



A Free Publication Featuring Innovative
Content for use with First Edition:

**Advanced
Dungeons & Dragons®**

EYE OF THE DEEP MAGAZINE

Premiere Issue #1, January 2021

- Under the House of Caison, Part I, Adventure
- Duchess & Candella, NPCs
- Planodrone, Monster

version 1.010

Podcast Preview: <https://grimfuture.podbean.com/e/eye-of-the-deep-magazine-issue-1-preview/>



By W.H. Caddell

THE UNBLINKING EDITOR'S EYE

Welcome to our First Issue!

What is Eye of the Deep Magazine (EOTDM)?

It's a **free** monthly, quarterly, or even semi-annual (we'll see how it goes) e-magazine featuring **short** AD&D 1e adventure modules.

Our standards feature:

1. Disciplined **writing** (respects your time).
2. **Styled** formatting (easy on the eyes).
3. **Innovative** content (why should I read?).

It will have sections featuring new monsters to supplements on existing classic modules. It's content for 1e, by 1e-ers.

Why not just post to all the existing AD&D webbing sites?

Because they don't have a **Curated** feel. As a reader, I want **Exceptional Content**. A thin-plot sandbox dungeon with goblins, a dragon, and a vampire is not what we do.

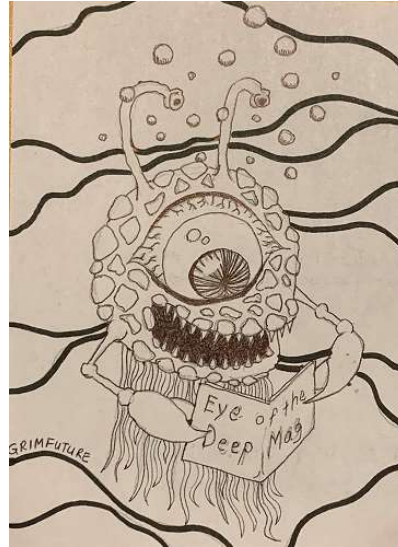
How will you then distribute EOTDM?

<https://www.facebook.com/groups/eotdmr>. A FB group has feedback and community elements that a website does not.

Why do this?

I have a deep passion for writing and find so much inspiration from all the 1e modules. Furthermore, there's no other effort I know that has this specific scope.

Yes, this is all volunteer work. But of course, by contributing, our **talent is promoted!** Good things tend to happen.



By GrimFuture

Can I Contribute to EOTDM?

Yes! But first give me a heads up and tell me what kind of content you want to submit in two sentences. If it sounds intriguing, then I'll ask you to submit a 100-

word summary describing your content and why an experienced AD&D Dungeon Master would find it valuable.

Find me by my pseudonym FB account name "AE GrimFuture". **Everything is considered:** artwork, page decorations, handouts, specific revisions to modules, etc. – and best of all, you get **your name** in lights!

This first issue is kind of thin!

Yes, on purpose. I wanted to get cracking and push out an example asap to inspire talented contributors like you to join!

Enjoy Eye of the Deep Magazine, Issue #1!

Yours Truly,



GrimFuture January 2021.



JANUARY CREDITS

Publisher: **GrimFuture**

Editor: **GrimFuture**

Contributor: **GrimFuture**

Art: **GrimFuture, W. H. Cadell, Twinkl**

Formatting: **GrimFuture**

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HEAR YE! HEAR YE!

EOTDM has volunteer jobs open. Resumes are less important than your responsiveness, and ability to execute.

These jobs have no long-term commitment. From issue to issue, you can commit to whatever and how much you wish. But once you promise, you should execute. All work is remote.

For now, there's no set way or certain tools we use. We share and collaborate our work within a FB group, plus use any or no tools we like.



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GRAPHIC ARTISTS (GA)

DESCRIPTION: GAs are needed for any and all art pieces, from scenes to decorative line breaks. It's best for GAs to produce module-specific art after the Developmental process.

PROCESS: GAs can submit art any time, but the Editing process can eliminate or change entire scenes or sections.

BACKGROUND: Artistic training, experience, or achievement.

DISPOSITION: Style that aligns with the original AD&D line art.

BETA READER (BR)

DESCRIPTION: The BR is the front-line reader & assessor of Reader-Submitted-Content (RSC). After reading, BR then submits to Publisher a 1-page Summary of what you read, including all its Noted Highlights. You must constantly be thinking "Is this Innovative AD&D material?", and "Why should AD&D DMs read this?" and "Does this content bring something new or valuable to the table?"

PROCESS: Your Summary and RSC, if approved, will then go to DE (below).

BACKGROUND: Experience reading some official AD&D adventures by TSR with a critical eye.

DISPOSITION: Be responsive, and finish reading content within 48 hours. Complete your summaries in 24 hours

DEVELOPMENTAL EDITOR (DE)

DESCRIPTION: The DE works with, and coaches Author to improve his RSC. Improve & clarify plot, character, descriptions, designs, etc. where appropriate – while maintaining Author's style, and within publishing limits.

PROCESS: When done, RSC goes to CE (below).

BACKGROUND: Experience reading a lot of official AD&D adventures by TSR with a critical eye. Other proven publishing experience helps too.

DISPOSITION: People skills are necessary. Most inexperienced Authors will take constructive criticism personally.

COPY EDITORS (CE)

DESCRIPTION: The CE cleans up grammar, spelling, wordiness. CE must tighten writing in most text, but not necessarily in boxed text (descriptions to players). Express thoughts with fewer words.

PROCESS: When done, RSC goes to LF (below).

BACKGROUND: Disciplined writing, journalism, copywriting, marketing, or similar experience.

DISPOSITION: Attention to detail, keeping in mind DMs need preparational help while players need descriptive help.

LAYOUT FORMATTER (LF)

DESCRIPTION: The LF takes RSC, art, other content, and scales and positions them into a layout parameters as shown in this and future issues.

PROCESS: When done, issue goes to Publisher for final review and changes.

BACKGROUND: Knowledge of Word, or ultimately any layout editor tool of your choice.

DISPOSITION: Attention to detail, but also keeping the wider perspectives of page flow in mind.



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ADVANCED DUNGEONS & DRAGONS
ADVENTURE MODULE GF1-A

UNDER THE HOUSE OF CAISON, PART I

By GrimFuture

An AD&D Adventure Ideal for Five Level Four Player Characters (PCs)



Duchess (right) and Candella (left) at Craggy Bend, by D. Neziti

What happened to the local Mansion and its inhabitants? Why are even the local Savages afraid of it? Who are these two troublesome female companions, and how can they hold the unlikely key to everything?

Editor: GrimFuture

Artists: D. Neziti, W. H. Caddell, G. Gordon, pc-0, alicexz

Colorer: W.H. Caddell, T. Galioto



INTRODUCTION & QUICK HOOK



By pc-0

ROADSIDE BAZARRE

There's news a nearby **Mansion** has been overrun by **Savages**. While the **Barony** raises soldiers to establish order, they're offering a scoop of silver for every **Savage** head you can post on a pike.

But the problem is, **Bandits** and even local citizens caring nothing about silver, are instead making their way to loot the **Mansion** of its gold.

The location is not far, and you prepare yourselves.



Let PCs purchase equipment. You can either give out **Handout A: County of Caison** which includes suggestive icons on the corners in **Abaddon Woods** and **Thunder Mountains** that can encourage necessary future exploration OR integrate rumors of northeast **Elves** and southwest **Dwarves** respectively. Begin below.

PLANNED ENCOUNTER #1

PIGHEAD TRAIL

Making your way through a shortcut trail, the bushes explode in leaves as two screaming warrior maidens flee toward you. Perfumed long platinum and raven hair flutter past you and climb up a tree. But your smiles fade when a **Boar** wearing a failed trap as a necklace rushes at you.

Boar, Wild (AC 7; MV 15'; HD 3+3; hp 22; THAC0 16; D 3-12; SD fights until -7 hp; SZ M (3' at shoulder); XP 85+4/hp)



It fights until 50% hp, then flees. It also flees anytime when fire or magic is wielded.



If it escapes, brunette with an Australian accent says, "Aye! You're letting our breakfast get away!"

If it's slain, blonde with a playful voice says, "How about a finder's fee for all that meat?"

Read the following when introducing these two:

DUCHESS & CANDELLA (D&C) INTRODUCTION

Climbing down, these two attractive female adventurers applaud your prowess.

The raven-haired one with deep-water blue eyes wears form-fitting black studded leather armor and silver bangles.

The platinum-haired one with emerald eyes wears short pirate-striped breeches and a high-collar sleeveless leather blouse with buckler.

Their faces gleam with gratitude yet hint some mischief. They introduce themselves as **Duchess** and **Candella** respectively.



By D. Neziti

Let PCs each roleplay their introductions and CHA checks. Success means a complimentary reply from **D&C**, e.g., "Ooohh, so impressive! I feel safer already!" **D&C** try and hide that they're self-centered thieves. They sell themselves as "We're adventurers just like you!"



If PCs are friendly, then **D&C** ask to accompany. It's obvious everyone is going to **Mansion**. **D&C** can then share rumors from **Mansion Rumors Table**.

If unfriendly, then **D&C** trail behind at a safe distance.

In this issue of **Eye of the Deep Magazine**, see **Companions' Corner: Duchess & Candella**.



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USING RUMORS TABLE: Based on subject (boldfaced below) of PC's question or topic, **D&C** will reply with corresponding relevant info, in order.

For example, If PCs discuss or ask about **Mansion** repeatedly, then one exchange at a time, share #1, then #3, etc.



By adding emotion, these can be role playing opportunities. After exhausting most of **Mansion**

Rumors Table proceed to **Craggy Bend**.

MANSION RUMORS TABLE

Italics mean rumor is false or unknowable.

1. **Mansion** is recently constructed by **Lord Marton Caison**.

2. Decades ago, this land was not tamed of **Savages**. But it is now, thanks to **Caison**.

3. As gratitude, the **Baron** granted **Caison** permission to build the **Mansion** and lordship over this land.

4. ***Caison** favored living in comfort, not fighting!*

5. *After **Savages** overran **Mansion**, **Caison's** troops rebelled, and assassinated him!*

6. **Savages** are cursed small and large humanoids with animal features!

7. **Savages** are cruel but can be bribed!

8. ***Savages** are gathering in the area under an evil force!*

9. ***Mansion** is still in excellent shape and filled with many treasures!*

10. ***Caison** returned as a ghost to haunt the **Mansion**!*

DUNGEON MASTER'S (DM) NOTES

BACKGROUND: **Savages** are simply neighboring **Orcs** and **Ogres**, and although they do exist, they are red herring.

Magic user **Caison** was a follower of what he perceived to be spirits of war-time organization, planning, and structure. Indeed, many of his victories owed to these virtues.

But after taming this land, and as his **Mansion** neared completion, he had such gratitude that he used a **Gate** scroll to meet and thank these spirits in person.

He called on their many guessed names acquired in his dreams, and something did respond: **Modrons** (MM2 p86). But **Gate** was a catastrophe.

A **Modron Hierarchy**, in his otherworldly and backwards (to us maybe) logic, saw this **Material Planar** scene, and decided it was in the "Best order of Things" to send forth a company of **Modrons** through **Gate** to decimate **Mansion**, and detain all its inhabitants.

Modrons used **Mansion** materials itself, plus essence from **Nirvana's Energy Pool** to build an astonishing vast complex below.

Hierarchy's true agenda, informed by **Infinite and Singular Omniscience** of **Primus**, is incomprehensible to **Humans**. But this much should be clear to DM: **Mansion** itself is unacceptable, and its inhabitants must be quarantined. Treatment of prisoners are relevant only in so far as to maintain the "Balance between Good and Evil."

ABOUT MODRONS: Their corpses and weapons dematerialize in one turn and revert to **Nirvana's Energy Pool**. Unless otherwise noted, all **Modrons'** AL is LN, and SD is immunity to mind spells.

ADVENTURE VALUE: This module can start an epic campaign where PCs must be unlikely ambassadors forging alliances with larger forces (good and evil) to stop these **Modrons** from taking over this realm and converting it into a machine-cog likeness of their **Nirvana**. **Modrons** are driven by what they "Know which must Ultimately Be."



NPCs RETURN: This module features **D&C**, arguably, D&D's earliest anti-companions. They're thieves who get into trouble and rely on PCs to bail them out. But they can fulfill invaluable companion roles of comedy relief, love intrigue, misunderstanding, plot-twists, plot-starters, and others.



If you plan on creating a campaign out of this module, **D&C** can play an important key. They pilfer valuables from local **Elven Kingdoms** (**Abaddon Woods**) and **Dwarven Fortresses** (**Thunder Mountains**) (**Handout A** has corner graphics to entice exploration), then fence them to local **Savage Tribes**. **D&C** can lobby all these leaders, whom in turn can contact higher forces.

It can take a coalition to stop **Modrons**. DM can scale up to however epic he wants this finale to be.

CONCISENESS: To keep this module tight, if you see, e.g. no THAC0, then assume 20; No #AT, then assume 1; no MR, then assume Standard; No SZ, then assume M, etc. Lastly, most "the" articles are omitted except in descriptions.

PLANNED ENCOUNTER #2

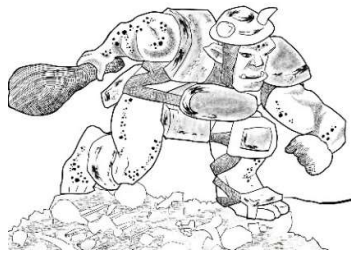


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Craggy Bend

Time for a rest. You're near some foothills along this worn path. Stumps and logs arranged by travelers form tables and benches for the weary. Chirping birds and pine infused breezes make this an inviting stop.

After one round, each PC can roll a WIS check to notice birds stop, and then some gravel slide down nearby elevation. Another WIS check only among those successful can spot, a hundred yards away on heights, a large ugly



By W.H. Caddell

humanoid, 9' tall (**Ogre**) looking in **Mansion's** direction.



This is a scouting party of **Orcs** and an **Ogre**.

They're spooked by **Mansion** but keep an eye on it. If PCs attack or pursue, then scouts will flee toward their nearby **Lair**.

To keep this module tight, it doesn't include a common **Lair**, but DM can easily insert one with treasure. This alone can expand scenario length significantly and level up PCs.



If **D&C** are with PCs, and PCs spot it, then **Candella** will say "Savages!".

If **D&C** trail behind, then they scramble up a tree to hide, because they spot a different **Orc** party approaching them.



In four rounds, this party will spot PCs. These **Scouts** are making their way to heights as a relief shift.

These **Scouts** have **Dog**. As they pass tree with **D&C**, there is 50% chance **Dog** will detect **D&C** and alert **Scouts**.



If **Dog** detects, then **D&C** scream for PCs to help.

If **Dog** doesn't, then **Scouts** will move on to PCs.

If it's day time, then **Orcs** to hit is -1.

RELIEF SHIFT SCOUTS

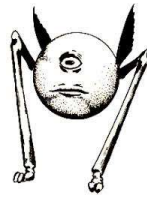
8 Orcs (AC 6; MV 9"; HD 1; hp 4x4,5x4; THAC0 19; D 1-6; AL LE; XP 10+1/hp) Armor Scraps, Spears, Axes, 4ep each.

Wild Dog (AC 7; MV 15"; HD 1+1; hp 5; THAC0 18; D 1-4; AL N; SZ S; XP 20+2/hp) Leather leash.

Ogre (AC 5; MV 9"; HD 4+1; hp 23; THAC0 15; SA Item Saving Throws vs Normal Blows DMG p80; D 1-10; AL CE; SZ L 9'; XP 130+5/hp) Armor Scraps, Heavy club, 30gp.



If PCs fight **Scouts**, or cause similar commotion, then each PC can make a WIS check with a +14 penalty to notice high-altitude (3,000 feet) "Dark spots". This is a patrolling **Monodrone** squadron.



By J. Holloway

They will take PC's fighting tendencies as intel down to **Modron Cavern** where it will be used against them.

3 Monodrone Patrollers (AC 7; MV 6"/18"; HD 1-1; hp 6; D nil; SZ S; XP 14+1/hp) Infravision 30'.

DESIGN KEYS TO FOR ORC TRIBE LAIR

This **Orc** tribe is afraid of **Modrons**. **Lair** should include clues about **Modrons**, such as cave drawings, voodoo dolls looking like **Modrons**, and crying children pouting strange descriptions of **Modrons** in their language.

Most of tribe will fight, but some (females, children, etc), preferably with **D&C** as mediators, will reveal that their raiding parties to **Mansion** have never returned.



D&C must survive. But in **Lair**, **D&C** will take greedy ill-advised actions, inviting PCs to bail them out.

If DM wants to add tension, then **D&C** can be kidnapped by amorous **Orc** chieftains. This can increase plausibility of this **Tribe** willing to aide PCs in defeating **Modrons** (but not during this adventure).



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RUINED MANSION

Beyond abandoned farms, you arrive at what looks like a demolished **Mansion**. Some of its structure indicates it might have been three stories high.

It's surrounded by an eight-foot-high stone wall and open double iron gate, broken at their hinges. Inside the walls, forming a perimeter are even higher twenty-foot stone columns each topped with obelisks or orbs.

Ahead in the courtyard, there's a **Crowd** arguing and milling about. There's a stone marker here with writing.



By G. Gordon

Marker reads "Residence of **Lord Marton Caison**, Nobleman to the **Barony**".

40 columns around **Mansion** are decorative. But are each topped with a **Monodrone** or **Tridrone**. They serve as a defensive and alert perimeter only for what they perceive to be threats. Unarmed humans and animals aren't threats to them.

12 Monodrone Messengers (AC 7; MV 6"/18"; HD 1-1; hp 6; D nil; SZ S; XP 14+1/hp) Infravision 30'.

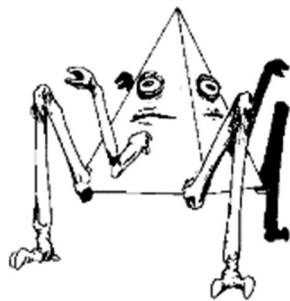


Messengers act as security cameras and communication relays. With just eye blinks and mouth openings, they can alert all **Modrons** on **Mansion** above ground. For serious threats like PCs, a few will fly to **Cellar Entrance** to deliver intel-laden messages.



Every hour, each PC can make a WIS check with a +7 penalty to notice a random **Monodrone Patroller** as described in **Craggy Bend**. They fly 1,000 feet high and will report any gleanable intel about PCs.

28 Tridrone Javelineers (AC 5; MV 12"; HD 3+3; hp 20; THAC0 16; #AT 3; D 3-6(x3); SA javelins range 2"/4"/6"; XP 185+4/hp) 27 Javelins each regenerating 3 per turn, Infravision 90' Ultravision 300'.



By J. Galloway

Javelineers stay on their perches and only come to life



when the **Mansion** is under attack by a large armed force, such as an **Orc** party. For PCs, some

Javelineers will only react in certain situations (see **Following D&C**).

Crowd is on **Mansion** grounds, but has not triggered any **Modrons** because they are neither armed nor have they started looting. For looters, only **Modrons** in certain posts will attempt to detain and transfer prisoners underground to **Detention Cells**.

D&C SLIP AWAY

When PCs reach **Crowd**, **D&C** will move off covertly to inspect **Mansion** ruins looking for loot. Roll to **Move Silently** for **D&C** separately: **Duchess** 64% success, **Candella** 69%.



If either or both fail, then each PC rolls a WIS check with +4 penalty. Successful checkers will spot them moving off.

Choices now include **Approaching Crowd** or **Following D&C** – opposite directions. If PCs split up, then read **Approaching Crowd** to appropriate PCs because it's closer.

APPROACHING CROWD

This **Crowd** is made of locals.

About half are loyalists to the **Barony**; to law, order, and regional pride.



By P. Bruegel

The other half are opportunists and vagrants interested in looting. These two camps argue, but none of them seem to have any courage to do anything.

A thin **Beggar Girl** tugs at your clothes. She says he knows a "Secret way" and wants to show it to you.



Here, PCs can do anything for three rounds, but then read **Familiar Screams** below.



If **Crowd** is questioned, then you can use previous **Mansion Rumors Table**, with a 1-2 of d6 chance they will tell opposite, or a deviation of rumor.

If PCs follow **Girl**, then she takes them to **Animal Pen**. On the way, she introduces herself as **Rony** (Roh-Nee) and playfully asks PCs about some of their interesting items.

RONY THE BEGGAR GIRL

Rony (8 y.o. Human Female) (AC 10; MV 12"; hp 1; D nil; AL N; XP 5+1/hp). Apple core, wild berries in pockets.



By alicexz

Hair of golden hay, freckles, and heterochromic eyes – green and amber, she

is an orphan who once roamed outside gates of **Mansion** (when it was thriving) for food. But now, a local gang of **Bandits** bullied her into bringing them victims to rob.



Rony is full of curiosity and playfulness, jumping around cracks and ugly things on the ground. Her life goal is to re-unite with a young attractive Ranger who once showed her kindness, and to be with him forever.



If **Animal Pen Bandits** are defeated, then **Rony** will be freed and:

1. Can be mentored into a thief, especially under **D&C** who will take fostership of her on sight.
2. Reveal "Things with eyes ate the **Mansion**."
3. Show PCs location of **Cellar Entrance**.

FOLLOWING D&C

Duchess and **Candella** move stealthily around a corner, and then start rummaging through an open-air demolished room with traces of finery left. The room is long, and they start sifting their way to the **Dark End**.



Here, PCs can do anything for one round, but then read **Familiar Screams** below. Only if a PC goes on to INT check below will he use up his actions for the round.

PCs can make WIS checks here with a +4 penalty to see angled holes in dirt (made by **Tridrone** javelins). A further INT check only among those successful will reveal these holes indicate an angle of missiles thrown from outside **Mansion**. It's actually of course from **Tridrones** on columns.

FAMILIAR SCREAMS

Regardless of where PCs are, they all hear "Two familiar screams." It comes from **D&C**, who are only restrained by eight **Duodrones** which are concealing themselves in walls behind paintings. On other side of **Dark End** are two **Planodrones**.

8 Duodrone Guards (AC 6; MV 9"/9" (MC:E); HD 2+2; hp 12x3,13x2,14x3; THAC0 16; #AT 2; D 2-5/2-5; SZ S; XP 440+5/hp) 2 wings, 2 arms, 2 legs each.

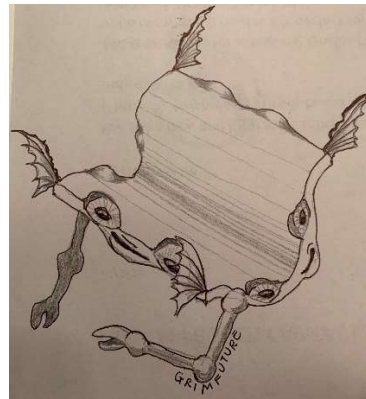
In one round, **Duodrones**, shaped like 2'x4' boards, revolve in place to hand off prisoners to these **Planodrones** (MV/18")



By J. Galloway

which will whisk away **D&C** to **Cellar Entrance**, and down two levels to **Detention Cells**.

In this issue of **Eye of the Deep Magazine**, see **Terrors & Traps: Planodrone**.



By GrimFuture

2 Planodrone

Transports (AC 4; MV 6"/18" (MC:D); HD 4+4; hp 28x4; THAC0 12; #AT 2; D 3-6/3-6; SZ M; XP 725+6/hp) 4 wings, 2 arms each. Shaped like a 6"x12"x2mm flexible band, each can restrain and transport a man of 400lbs and fly at full 18" speed.



If PCs followed **D&C**, then they have a small chance to save **D&C**.

If unfollowed, then by the time PCs arrive, **D&C** will have been taken to **Cellar Entrance**. Tell PCs they do see an open-air demolished room they can explore. But it's long and has a **Dark End**.

When PCs enter **Dark End** with a light source, read:

LONG GUEST ROOM

This tasteful room looked like it entertained many important guests in its day. But it's now destroyed and mostly looted.

There's large overturned tables and big blocky furniture. Damaged wall coverings of scenery and paintings of ancestors adorn the walls. You can still smell scented oils infused into this place.

Making it to the far end of this long room, the floor slopes from the damage, and it's knee-deep with clutter and rubble. It seems to be a dead end with no exits.



In three rounds, attracted by body heat, **Rock Python** (Dragon Mag #115 p45, attacks like a Constrictor) emerges under floor clutter to restrain the legs of a PC who will never see what it is. PCs have a -4 to hit **Python**.



Stock: Dover Pub.

Rock Python (AC 5; MV 9"; HD 6+1; hp 30; THAC0 13; #AT 2; D 1-4/2-8; SA Constriction; SZ L 25'; AL N; XP 475+8/hp) Crystal (42gpv) creating a bulge in its gut.



It will not make bite unless a PC is constricted. Roll secretly to see if it lands attack to constrict ankles.

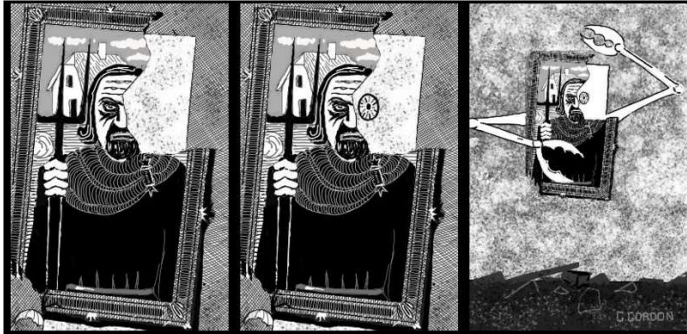


PCs don't benefit from AC enhanced by DEX Defensive Adjustment. If a PC is constricted, the check to see if PC is surprised. **Python** can wrap two PCs.

It remains here to fight. But at 50% hp, it will escape through a crevasse deep under the rubble to fight again in **Cellar Level One**.

When PCs start searching through clutter:

WALLS HAVE EYES



By G. Gordon

To your horror all around you, fleshy eyes open among the broken paintings! (play any frightening sound effect) Then, from the paintings, long stalk-like appendages emerge ending with beak-like grippers!

You hear some of the **Crowd** behind you gasp as they look on. One of them says, "I told you this place was cursed!" Some gawk. Some flee.



In this situation, **Duodrones** will surprise 1-3 on d6. Their opening move will be to try to restrain PCs whether surprised or not. Two **Duodrones** (four arms), if all their attacks hit, will restrain main melee arm of one PC.

Remember, surprised, restrained, or constricted (**Python**) PCs don't benefit from AC enhanced by DEX Defensive Adjustment. When PCs retaliate, then **Duodrones** attack.

Duodrones surround PCs on three sides forming **Dark End**.



Duodrones are in walls behind paintings. Play up that paintings are monsters. Example follows:

PLAYING UP THE PAINTINGS

One of the battered paintings is an evil-looking farmer presiding over a harvest. He's looking at you, with an exaggeratedly large blinking eye.



If PCs attack paintings, then their to hit will be -2 because their attacking is not precise.

If PCs aim for just eyes or stalks, then assess -2 to hit because it's harder to aim for specific parts.



These eight **Duodrones** will fight to the death. But when they are killed, they can be searched and pushed out of their slots through which PCs can crawl through.

Alternatively, after death, their corpses will dissolve leaving openings. On other side of **Dark End** is **Rony**. If PCs have not yet investigated **Animal Pen**, then she insists taking PCs to "Secret way". Read **Animal Pen** below if they follow her.

BACKING OUT OF THE LONG GUEST ROOM

PCs who back out of this room into courtyard with **Crowd** get attacked by three **Tridrones** on nearby columns. **Crowd** disperses, fleeing in terror.

That's nine javelins, each set of three aimed at one random PC who backs out. But at this medium distance of 120', **Tridrones** to hit penalty is -2.



If PCs go back to **Dark End**, then **Tridrones** stop throwing.

If PCs remember tables and furniture, then they can benefit from cover with an extra -2 penalty for

Tridrones to hit.

3 Tridrone Javelineers (AC 5; MV 12"; HD 3+3; hp 20; THAC0 16; #AT 3; D 3-6(x3); SA javelins range 2"/4"/6"; XP 185+4/hp) 27 Javelins each regenerating 3 per turn, Infravision 90' Ultravision 300'.

ANIMAL PEN

Can be found after hours of searching the **Mansion** grounds, or just following **Rony** here.

A covered octagonal building comes into view. A bead curtain covers its entrance.

A small stone well is nearby, as are neglected herb patches. There's an aroma of mustard plants. A scrawny chicken remains and scrambles off.

If **Rony** is here, she says, "It's in there" but backs away. Inside:

On the ground are hay, buckets, and large empty grain sacks. Overhead are full sacks tied to the ceiling.

There are six small walled animal pens, each covered with its own bead curtain.

Each PC can do a WIS check to spot dried blood streaks on floor under hay leading to different pens.

Each pen has a **Bandit** waiting in ambush. If PCs check any pen, then all **Bandits** rush out to attack. PCs will be surprised here 1-3 on d6.

6 Bandits (AC 8; MV 12"; T 4; hp 18x2,19x3,20; THAC0 20; D 1-6 or 2-12 or 1-4; SA backstab or poison (x1 use each), death in 6 hours; AL CE; XP 150+4/hp) Leather Armor, Short Swords, Poison-Tipped Daggers (only good for one use), 2-16gp each.



Give out **Handout B: Animal Pen** and determine tactical PC positions because some may get backstabbed.

Bandits who are able to both surprise and backstab PCs will do double damage with their short swords. Remember, surprised PCs don't benefit from DEX Defensive Adjustment to their AC. In addition, **Bandits** receive +2 to hit PCs from behind.

BANDITS' ESCAPE PLAN



If any **Bandit** should fall to 50% hp, then they will use Poison-Tipped Daggers.

If any **Bandit** believes they will collectively lose, then one of them will pull a hidden rope which

releases grain sacks from ceiling down on PCs who must make DEX checks or get knocked down and disoriented.

This allows **Bandits** to escape. A further CON check is needed to regain senses and rise.

If grain sacks fall, then read **The Floor Has Legs** below.

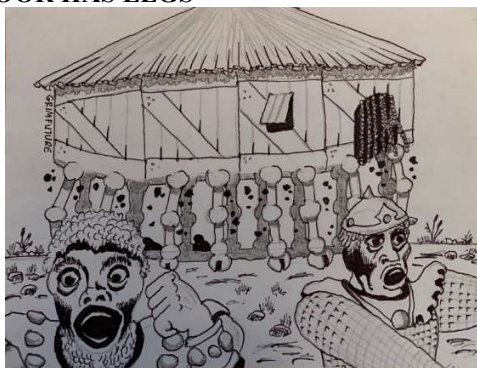


Any **Bandits** who escape will re-group with others led by a **Wolfwere** and carefully hunt PCs, especially down **Cellar Entrance**, and attack at most opportune time.

BANDIT TREASURE

One of pens has a hidden wall panel containing a brass locket (243gpv), aluminum earrings (44gpv), and fancy bottle of wine (81gpv). Another pen has another panel with a set of four small ivory bowls painted with farmland scenery (78gpv each), and a **Jar of Poison** (enough to coat 2 large or 6 small weapons; death in 6 hours only vs Humans).

THE FLOOR HAS LEGS



By GrimFuture

The building is shaking. Rusty tools and buckets fall over. Wood ceiling beams fall with thick dust and dirt. Insects and barn birds fly out in terror.

Sacks disturbed four **Planodrones** in a deep slumber. They're all flat plane-shaped 20'x20' and have just recently nestled under **Animal Pen**.

4 Planodrone Transports (AC 4; MV 4" while carrying Pen, 6" unencumbered; HD 4+4; hp 28x4; THAC0 12; #AT 2; D 3-6/3-6; SZ M; XP 725+6/hp) 4 legs, 2 arms each.



Their orders are, after resting, to transport **Animal Pen** to **Cellar Entrance**, where **Duodrones** will disassemble it for choice materials to take down two levels to build **Detention Cells**.

Sixteen total legs raise **Animal Pen** 5' off the ground. They travel along at only MV 4" and ignore PCs unless attacked. If PCs don't attack, then they can observe and follow.



These **Planodrones** want to reach **Cellar Entrance**, where twelve **Duodrones** emerge from it to disassemble **Animal Pen**. These twelve also ignore PCs unless attacked. PCs may follow them down **Cellar Entrance**.

GETTING OUTSIDE

As **Planodrones** picked up **Animal Pen**, they revealed a resting **Mustard Jelly** in a pool underneath. Long ago, **Jelly** dissolved **Animal Pen** foundation and parasitically preyed on livestock above ground.



Listen carefully to what your players want to do. If they want to "get out" without explicitly saying how, or imply any careful movements, then read **Getting Slimed** below.



If they look out the one window next to entrance, then they see a pool of yellowish-brown ooze (POYBO) under **Pen**. **Pen** has moved 4 feet (and expanding), and both window and entrance lead out to poolside.

If actions include careful movements to the outside, then they're allowed a DEX check to avoid falling into a **Jelly** below.

Making check will allow PCs to stay *safe* near **Animal Pen** doorstep - now a ledge.



Tell PCs their immediate actions include either a standing jump, or a running jump (WSG p39) to clear POYBO. Easily summarize choices for PCs with **Handout C: Jump Choices**.



Count down out loud slowly from six seconds for PCs. For every six seconds PCs don't decide, then the jump requirement grows by four feet.

Solutions to this situation include simply waiting inside **Animal Pen**. In about nine rounds, **Planodrones** will clear **Jelly**, and PCs can hang suspended easily getting to the ground with no damage.

GETTING SLIMED

You scramble outside and to your shock, tumble five feet into a shallow pool of yellowish-brown sticky ooze. You choke at the overpowering mustard stench coming from this horrible slime. Your skin is burning.

To add to the confusion, you turn around in disbelief to what you see.

The entire building has a multitude of stalk-like legs ending in hooves and is slowly marching away!

PCs landing in **Mustard Jelly** will take 5-20 acid Dmg per round unless they get to shore. **Jelly** will begin exuding slowness gas only if a PC lands on or attacks it.

Mustard Jelly (AC 4; MV 9" or 12-18"; HD 7+14 or 3+7; hp 58 THAC0 13; #AT 1 or 2; D 5-20 or 2-8/2-8; SA exudes 10' gas, Save vs Poison or slow to ½ rate, lasting 2 rounds cumulative, Item Saving Throws vs Acid DMG p80; SD immune to normal weapons, cold is half dmg, magic missile and electrical dmg will add to its hp; MR 10%; INT 10; AL N; SZ L 12' diameter; XP 2800+12/hp)



By D. Sutherland, colored by T. Galioto

HOW JELLY MAY ESCAPE



If it's day time, then **Mustard Jelly** will escape in 2-5 rounds flowing through cracks at the base of its pool to **Cellar Level One**.

If it's late afternoon, then it will escape in 6-9 rounds. If it's night time, then 10-13 rounds. Two corpses (**Mustard Jelly Treasure** below) then can be more easily extricated (No checks needed).

GETTING SMASHED



If attacked, **Planodrones**, will march back to PCs, and when **Animal Pen** is over two PCs, they will drop the building on them, killing them unless Saving Throw is made vs Death (in which case they suffer 4d6 Dmg).

Remember the cumulative effects of **Jelly's** slowness gas. Unlucky PCs will attack **Planodrone** legs, then be too slow to get away.

MUSTARD JELLY TREASURE

A WIS check only by PCs who land in the pool can detect two corpses with equipment. They must be pulled out (STR + CON checks required) to inspect. They have a +1 **Spear (+3 vs Invertebrates)**, **Tin Wand of Lightning (22 charges)**, and +1 **Hammer**. Their other equipment is melted beyond recognition.



If **Pen** is dropped on or near **Jelly**, then it will be irritated and escape in half the time above. It will take six PCs one day to excavate wreckage for corpses.

If **Jelly** escapes, then corpses will get dragged with it to **Cellar**.

AFTERMATH WITH RONY

If **Bandits** are defeated, then PCs will come out to hear a girl crying. They will discover **Rony** hiding among **Mansion** rubble. When found she explains she didn't want to do it, but **Bandits** forced her to. She asks PCs if they want to kill her. If not, then she takes PCs to **Cellar Entrance**.

CELLAR ENTRANCE

Can be found after hours of searching **Mansion** grounds, or just following **Rony** here.

On a very far side of the **Mansion**, you're here among gardens and a cemetery. Headstones, markers, raised coffins, and mausoleums all honor family ancestors or accomplished soldiers. Flowers, boxes, and candles are everywhere.

Finally, however, you discover an open entrance and stairs to an underground **Cellar**.

If **Rony** is here, then she points to it and says, "Flying eyes carrying people go down there." She doesn't follow.



There are twelve **Duodrones** just under the **Cellar Entrance** in the walls. They're waiting for **Planodrone Transports**. They ignore PCs unless attacked. But will not let PCs pass. **Duodrones** surprise PCs 1-3 on d6 here.

12 Duodrone Laborers (AC 6; MV 9"/9" (MC:E); HD 2+2; hp 12x3,13x2,14x3; THAC0 16; #AT 2; D 2-5/2-5; SZ S; XP 440+5/hp) 2 wings, 2 arms, 2 legs each.

Under **Cellar Entrance** is **Cellar Level One**, which is meant to house troops and impede invaders if **Mansion** ever came under attack.

PREVIEW TO PART 2

Cellar Level One is a dungeon with some **Modrons**.

Jelly and **Python**, if they survive, will be here. **Bandits** and **Wolfwere** also make appearances.



Rony, operating from the surface through cracks, breathing holes, or supply chutes, can aide PCs with words or other means of assistance in dangerous situations.

Finally, entry way to the **Modron Cavern** is an alien elevator of light operated by thought. It descends a stunning one mile!

PREVIEW TO PART 3



Beneath **Cellar Level One** is an astonishing **Modron Cavern** with cog-like architecture which includes **Detention Cells** and live prisoners - A new race against time begins to save them!

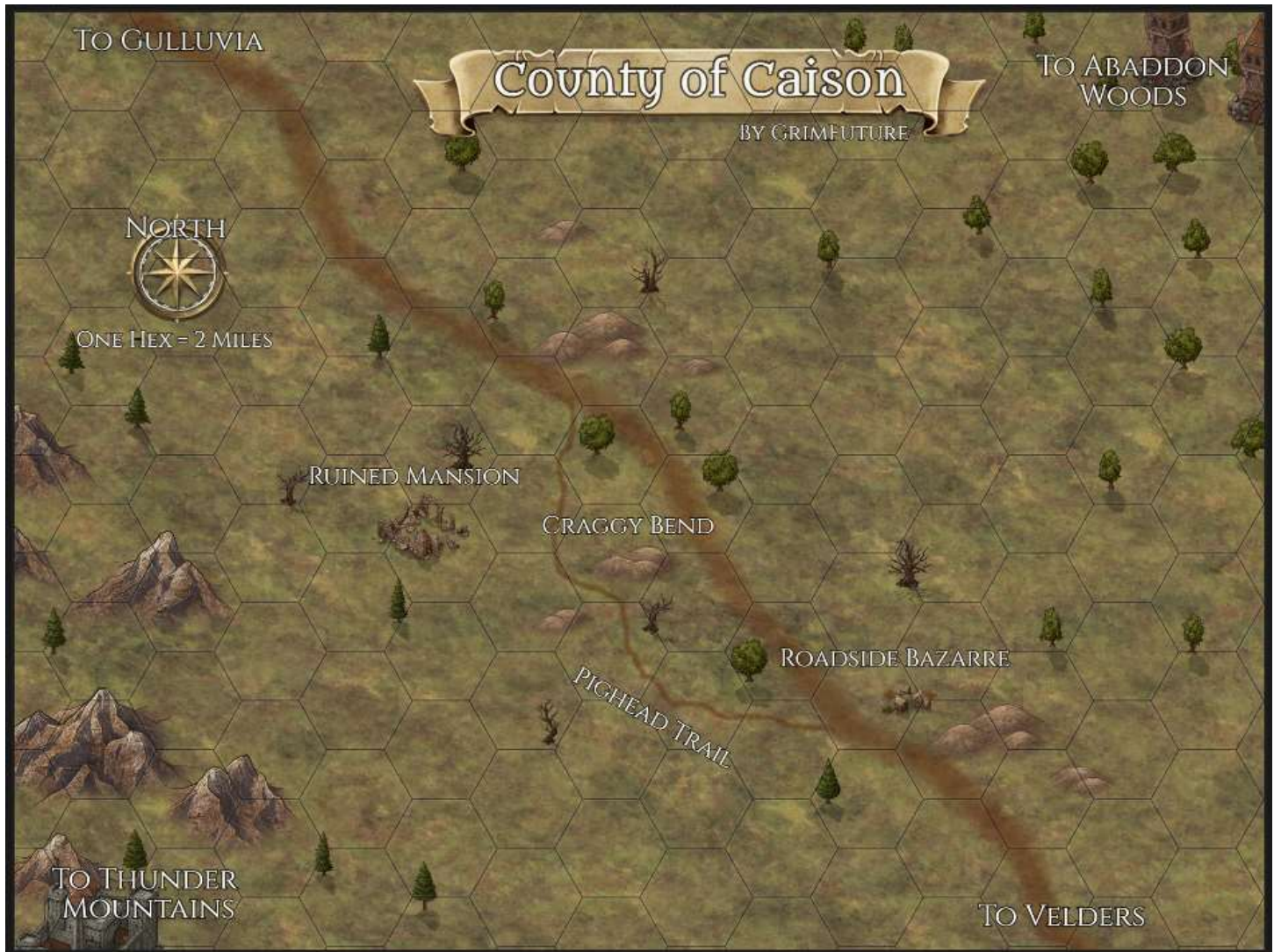
PCs will meet new allies, new threats, more answers, and a final confrontation with an unstoppable **Modron Hierarchy**!

But do surprises end there? It's all in coming issues of **Eye of the Deep Magazine**, your source for innovative AD&D!



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HANDOUT A: COUNTY OF CAISON



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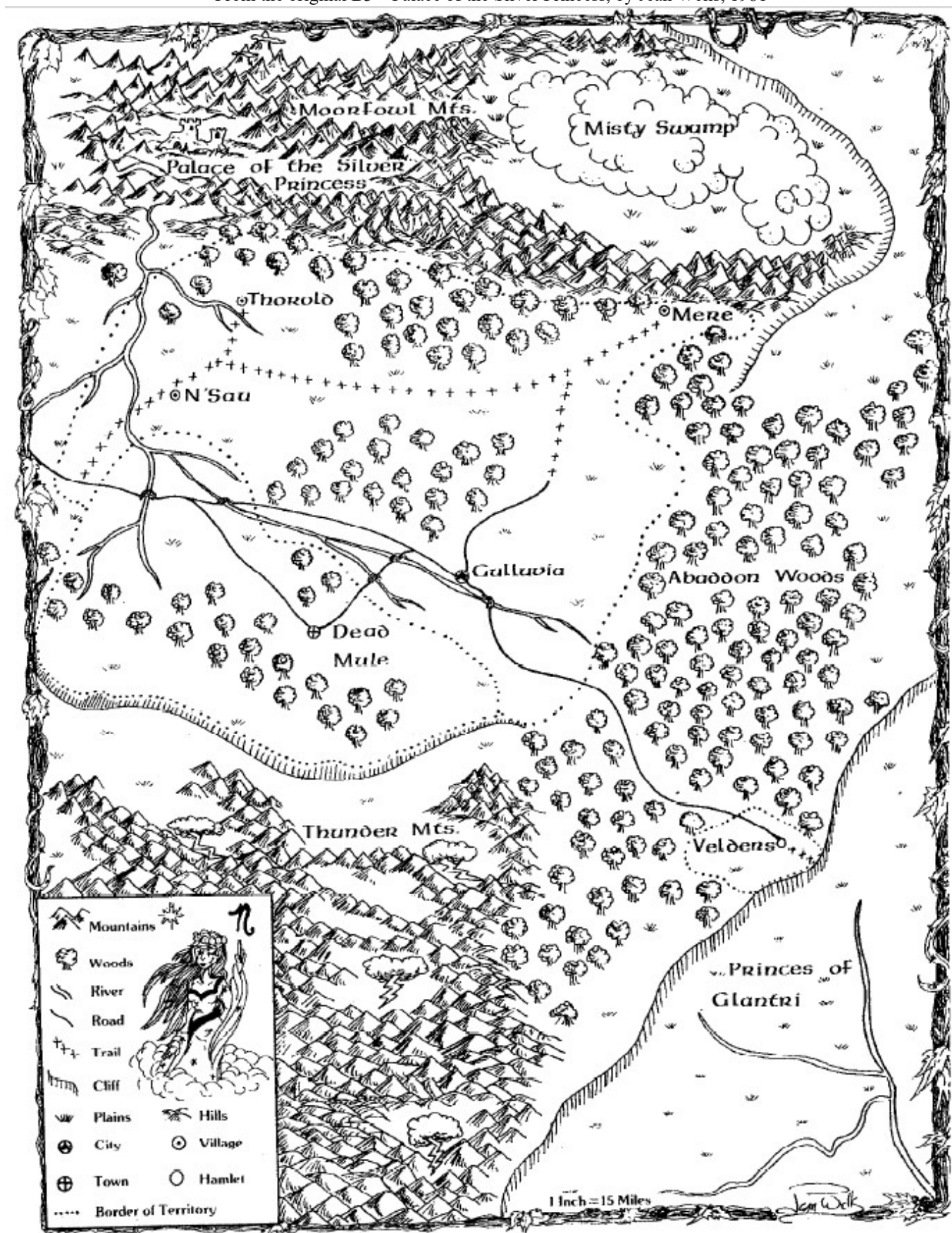
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THE WIDER REALM OF GULLUVIA

From the original B3 – Palace of the Silver Princess, by Jean Wells, 1981



By J. Wells

RUINED MANSION



Map Design Powered by Inkarnate



Map Design Powered by Inkarnate



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HANDOUT B: ANIMAL PEN



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HANDOUT C: JUMP CHOICES

CHOICE #1: Standing Jump

TIME NEEDED: None. Do it now.

DISTANCE: 4' long, 5' drop.

LANDING SUCCESS: roll of **4' or more**

IF SUCCESSFUL: d4 Dmg

DAMAGE SAVE: CON check for no Dmg

PC Level	Standing Jump, Feet
1-6	d4+1
7-9	d4+2

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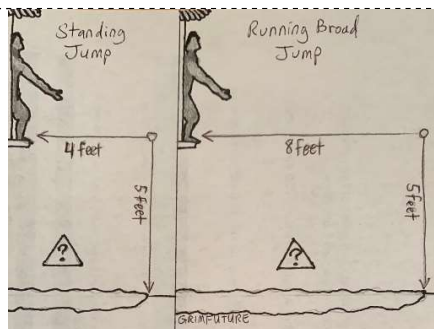


Illustration by GrimFuture

CHOICE #2: Running back for distance to Broad Jump

TIME NEEDED: **One Round Cost**

DISTANCE: 8' long, 5' drop.

LANDING SUCCESS: roll of **8' or more**

IF SUCCESSFUL: d6 Dmg

DAMAGE SAVE: CON check for half Dmg, round up

PC Level	Running Jump, Feet
1-6	d4+5
7-9	d4+6

CHOICE #1: Standing Jump

TIME NEEDED: None. Do it now.

DISTANCE: 4' long, 5' drop.

LANDING SUCCESS: roll of **4' or more**

IF SUCCESSFUL: d4 Dmg

DAMAGE SAVE: CON check for no Dmg

PC Level	Standing Jump, Feet
1-6	d4+1
7-9	d4+2

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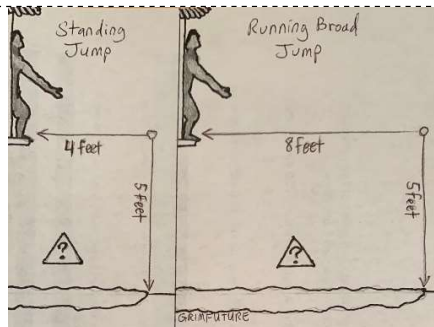


Illustration by GrimFuture

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PC Level	Standing Jump, Feet
1-6	d4+1
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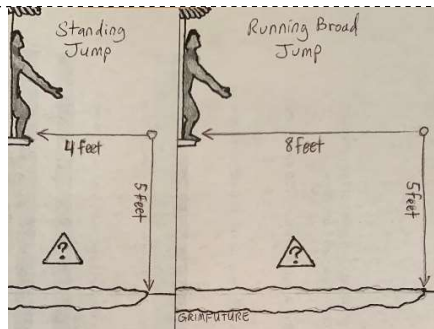


Illustration by GrimFuture

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LANDING SUCCESS: roll of **4' or more**

IF SUCCESSFUL: d4 Dmg

DAMAGE SAVE: CON check for no Dmg

PC Level	Standing Jump, Feet
1-6	d4+1
7-9	d4+2

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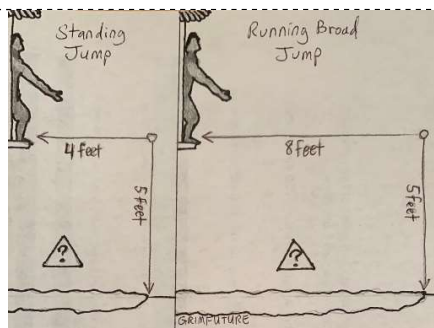


Illustration by GrimFuture

CHOICE #2: Running back for distance to Broad Jump

TIME NEEDED: **One Round Cost**

DISTANCE: 8' long, 5' drop.

LANDING SUCCESS: roll of **8' or more**

IF SUCCESSFUL: d6 Dmg

DAMAGE SAVE: CON check for half Dmg, round up

PC Level	Running Jump, Feet
1-6	d4+5
7-9	d4+6

CHOICE #1: Standing Jump

TIME NEEDED: None. Do it now.

DISTANCE: 4' long, 5' drop.

LANDING SUCCESS: roll of **4' or more**

IF SUCCESSFUL: d4 Dmg

DAMAGE SAVE: CON check for no Dmg

PC Level	Standing Jump, Feet
1-6	d4+1
7-9	d4+2

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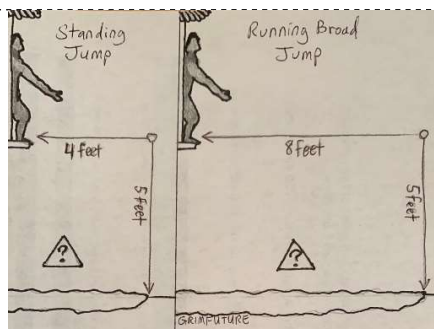


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DISTANCE: 8' long, 5' drop.

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IF SUCCESSFUL: d6 Dmg

DAMAGE SAVE: CON check for half Dmg, round up

PC Level	Running Jump, Feet
1-6	d4+5
7-9	d4+6

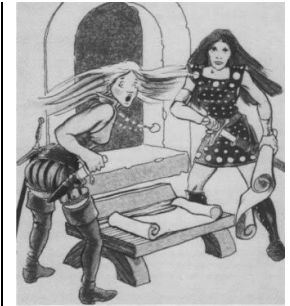
COMPANION'S CORNER

RETURN OF NPCs: Duchess and Candella (D&C) (debuting in B3 – Palace of the Silver Princess, by Jean Wells, 1981) have returned to showcase their enhanced personas and cause mayhem!

D&C are high-potential NPCs noticed by the **D&D community** and should be used as charming anti-companions getting into trouble, and sympathetically relying on PCs to bail them out.

For the advanced DM, **D&C** can fulfill extremely valuable NPC game aspects such as **Comedy Relief**, and **Love Intrigue**. They can also create and move story lines in ways that PCs can't.

D&C each have a Sword, Dagger, Jar of Poison (for weapons or traps), Backpack, 2 Torches, Tinderbox, 2 Small Sacks, Standard Rations, Waterskin, and Thieves' Tools.



Duchess (right) and Candella (left) in re-released B3 – Palace of the Silver Princess, by Tom Moldvay, Jean Wells.

CANDELLA (21 y.o. Human Female 3rd Level Thief)

STR 12	WIS 13
DEX 17 (-3 AC, +2 to hit)	INT 15 (+4 Languages)
CON 15 (+1 hp)	CH 14 (+10% Reaction)

(AC 5; MV 12"; hp 12; SA x2 Dmg Surprise Backstab; D 1-8; AL N; XP 120+3/hp) Modified Leather Armor with Buckler (treat as Leather Armor), Pearl Necklace (600gpv), Gold Earrings (80gpv), Mirror, 6 Iron Spikes, Small Spike Hammer.

3L Thief Skills %: PP 40; OL 33; FRT 30; MS 27; HIS 20; HN 15; CW 87

Languages: Common, Neutral, Thieve's Cant, Lizard Man, Ogre, Bugbear, Hill Giant

Candella has long platinum blonde hair and green eyes. She wears short pirate-striped breeches, revealing stripes of thighs; and a sleeveless high-collared leather top. She uses a sweet-smelling perfume she "finds" in expensive shoppes.

She speaks for the pair, and prefers to outwit, or falsely (most times harmlessly) promise her way out of jams – using others including the PCs, or even using **Duchess**(!) at times as a pawn.

DUCHESS (19 y.o. Human Female 3rd Level Thief)

STR 11	WIS 15 (+1 Saving Throws)
DEX 16 (-2 AC, +1 to hit)	INT 12 (+3 Languages)
CON 18 (+2 hp)	CH 15 (+15% Reaction)

(AC 5; MV 12"; hp 16; SA x2 Dmg Surprise Backstab; D 1-8; AL N; XP 120+3/hp) Modified Studded Leather Armor (treat as Leather Armor for bulkiness and MV 12", but base AC 7), Wolfsbane, Silver Arm Bands (500gpv), Bracelets (10gpv), 50' Rope.

3L Thief Skills %: (Same as **Candella**)

Languages: Common, Neutral, Thieve's Cant, Goblin, Orc, Hobgoblin

Duchess has long brunette hair and blue eyes. She wears a headband, and form-fitting black Studded Leather Armor (the bulk, and studs have been streamlined), altered to create a skirt. She is lightly scented with sandalwood oil.

She will prefer to trick, out-maneuver, or escape her way out – taking bold initiative at the most opportune time. She is always thinking about ways to escape, but with **Candella**.

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TERRORS & TRAPS

MONSTROUS CURIOSITY: **Modrons** debuted in 1983's AD&D 1st edition **Monster Manual II** and were created by Francois Marcela-Froideval at the behest of Gary Gygax. Rarely used and seemingly unintuitive to place, Modrons make a special appearance here! Suspend your thoughts of absurdity and fight for your life vs the alien and extra-planar **Planodrone**!

Planodrone (Base Modron)

FREQUENCY: Common

NO. APPEARING: 1-12

ARMOR CLASS: 4

MOVE: 6"/18" (MC:D)

HD: 4+4

% IN LAIR: Nil

TREASURE TYPE: Nil

TO HIT ARMOR CLASS 0: 12

NO. OF ATTACKS: 0-6

DAMAGE/ATTACK: 3-6(x0-6)

SPECIAL ATTACKS: Attacks as 8 HD,

Restraining, May auto-envelope if large enough or situation warrants, Surprise 1-3

SPECIAL DEFENSE: Immune to mind-affecting magic, never surprised.

MAGIC RESISTANCE: Standard

INTELLIGENCE: Very

ALIGNMENT: Lawful Neutral

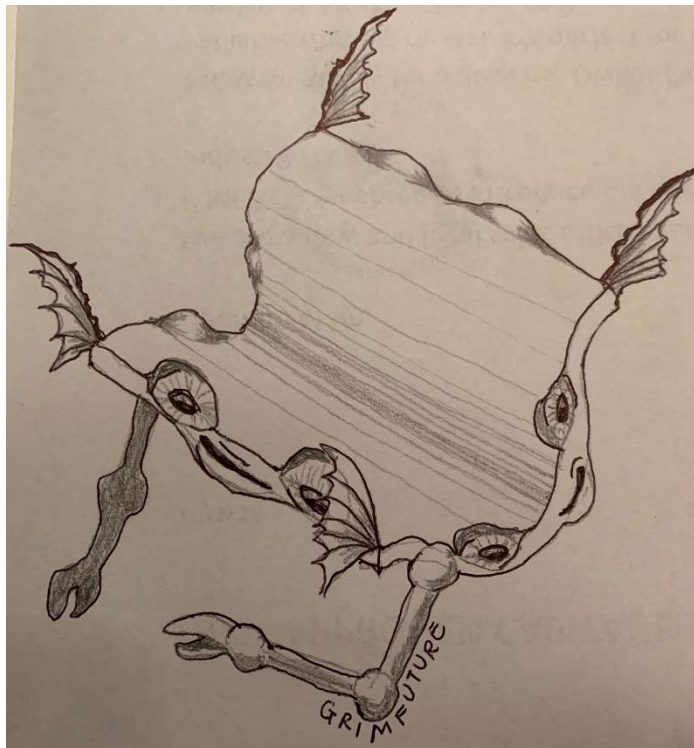
SIZE: M to L (½ inch x ½ inch x 1 millimeter thick, to any shape up to 20 feet x 20 feet x 2 inches thick)

PSIONIC ABILITY: Nil

Attack/Defense Modes:

Nil/nil


LEVEL/X.P. VALUE: IV/up to 1000+6/hp




XP ITEMIZATION (150 base + 6/hp + 75 per Special Ability +125 per Exceptional Ability)

Restraining +75	Enhanced Senses +75	May auto-envelope +75	If 2-3 ATT +75	8HD THAC0 +125
Surprise 1-3 +75	Never Surprised +75	Mind Spell Immunity +75	If 4+ ATT +125	If total Dmg in one round ≥23 +75

The multi-functional Planodrones are a specialist caste evolved from Quadrones, whom they report to. Planodrones are not Field Officers like Quadrones, but in exchange for rank and higher mental capabilities, Planodrones have more acute creativity and problem-solving faculties. Indeed, many of their duties are civil and military engineering. Planodrones work in areas that include security, construction, combat, and surveillance. (continued on next page)





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Planodrones appear as various forms of a flat square plane with six appendages, and four sets of eye pairs and a mouth. All of these things are not fixed and can appear and move to any location including its edges.

Once per day, at the authorization of their Quadrone superior, Planodrones can shape change in dimension from ½ inch x ½ inch x 1 millimeter thick, to any square, rectangular, or line shape up to 20 feet x 20 feet x 2 inches thick. On Nirvana, they may change twice per day. If within 1000 yards of their Energy Pool, then it is quadrupled.

Their shape change options include their six appendages which sprout from any of its sides or edges. Choices include wings, arms, legs; or conversion into microscopic suction-like muscle arrays – these can contact surfaces and create locomotion. If arms or legs are chosen, then these appendages can be as long as twelve feet.

If wings are chosen then these can change in size from those of a dragonfly, to a small dragon. With six wings of full size, it has flying characteristics to that of a Dragonnel (WSG p47), i.e. Normal Load 6,000gp; Maximum Load 10,000gp; Move Rate 18/9; Maneuverability Class D; Stamina 12/3.

But on Nirvana, their lifting power is doubled. If within 1000 yards of their Energy Pool, then it's quadrupled. For every pair of appendages dedicated to transport, the lifting power is 33% of limits, e.g. one pair of wings, legs, or arrays can lift/transport a 2,000gp (Normal Load) or 3,333gp (Maximum Load).

Their shape is flexible and is able to wrap and warp. Instead of attacking with appendages, it can choose to make one attack, hitting with their body. If successful, then the victim takes no damage, but is enveloped and restrained. Depending on the situation, the hit may be automatic (e.g. if a victim is walking on a Planodrone disguised as a floor), or a Saving Throw vs Spells can be allowed. If in disguise (as floor, ceiling, wall, etc.) then they can surprise 1-3 on d6.

Example shapes and functions include, but are not limited to:

1. Security: Restraining bands (e.g. ½'x10'x1") vs humanoids. Appendages can transport the prisoner, including flying.
2. Construction: Can turn itself into a platform capable of flying or transporting anything.
3. Traps: Disguising as sections of floors or ceilings can destabilize, or envelope victims.
4. Barriers and Living Shields: In desperate situations, they can provide personal defense for Hierarchs.
5. Shock Troops and Obstacles: On some of the Modron fortresses of Nirvana, their sloping walls are defended by rolling Planodrones shaped like logs. They roll down into battle at 24"-30" speeds and envelope attackers.

Planodrones, just like Quadrones, have 150% Human senses, 180' Infravision, and 200' Ultravision.



VERSION HISTORY & SPECIAL THANKS

1.010: “Destroyed Mansion” art by Mr. Gary Gordon.

1.009: “Rony” art by alicexz.

1.007: “Walls Have Eyes” art by Mr. Gary Gordon. Thank you for the quick turn-around time, and attention to detail. Other art added was “Festival of Fools” by Mr. Pieter Bruegel.

1.002: Corrected Mr. Tim Galioto’s name spelling. He did the coloring on Mr. David Sutherland III’s Ochre Jelly.