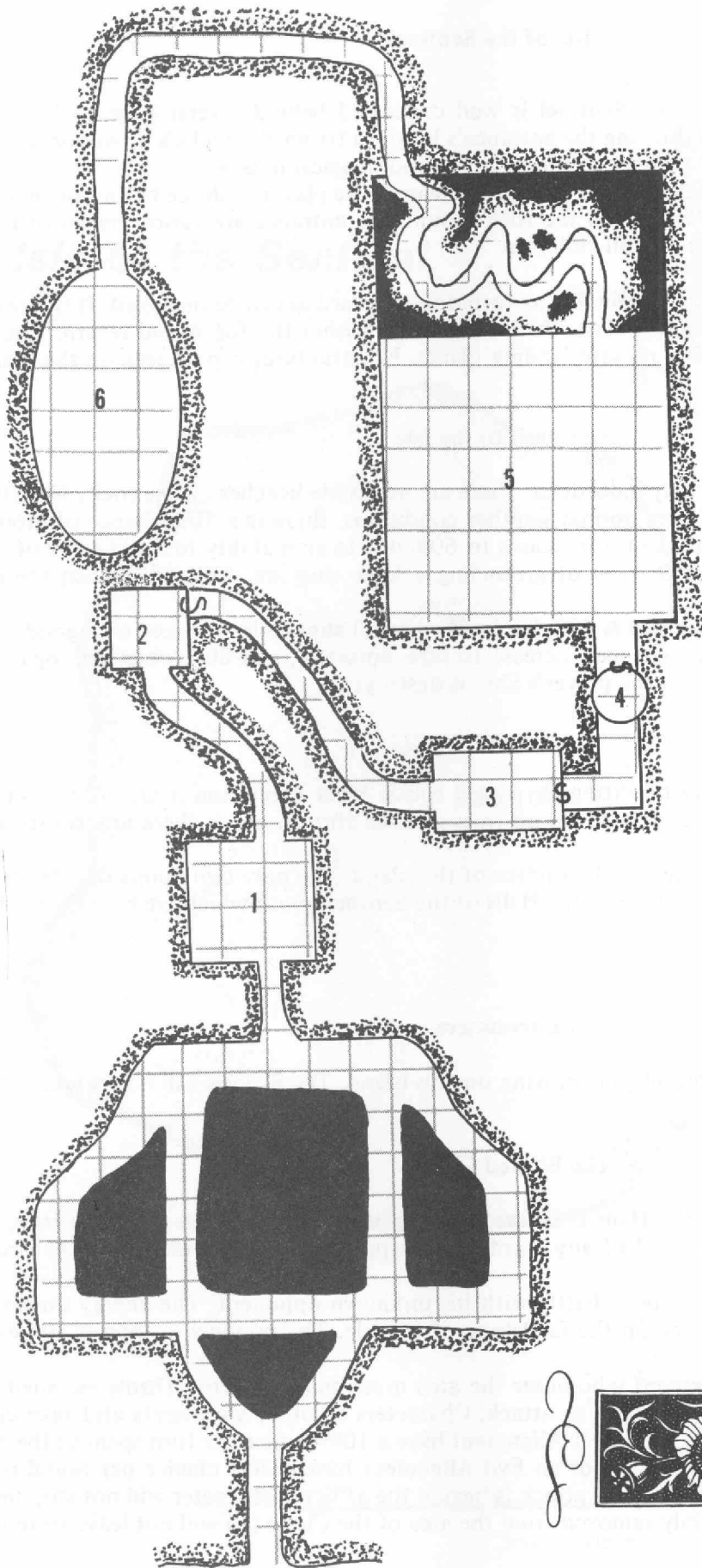
There is nothing except for the players moving on this island. The players will notice a complete lack of even birds and insects.

The Blasted Circle

Not far from the entrance to the Halls is an area of desolation known as the Blasted Circle. It is a circular area some 400 feet across, devoid of any plant life. It appears as if the rock within the circle was melted at some point in time.

This was the site of the Last Keeper's battle with his unknown opponent. The energy unleashed in the struggle has left a permanent mark on the landscape of the isle. The presence of power and evil still remains.

Any characters of Good Alignment who enter the area must make a Saving Throw vs. Spell or become ill for 2D4 hours, unable to cast spells or attack. Characters of other alignments also take chances when entering the area. Characters of a Neutral Alignment have a 10% chance per turn spent in the area of becoming Evilly Aligned. Characters already of an Evil Alignment have a 20% chance per round of backstabbing the person nearest to them. Once an attack is begun, the afflicted character will not stop until his target is dead, he is dead, or he is forcibly removed from the area of the Circle (he will not leave voluntarily).



Halls of the Sentinel

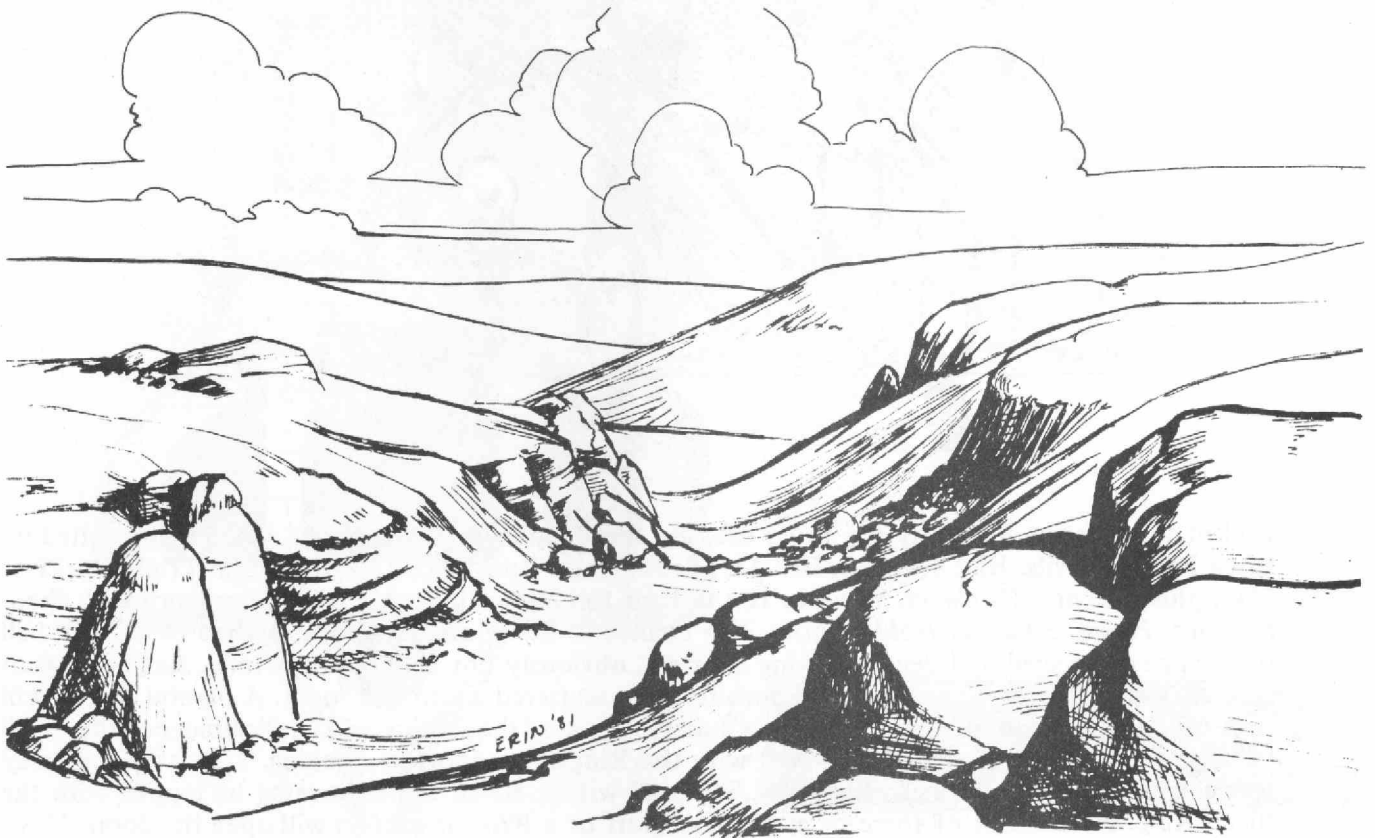
In addition to the normal defenses of the Sentinel, the Wizard who attempted to breach the defenses left some guards to destroy anyone investigating. The magical effects are the Sentinel's defenses, the Devils are the Wizard's guards.

- 1 Hall of Warning: The entrance to this hall is blocked by a simple *Force Wall*. It can be temporarily brought down with a successful *Dispel Magic* (treat the wall as 25th level), a *Disintegrate* or it can be *Teleported*, *Dimension Doored*, or *Phase Doored* through. If it is brought down, it will reform in three rounds. The hall itself appears bare. If the *Force Wall* is brought down or someone enters the room, hundreds of Magic Mouths on the walls begin a loud wailing, warning the Devils in Area 2. Anyone who enters the room while the wailing lasts (five rounds) must Save vs. Spell or drop all weapons and run through the east entrance, running for 2D4 rounds and surrendering to the first non-friendly creature he or she sees (which will be the Devils in Area 2). Anyone wearing the Black Ring may walk through the *Force Wall*, as may those within 10 feet of the Ring. If everyone in the room stays within 10 feet of the Ring, the Magic Mouths will not be activated. *Teleporting* or *Dimension Dooring* into the corridor between Areas 1 and 2 will also successfully pass the alarm.



- 2 Hall of the Keeper: Formerly the room used by the Keepers of the Sentinel, it is now inhabited by three Barbed Devils: HD: 8, AC: 0, HP: 43, 36, 30, Magic Resistance 35%, Claw/Claw/Tail 2D4/2D4/3D4, plus a Saving Throw vs. Wand or run in Fear for 2D4 rounds. Abilities: Never surprised, *Pyrotechnics*, *Produce Flame*, *Hold Person*, 30% chance of Summoning another Barbed Devil. The hall itself appears as aged and decrepit living quarters, obviously not used in some time. Ancient rags of garments and the remains of wooden furniture are scattered about the room. A careful search will turn up the fragments of the Last Keeper's diary. Most of the writing will be illegible, but there will be several references to striking the wall with the Ring and a doorway opening. This is the only way to open all the secret doors in the Halls. The wall within 10' of the door must be tapped with the Black Ring. No amount of force or any magic short of a *Wish* or artifact will open the doors. However, *Teleportation*, *Dimension Door*, etc. can be used to bypass the doors.

- 3 Hall of Rest: The final resting place of the Keepers, this hall contains several dozen stone sarcophagi sitting in niches carved in the walls. There are also two which have been thrown to the floor and broken open. The aura of the room is cold and foreboding and the players will all sense an angry will which wants them out of the room. Even the Black Ring will not prevent this feeling from reaching the players. After the players have remained in the room for five rounds, or someone has touched one of the sarcophagi still on the walls, the anger will begin taking its toll on them. On the sixth and all subsequent rounds, everyone in the room except for the wearer of the Black Ring must roll a D20 equal to or under their Intelligence to not be taken over by the force of the anger. Those who fail will begin attempting to force the others out of the hall and back to Area 2, attacking if necessary. The affected people will regain control of their minds when they leave the hall, but if they ever re-enter it, they must immediately make a Saving Throw as above to retain control. Note that those with purer motives (wishing to reseal the two broken sarcophagi, etc.) will not be affected. Those who make any attempt at actually ransacking any sarcophagi will have to make a Saving Throw as above with a +4 to the die roll, and failure in this case results in insanity. There is nothing of value in any of the sarcophagi.
- 4 Hall of Sight: Two Horned Devils: HD: 5 + 5, AC: -5, HP: 36, 27, Magic Resistance 50%, Fork 2D6 and Tail 1D3 and a bleeding wound - lose 1 Hit Point per turn until bound. They exude Fear in a 5' radius (Saving Throw vs. Wand or flee for 2D6 rounds). Abilities: *Pyrotechnics*, *Produce Flame*, *ESP*, *Detect Magic*, *Illusion*, 50% chance of Summoning another Horned Devil. Once per day they can create a triple *Strength Wall of Fire* (3D8 Hit Points of damage). The room itself is totally bare, but the wearer of the Black Ring can see scenes of the island's coast which appear on the walls. With concentration, the wearer of the Ring can chose to see anywhere within the Sentinel Keyes, including the corridors and halls which lie before them. The doorway leading to Area 5 is blocked with a *Prismatic Wall*. It can be brought down in the normal fashion, or the wearer of the Black Ring can negate its effects as long as he stands in the center of it. Note: No *Teleportation*, *Dimension Door*, etc. will function beyond this point.



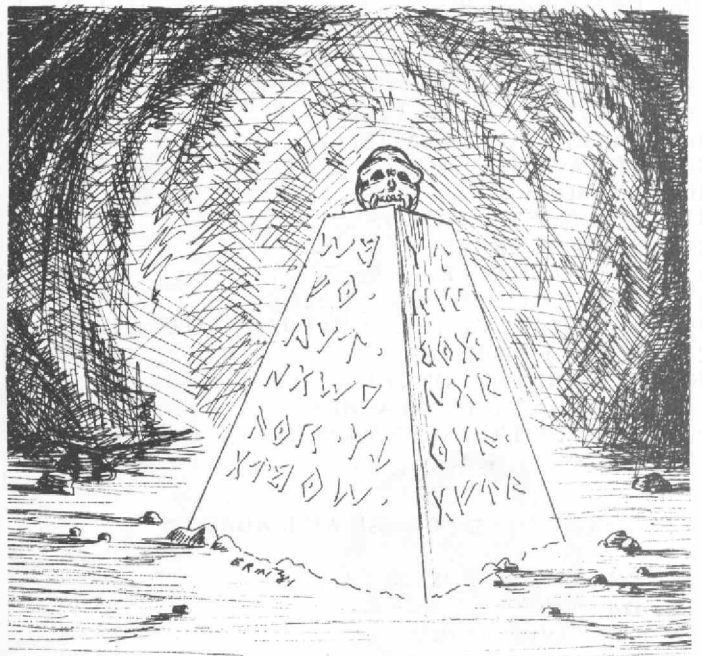
- 5 Hall of Passage: Levitating above the doorway is a very disgruntled Death Devil: HD: 13, AC: -4, HP: 60, Claw/Claw 1D8/1D8 and a Saving Throw vs. Death or die on the spot, Magic Resistance 70%. Abilities: *Levitate*, *Produce Flame*, *Dispel Magic*, *Detect Invisible*, Regenerates 1 Hit Point per round. Once per day they may enscribe a Symbol of Death killing 75 Level Points. +2 Weapon required to Hit. This Devil is much more interested in preserving the letter of his instructions than fighting, and will attempt to negotiate if given the chance. His instructions were to prevent any unauthorized personnel from passing through the hall, and for the gift of some major magic item, he will authorize one person. Otherwise, he will fight.

The far end of the hall is one mass of shimmering lights. The light is intensely painful to the eyes, and only the wearer of the Black Ring will be able to reach it without being blinded for 2D6 turns. Any blinded person entering the area of the lights (which covers fully half the room) has an 80% chance per round of falling into the 60' deep hole which makes up the north 1/3 of the room. A narrow, winding path leads down into the chasm, but only a non-blinded person (i.e. the wearer of the Black Ring) will be able to see and follow it. The sides of the path are guarded by *Prismatic Walls*, as it cannot be reached by those who have fallen into the pit. These walls also make it very hazardous for a blinded person to attempt to crawl down the path or walk down it holding on to the wearer of the Ring, as falling off is a definite possibility, and anyone who falls, falls through a *Prismatic Wall*. The wearer of the Black Ring has only a 05% chance per trip on the path of falling off, and on each trip on it may guide one person. That person will still have a chance of falling equal to 30 minus their Dexterity. Unguided persons have an 80 minus Dexterity chance of falling.

At the bottom of the path is a metal door which can only be opened by tapping on it with the Black Ring.

- 6 Hall of the Sentinel: This hall is protected on all sides by *Force Walls* and other defenses which will defy all means of entry short of a most powerful artifact. Only the Black Ring will allow free passage into the hall.

In the center of the hall rests the Sentinel of Time (see picture). It is simply a monolith covered with runes. On top of it rests the Ardisian's Skull, an artifact of some power. The Skull must be removed from the island in order to restore the Sentinel to its proper functions. The wearer of the Black Ring may carry the Skull without suffering damage, but anyone else will take 3D8 points of damage per round plus make a -4 Saving Throw vs. Spell or be *Charmed* by the Skull. Once the Ring wearer picks up the Skull, he will find that the Ring and Skull have fused together, and that the forces within each are beginning to combat. This combat will begin to build until the two artifacts destroy each other, and everything within 30 yards. This will occur 12 turns after fusing, and it is hoped that the players will have enough sense to dispose of this "bomb" in the sea or at least get away from it. The artifacts will emit a soft humming when first fused, turning slowly to a high pitched whine as the explosion nears, so the players will have some warning. The Skull will be shattered into a hundred pieces and scattered. The Ring will be shattered back into three pieces and blown into the sea, to be washed back up onto the beaches in a few years.



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