



DRAGONSEED

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BENEATH BLACK TOWEN



By John A. Turcotte

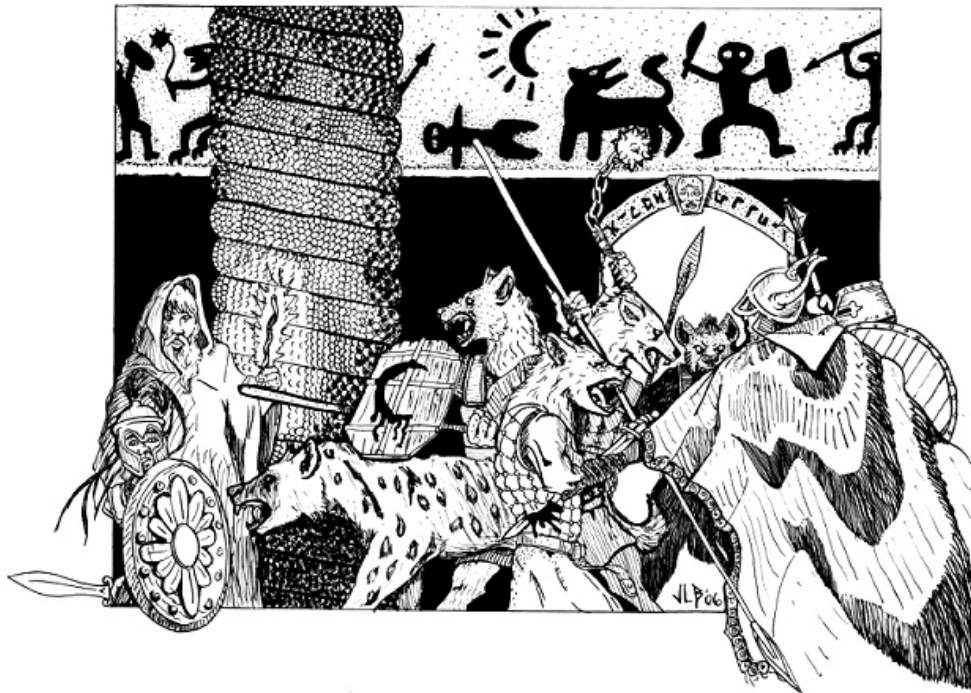
BENEATH BLACK TOWEN

An AD&D Adventure Module for Characters Levels 4–6

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*They say foul things of Old Times still lurk
In dark forgotten corners of the world,
And Gates still gape to loose, on certain nights,
Shapes pent in Hell.*

— Robert E. Howard, "The Black Stone"

Background

Yngvar, the venerable Jarl of the Land of Song, is troubled. Disturbing tales have reached his impregnable hall. An evil is abroad. Dark forces are said to be mustering in the Tevärä Peaks along the northern reaches of the realm. Gnolls and worse are descending from the mountains and harrying the outlying villages in greater numbers than even the eldest can recall. Winter is coming fast upon the Land, and the harvests, poor as they are, are being stolen and destroyed.

The Jarl's wise woman has consulted with the ancestors of the Clans. The answers they provide are grim. Evil forces have retaken Black Townen, a place steeped in wickedness. Long ago, beyond the memory of any living clan member, a dark host came from the sunless north and sought to subjugate the Clans. An evil witch, queen of some undiscovered arctic dominion, led the fell host and raised a terrible fortress out of the living rock of the peaks. From there, Her Dark Majesty, as she was called, directed her forces against the Land of Song.

The stories of the heroic battles against Her Dark Majesty's forces are many. At last, the Jarl Hjalmar rallied all of the Clans and crushed the forces of evil in an epic battle upon a frozen fjord. Her Majesty was destroyed, and Hjalmar led his victorious host into the dark peaks and tore down the walls of that terrible place.

Now nefarious things are returning to those fiendish ruins. Where his bravest warriors have failed, Yngvar has called for outlander heroes to aid the Clans, promising great rewards and immortality in song. The heroes are charged with making their way through the perilous Trevärä Peaks to Black Townen and with

destroying the source of the evil there. Who knows what danger lurks in those vast shadowed heights where the northern lights play?

Start

This module is the second in the **Her Dark Majesty** series, the first being *Where the Fallen Jarls Sleep*. It is not necessary to play the first module to run this adventure; each installment may be played independently of the others if the DM chooses. If your players have already completed *Jarls*, then their characters are already considered heroes of the Land of Song. Yngvar approaches them again to seek out the source of this growing menace.

The Clans are indeed threatened. **Kirsi**, the most powerful of Her Dark Majesty's servants to escape the wrath of the Clans, has retaken Black Townen. Already, she is rallying evil forces beneath the banner of her mistress. The heroes must strike a blow against the dark host before it can muster against the already weakened clans.

The party should be between 6 and 8 in number. If there are fewer or more player characters, the DM must adjust the encounters contained herein accordingly. The Jarl can outfit the adventurers with whatever reasonable and necessary provisions they may need for the journey. He also sends a faithful guide, Gregers, to lead the party into the fearsome peaks. Gregers is a 3rd level chaotic good fighter (HP: 22; S: 13, I: 11, W: 11, D: 14; C: 15, CH: 13). He is equipped with studded leather armor, large wooden shield, spear, throwing axe, and long sword. Note that if Gregers perished during play of the *Jarls* adventure, his place is taken by his cousin Jens,

who has identical characteristics. If the party requests, Yngvar can also provide each party member with a warrior bodyguard. These 1st level chaotic good fighters are outfitted in the same manner as Gregers. The Jarl's wise woman, Siri, provides each player character with an earthen jug containing two doses of a powerful honeyed brew equivalent to a **potion of extra healing** and provides any clerics in the party with two vials of holy water.

Black Townen is some distance to the north, where the Trevärä Peaks begin to veer to the west and inexorably march into the sea. The journey takes twelve days in the summer, and winter is now upon the Land. The party can expect to encounter treacherous weather in the mountains. The Jarl recommends bringing several horses or mules, for the party needs food, heavy furs and blankets, and bundles of wood. Whether or not these mounts are accepted is up to the players. Before they leave, they are treated to a rousing celebration with wine and song. Note that if the PCs completed *Where the Fallen Jarls Sleep* and recovered the fabled **Eastern War Horn of the Clans** (q.v.), the Jarl will permit the party to bear the relic with them on their journey.

Notes for the Dungeon Master

This adventure provides both wilderness and dungeon exploration. The party spends a fair amount of the adventure traveling overland and making the perilous ascent into the Trevärä Peaks. A pair of area maps are provided, one for the players and a more specific map for the Dungeon Master. The Dungeon Master should take it upon himself to flesh out the details and to describe the terrain through which the player characters are traversing. The elements will be every bit as dangerous as the encounters, and the party will no doubt find that many spells such as *predict weather* to be eminently useful.

Rumors: Before making off for the Trevärä Peaks, the adventurers may seek to gather information from the folk at Yngvar's Hall. Those who make positive ENCOUNTER REACTION rolls may learn 1–4 of the following rumors. Note that an (F) following the rumor indicates that the rumor is false.

- Beware the *huldra*, the beguiling, white-robed nymphs of the Mountains. They will steal you away.
- The great Jarl Hjalmar led the Clans in tearing down Black Townen, but, weakened from the tremendous battle, the foundations of that evil place were not razed. It is whispered that some of her servants escaped the wrath of the Clans.
- Corpse-Render, a horrible two-headed dragon, is said to lair in the Trevärä Peaks. It sits on an unimaginable hoard, but has devoured all who have challenged it. (F)
- The northern lights sometimes descend to the tallest of the peaks. Woe to those present when the lights touch the earth! (F)
- The cruel spirits of the mountains will exact vengeance upon any who traverse their peaks without first sacrificing 2,000 gp worth of treasure to appease them. The treasure must be left in a rushing mountain stream. (F)
- Black Townen is a dead and empty place, inhabited only by the invisible ghosts of Her Dark Majesty's servants. A brave man has nothing to fear there. (F)
- Her Dark Majesty was thrown down and her body destroyed. Her servants fled the field, some retreating to Black Townen, others scattering into the storm-shrouded mountains.
- The Jarls once held four mighty war horns, relics of the Clans. When sounded, great magics were worked. Over time, these horns have been lost.

The Journey to Black Townen

The party will travel through the wilderness, encountering hills, valleys, fjords, and mountainous terrain. For the purposes of this adventure, the party crosses three types of terrain: low, medium, and high elevation.

Low elevation includes those areas from sea level to 200' altitude. These areas include the shoreline, valleys, and low bluffs. The land here is largely made up of fields with scattered copses of birch and fir. Close to Yngvar's hall and along the shore, there are scattered farms and villages. As the party nears the foothills of the peaks, the land becomes more hilly and densely wooded. Game is plentiful in these areas, as is fresh water. The air is cold and sharp, but no snow is on the ground. A party on foot may cover as much as 15 miles (4 hexes) per day in a low elevation area, 22 miles (6 hexes) if mounted.

Medium Elevation includes the foothills and steep rises from 200' to 2,000' elevation. These areas are largely thickly wooded with conifers and birch. Many streams and rivulets snake their way down from the heights ahead. Occasional clear areas provide a spectacular vista of the land and sea below. The air is considerably colder here. 1-4" inches of snow cover is on the ground when the party first reaches this elevation. Each day, there is a 25% chance of snow (lasting 1-6 hours, leaving 1" of snow per hour) and a 15% chance of sleet (which reduces snow cover by 1-6 inches but cuts movement in half during its duration). Every 4" of snow reduces movement by 1". Party members not dressed accordingly must save versus breath weapon every six hours or suffer 1 hit point of damage from exposure. This exposure damage cannot be healed by magic; it can only be regained through rest while sheltered or properly attired. Game is scarce in these areas, and a sense of watchful silence pervades. A party on foot may travel 10 miles (3 hexes) per day in a medium elevation area, 14 miles (4 hexes) if mounted.

High Elevation areas are those 2,000' feet in elevation and above. These steep areas are only lightly wooded, and the tree line stops at 10,000 feet. Many peaks tower above the tree line, some attaining more than 20,000 feet in height. The tree growth here is largely stunted conifers, few more than 5' tall. There is considerable snow and ice cover here, making travel treacherous. The views, however, are second to none. The party can see the green Land of Song beneath them, deeply etched by rich blue fingers of ocean. At night, the northern lights dance about the tallest of the peaks.

2-8" of snow covers the ground when the party first reaches this elevation. Every 4" of snow reduces movement by 1". It is very windy and freezing cold here, and if party members are not appropriately dressed, they must save versus breath weapon every four hours or suffer 1-4 hit points of damage to exposure. All missile fire is at a -1 penalty to hit due to the winds, and ranges are halved. The high elevation areas are usually cloaked in clouds, and snow is 30% likely each day, lasting for 1-8 hours and leaving 1" of snow cover per hour. Each day there is also a 40% chance of wind gusts that blast the sheer faces of the peaks. These gusts last for 1-3 hours (removing 1" of snow cover per hour) and reduce all movement to one-half. Missile weapons may not be used during a gust, and, if shelter cannot be found, inappropriately dressed party members must save versus breath weapon or suffer 1-4 hit points of exposure damage during the gusts. Note that it is possible to have both snow and wind gusts simultaneously, and exposure damage for both applies. Those on foot may cover 4 miles (1 hex) per day, 7 miles (2 hexes) if mounted.

Cover: During the journey, the party may seek cover for protection from attack or the elements. Plentiful cover exists in low elevations and can be found with little effort. In medium elevations, the chance of finding cover is 40% per hour. If a druid, dwarf, or ranger is with the

party, that chance is increased to 80%. In high elevation areas, the party has a 10% cumulative chance, per hour, of finding cover. This chance is doubled if a druid, dwarf, or ranger is with the party. For every three hours of searching for cover, the party's per-day movement is reduced by one-fourth.

Wandering Monsters: During the journey to Black Townen, there is a 1 in 10 chance every six hours (morning, noon, evening, midnight) of encountering a wandering monster. The encounters vary according to the terrain, as provided on the table below.

D8	Low Elevation
1	Werewolves
2	Griffon
3	Gorecrow Flock
4	Refugees
5	Gnoll Raiding Party
6	Grim
7	Smilodon
8	Woolly Rhino
D8	Medium Elevation
1	Avalanche
2	Highlanders
3	Cave Lions
4	Gorecrow Flock
5	Gnoll Raiding Party
6	Ice Trolls
7	Treants
8	Witch
D8	High Elevation
1	Tatzelworm
2	Duergar Caravan
3	Gnoll Raiding Party
4	Black Watch Patrol
5	Snow Maiden
6	Coffer Corpses
7	Yeti
8	Blizzard

Avalanche: With an ominous rumble, a rockslide crashes down upon the party! All in the party (including any mounts) must save versus petrification or suffer 3–18 hit points of damage. All such victims must save again or else be pinned beneath the boulders, fallen trees, earth, and snow. For every point by which the saving throw is failed, two full turns must be spent digging the victim(s) out.

Black Watch Patrol: A long line of tall, inhuman shapes approaches. This patrol is composed of eight members of the Watch (HP: 11 (x2), 9 (x2), 6 (x2), 5, 4; see NEW MONSTERS, q.v.) led by a Captain (HP: 26). Four of the Watch members are armed with lochaber axes (treats as *guisarme-voulge*), two with halberds, two with *voulges*, and one with a *bardiche*. The Captain is armed with a **+1 bastard sword**.

Blizzard: A ferocious blizzard engulfs the party. The heroes need to try to find adequate shelter *immediately*. All in the party, mounts included, must save versus breath weapon every hour they spend exposed to the elements or suffer 2–8 hit points of damage. Those who successfully save suffer only half damage (Note that a person not properly attired suffers double damage). Any person who suffers maximum damage from any one roll is required to make a SYSTEM SHOCK SURVIVAL roll or perish. The blizzard continues for 1–6 hours before relenting, leaving 2–5 inches of snow per hour in its wake.

Those exposed to the blizzard move at one-third their normal rate. The use of missile weapons is impossible, and spell casters must successfully save against petrification in order to cast a spell. Note that if this encounter is rolled and the party had cast *predict weather* earlier that day, the DM should reveal this encounter well in advance.

Cave (Spotted) Lions: A mated pair (HP: 32, 25) of these beasts prowls the lower reaches of the Trevärä Peaks. The evil forces mustering at Black Townen have driven away much of their normal prey, and they are quite hungry.

Coffer Corpses: Three indistinct figures with cloaks flapping in the wind (HP: 16, 14, 8) approach out of the snowy gloom. They do not answer queries or challenges. Only when they are upon the party is their awful nature revealed.

Slain during the siege and destruction of Black Townen, these undead were once servants of Her Dark Majesty. The coffer corpse with the most hit points wears a **+2 battle axe** at its rotting belt (but does not use it in combat) and a wrought gold bracer worth 1,100 gp.

Duergar Caravan: Six duergar are leading a caravan of heavily laden slaves to Black Townen. Five of the duergar (HP: 7) are armed with picks and throwing hammers. The caravan master (3 HD, HP: 17) is armed with a **+1 short sword** and a whip. The master bears in his boot a message written in duergar on vellum. If *comprehend languages* is cast or if a thief successfully reads the message, it is addressed to an "Ahmal" from a "Kirsi," and demands that the "repairs" be completed as soon as possible, for "Mogens has been thrown down, and our enemies may be awakening." The master is already subject to a *charm* and, therefore, cannot be charmed into revealing more. He will die before giving details of the message.

With them are fourteen slaves: nine dwarves (HP: 7 (x3), 5, 4, 3 (x2), 2 (x2)), five xvarts (HP: 7, 6, 5), and two kobolds (HP: 2 (x2)). They are being forced to carry the gray dwarves' provisions: 1,000 ep, 600 sp, months' worth of iron rations, and 500 pounds of iron ore. If freed, the humanoid slaves immediately flee.

The dwarves will thank the party profusely and offer a reward. If the party requests that the dwarves accompany them to Black Townen, an ENCOUNTER REACTION roll must be made. Only on a roll of 76 (subject to Charisma modifiers) or higher do they agree, for they are terrified of the place.

Gnoll Raiding Party: The party encounters 1d10+10 gnolls, together with their leader (AC: 3, HD: 3, HP: 16). 40% of the gnolls encountered will be outfitted with pikes, 20% with battle axes and shield, 10% with great bows and the remainder with morning stars. The leader wears a studded leather jack, bears a medium metal shield, and is armed with a long sword and throwing axe. The party will have a hyenadon (HP: 28) with them.

These gnolls hail from the Bloody Moon Tribe, and their shields bear a lurid red crescent. Seeking pillage and mayhem, they raid from Black Townen. They all carry water skins and dried meat rations. Their leader bears the party's treasure: d4 x 20 gp and d4 x 100 ep.

Gorecrow Flock: A flock of 1d8+12 of these creatures surrounds the adventurers and follows them for 2d6 turns, hounding their every move and creating an endless racket. They will not attack unless they outnumber the party three to one (not counting henchmen and retainers) or unless the party appears weak. Individual members of the flock may try to "dive-bomb" the party at times, hoping to grab a bite. The flock disperses if they are attacked with magic or lose four or more of their number.



Griffon: This majestic predator (HP: 34) is hunting and wings to the attack unless the party is especially large in size. If the party has horses with them, this monster is unable to resist its favorite prey.

Grim: This grim (HP: 29) has been drawn from its usual haunts by the spreading evil. When encountered, it tails the party—ethereally if encountered during the daylight hours. It attempts to aid them if it can, but many others need help as well. Accordingly, it has a cumulative 10% chance to return south each day.



Highlanders: This band of nine berserkers (HP: 7, 6 (x2), 5 (x4), 4 (x2)) and their leader, Eino, a 3rd level fighter (HP: 18), have refused to flee from the dark forces plaguing the land and are looking for a fight. All carry spears and battle axes, save for Eino, who fights with a two-handed sword. Each highlander bears 2d6 sp on his person and carries four days' worth of meat and hard tack, a water skin, heavy furs, bedroll, and flint & steel. Eino wears a wrought silver torc worth 70 gp.

The highlanders claim no allegiance to Yngvar and gladly challenge the party if they believe that loot or honor are to be gained. Particularly persuasive heroes may be able to convince the highlanders to accompany them to Black Townen, although they will never follow orders

and will be predictably uncontrollable in combat.

Ice Trolls: Seeking food and plunder, five of these monsters (HP: 13, 9, 8, 7 (x2)) roam the foothills. If seriously pressed, they flee to a mountain stream or pond. There they regenerate and seek to track the party down. The largest troll bears a large leather sack containing 350 gp and an entire lamb.

If they are tracked back to their lair, a deep overhang beside a rushing mountain brook, their hoard can be found and taken: 9,000 sp, a star ruby (1,000 gp value), a wrought gold torc worth 1,300 gp, and a jade circlet with an oceanic motif worth 1,700 gp.

Refugees: The heroes encounter 2d8+2 farmers and peasants fleeing with their meager belongings to the safety of Yngvar's holdings. There is a 60% chance that they are accompanied by 2d4 children. The survivors relate chilling tales of ravaging gnoll hordes, howling shades drifting through snow squalls, and of tall inhuman shapes marching along ridgelines.

Smilodon: This magnificent animal (HP: 48) is the most feared hunter of this area. It is entirely without fear and attacks without hesitation, seeking to carry a victim back to its lair to devour the poor soul at its leisure.

Snow maiden: This nymph (HP: 12) inhabits the starkly beautiful peaks. A vision of beauty swaddled in her white furs, she will approach the party if it is good-aligned. She can lead the party to a safe cave hidden in a deep ravine some two miles' distance from the ruins of Black Townen. The cave is large enough to shelter the entire party and their mounts (if any) from the elements. This hidden refuge proves to be safe from detection as long as the party takes care to leave no obvious trail to it.

The nymph assists the party in reaching the cave and will even care for mounts and retainers left behind. She does what she can to aid the heroes, but under no circumstances will she actually enter the dread ruins. If offended,

she will leave the party to its fate. If actually attacked, she defends herself, using her ability to blind the party and opening a *dimension door* to escape. If seriously pressed, she doffs her cloak (for she is immune to the effects of the elements), revealing her naked form and causing all who behold her to save versus magic or die.

The nymph, Ilkka by name, has memorized the following spells:

First Level:

animal friendship, detect magic, faerie fire, speak with animals

Second Level:

charm person or mammal, cure light wounds

Third Level:

cure disease, neutralize poison

Fourth Level:

cure serious wounds

Note that if any male party member has a Charisma of 18, she is likely to *charm* that hero and, if he survives the adventure, she will attempt to make off with him!

Tatzelworm: The party stumbles into the territory of 1–4 tatzelworms (see NEW MONSTERS, q.v.). These aggressive creatures have little fear and do not hesitate to attack any intruders.

Treants: The party encounters a treant (8 HD, HP: 35) escorting two of its young ones (3 HD, HP: 14, 10, #ATT: 1; DM: 2-8). If the party is good-aligned and makes a positive ENCOUNTER REACTION roll, she invites the party back to her cave for a safe retreat. Her mate (8 HD, HP: 42) awaits at the lair, a vast cave screened by thick plant growth that parts at the command of either treant.

The treants, Elmoot and Knockbeen, have some knowledge of past events and have seen large numbers of gnolls and duergar about. They share no love for Her Dark Majesty but do not become involved. They allow the party to rest as long as needed. They have only meager

treasure: 200 pp and a silver necklace set with three amethysts worth 2,500 gp.

Witch: Natalia, a 7th level Lawful Evil magic-user (HP: 19), has traveled east to join Her Dark Majesty's forces. Delighting in the gathering of the evil host, she has taken to scouring the cold slopes in search of victims. She has memorized the following spells:

First Level:

armor, charm person, magic missile, protection from good

Second Level:

invisibility, detect invisibility, stinking cloud

Third Level:

dispel magic, lightning bolt, monster summoning I

Fourth Level:

bestow curse, polymorph other

She wears a **shawl of warmth** (as the ring of the same name), and a **+1 ring of protection**. Around her neck, on a silver chain (itself worth 80 gp), she wears a luminous pearl seemingly worth 500 gp. It is in fact a **pearl of power** allowing recall of fifth level spells (Natalia cannot yet use this item but treasures it greatly). Her spell book is kept in her chambers at Black Townen (FIRST LEVEL, Area 22).

She is carried about by a pair of ice mephits (HP: 19, 14; see NEW MONSTERS, q.v.) who obey her commands.

Werewolves: A trio of these ravenous beasts (HP: 27, 20, 19) haunt the shadowed valleys. They are encountered in wolf form, their true nature not being discovered unless one or more is slain. These fiends seek to follow the party and strike when the party makes camp or is otherwise vulnerable.

If they are tracked back to their lair, a thatched-roofed hut hidden in a particularly thick copse of birches, the grandmother (HP: 14) of the three is found in human form. This canny monster certainly tries to lull the heroes into complacency before striking. There seems to

be little of value in the hut. If a rickety hutch is moved aside, however, a flagstone may be lifted to reveal the werewolves' cache beneath: 3,000 cp, 2,000 ep, and a **+1 longsword, +2 vs. magic-using & enchanted creatures.**

Woolly Rhino: This impressive beast (HP: 57) is encountered as it grazes. The heroes should give it a wide berth, for it is aggressive and does not tolerate perceived threats from creatures as puny as the party members.

Yeti: The party encounters a yeti (HP: 24) waiting in ambush. Trusting in its camouflage to hide it, the yeti remains still until half of the party has passed its position before pouncing.



BLACK TOWEN

The final leg of the journey to Black Townen itself is taxing. The ruins lie on the shoulder of an imposing peak some 12,000' high. The air is thin and freezing. Every breath is painful. The clouds are thick here, and fierce winds raze the bare rock. Its vast black stones scattered by the age-old wrath of the Clans, the ruins are tumbled along a precipice. What must have been the base of a vast tower still exists, and a pair of massive basalt doors can be seen, sealed against the ancient carnage. Surely not much can remain after such destruction; the whole tower seems to have collapsed. Only skeletal remains of an upper floor exist, naked to the unrelenting wind and cold.

Although the party may believe otherwise, approaching the ruins is a simple matter. Her Dark Majesty's slaves and servants do not believe that any would dare to strike here, and only a minimal watch is kept. Climbing into the ruins through the wrecked upper level is also possible. This area is nearly totally ruined. Vast amounts of collapsed stone block off most exploration. Industrious or determined heroes can wriggle, dig, or otherwise squirm through ruined areas. What they may find is up to the DM's discretion. However, a collapsed stairway leading down (to Area 5A of the FIRST LEVEL) can be located with some effort, as can a pair of staircases leading to Area 5 of the FIRST LEVEL.

The ruins are constructed from jet black stone, seemingly without seams or visible blocks. The outer surface is pitted and battered, whether by violence or the elements cannot be determined.

FIRST LEVEL

The first level of Black Townen is largely occupied by gnolls pressed into Her Dark Majesty's service. The members of the Bloody Moon Tribe, led by their fierce chieftain **Iron Jaws**, chafe under the direction of the duergar and the devils of the lower levels but dare not disobey. They keep only a lax watch. If intruders are discovered, the gnoll watchmen will first attempt to capture or kill the invaders

themselves rather than admit their failure to guard against entry into the fortress.

The passages and chambers on the first level are generally unlit unless otherwise noted. Hallways are 10' tall, and the ceilings of most chambers are 12'. The roof has numerous holes, allowing the cold in and creating mournful cries when the wind gusts.

Wandering Monsters. Wandering monsters are encountered on a 1 in 8 chance every three turns. If an encounter is called for, consult the table below.

D8	Encounter
1	Gnoll leader (HP: 16, fights as 3 HD monster) and 2-5 bodyguards (HP: 12 each). The leader is armed with a two-handed sword, his guards with battle axes and shields
2	1-2 Ice trolls
3-6	2-8 Gnoll guards armed with pikes
7	1 Hyenadon (HP: 28)
8	1-3 Shadows

1. ENTRY. This area is marred by violence. The walls and floor are scarred by deep rents. The ceiling overhead is pocked with murder holes, and arrow slits line the walls. The great portals are blackened and blasted. Faint remains of vile runes can still be seen despite the defacing. From the outside, the portals may be wrenched open with a successful BEND BARS/LIFT GATES roll. From the inside, these doors may be opened by any person with a Strength of 14 or better. Whatever dweomer these gates may have once have had is now lost.

2. FOYER. The walls, floor, and ceiling of this hexagonal chamber are no longer polished to glossy smoothness. Great damage has been done here, and sections of the smooth stone are missing, exposing great scars of the rough unearthly stone beyond. Four pillars support the domed ceiling some 40' overhead.

Four gnolls (HP: 16, 13, 9, 8) armed with pikes are stationed here with a hyenadon (HP: 25). In truth, these creatures largely keep a watch on the eastern stairs to note the gray dwarves' comings and goings. They are not particularly diligent, and the party may possibly surprise them. If they are able, they will seek to alert their brethren at Area 5. The wide stairs lead down to SECOND LEVEL, Area 1.

3-4. GUARD ROOMS. Each of these rooms is frigid; cold wind blasts in through the arrow-slits. The rooms are wrecked and littered with debris,

broken furniture, weapons, and bones. Up to four salvageable longbows may be found in each room as well as d20+20 arrows.

5. PROCESSION HALL. This large chamber is dimly lit by a ghostly green radiance. Four pillars support the ceiling some 50' overhead; each has been worked to represent a sinuous serpentine shape. The pillars are themselves glowing with a faint *faerie fire*. This room bears all the signs of past violence as that seen in the other rooms thus far.

Together with their hyenadon (HP: 27), six gnolls (HP: 13, 11, 8 (x2), 6 (x2)) and their leader (HP: 16) guard this area. The gnolls are all armed with pikes. The leader bears a shield (AC: 4) and hefts a morning star. The gnolls first try to repel any intruders themselves. If this seems unlikely, the leader orders one gnoll to sound the alarm in Areas 7-11 and another to do the same in Areas 18-26. The leader has 12 gp on his person and a key to Areas 6 and 12.

6. ARMORY. Beyond the locked door is a hexagonal hall filled with weapon racks. This area holds 400 pikes, 200 battle axes, 150 two-handed swords, 100 morning stars, and 50 long swords. The weapons all look to be of recent make and excellent quality.

7-11. GNOLL CHAMBERS. A hyenadon (HP: 32) and her two pups (AC: 8; HD: 1; HP: 7, 5; #ATT: 1; DM: 1-4) gambol in Area 7 with five noncombatant young gnolls (HD: ½; HP: 4, 3, 2 (x2), 1). The chamber, though made of the same glossy black stone, is filthy, and the area reeks. The young gnolls immediately attempt to notify the adults in Areas 8 and 9. Note that the door to Area 9 is always open. The hyenadon will defend both her young and the gnoll cubs. Five water barrels are stored in this area.

8. YOUNG WARRIORS. Four young male gnolls (HP: 10, 9, 7, 2) lair here. They fight as 1+1 HD monsters. They are eager to prove themselves in combat, and each is armed with a club. They have no treasure.

9. COMMON AREA. This room is smoky. What purpose this area may have originally served is

anyone's guess. The gnolls have converted it into a common area, and a fire-pit has been fashioned at the far end. The walls and ceiling are thick with soot. Five female gnolls (HP: 6, 4, 2 (x2), 1) are cooking a giant ram, while a pair of adult male gnolls (HP: 10, 8) look on and sample the crude gnollish ale. Although the females are normally noncombatants, they will fiercely defend the young in Area 7, fighting as 1+1 HD monsters at +1 to hit and damage. They arm themselves with skewers and knives (treat both as daggers for combat purposes). The males are armed with battle axes, and the larger of the two throws a cleaver into combat (treat as a throwing axe).

This room contains a quantity of smoked meat (of questionable origin but edible), four casks of ale (very poor quality), and various dried foodstuffs. A search also finds a small barrel that contains the equivalent of 6 flasks of oil.

10–11. SHAMAN'S QUARTERS. The shaman (currently at SECOND LEVEL, Area 32) lairs here with his adept. Poor-quality rugs cover the floor in Area 10, and a bronze censer is hung from the ceiling. From it, a noxious animal scent emanates.

The gnoll adept is here (HP: 10). He bears a shield emblazoned with the symbol of Yeenoghu, the triple-headed flail. He himself is armed with a two-headed flail permitting him two attacks a round against a single target. Each head inflicts 1–4 points of damage. The adept functions as a second level cleric and has memorized the following spells:

First Level:

cause fear, protection from good

He has 25 sp and a vial of unholy water in his belt pouch. He does not have the key to Area 11.

Area 11 contains only spartan sleeping arrangements for the shaman and the adept. Beside the hard sleeping pallets are a wrought copper vase and ewer (worth 20 gp). Beneath one of the pallets is a rough hole dug into the floor. Wrapped in sealskin, the heroes can find

a block of **incense of meditation** and a clay pot with a **potion of extra healing** inside.

12. ARMORY. Beyond the locked door is an armory. 150 long bows and hundreds of arrows are kept here. Hung beside the weapons are 90 leather jacks, 20 suits of studded leather armor, and 12 chain shirts. A small mountain of metal helmets has been piled in a corner. The weapons and armor are of excellent make.

13-17. DUERGAR CHAMBERS. In contrast to the gnolls' areas, these portions of the fortress are well-kept and immaculate.

13. COMMON AREA. Provisions are stacked in this area. A pair of unarmed goblin slaves (HP: 3, 2) oversees the supplies. A secret door exists in the northern wall, permitting the gray dwarves to descend to the SECOND LEVEL without being subjected to the gnolls' notice.

14. DUERGAR LIEUTENANT'S ROOM. This room contains only a pair of (short) sleeping pallets and a table. The chamber is lit by a hanging basket of glowing mushroom caps. The duergar lieutenant (AC: 2; HD: 3; HP: 19) and his sergeant (AC: 4; HD: 2; HP: 13) plot a raid into the Land of Song. The lieutenant wears plate and shield and is armed with a throwing hammer and short sword. The sergeant is armored with chain and shield and bears a short sword and an envenomed throwing dagger (save or be paralyzed for 1–4 turns).

The table is littered with maps of the mountains and of the nearby villages.

The lieutenant carries 41 gp and 54 sp on his person. He also wears a gold ring set with a bloodstone worth 390 gp. The sergeant carries 27 gp and wears a silver necklace worth 250 gp. At the foot of each bed is a small locker (each is locked, and each duergar officer carries his own key). The sergeant's locker holds a small jar of paralyzing poison (16 uses), 120 gp, and 200 sp. The lieutenant's locker is trapped—a poison needle will jab the finger of the opener if the key is not used (the poison used is the sergeant's). The locker holds 240 gp and 12 pp.

15. DUERGAR BARRACKS. This unlit chamber houses five duergar (AC: 4; HD: 1+2; HP: 10, 7 (x2), 6,4) who await the command of the officers in Area 14. They are armed with picks and spears and armored with chain and shield. The room contains nothing else of value aside from normal clothing, weapon oil, and personal items.

16. WEAPONSMITH'S CHAMBER. There is a 30% chance that the duergar smith is here (AC: 1; HD: 5; HP: 30). He wears **+1 plate mail**, hefts a shield emblazoned with Her Dark Majesty's wicked rune, and bears a **+1 throwing hammer** and **+2 short sword of fairy-slaying**. This evil weapon is +3 against any fey creature (elves, gnomes, pixies, sprites, dryads, etc.) and inflicts double damage against any of the true fairies (atomies, brownies, buckawns, grigs, leprechauns, nixies, pixies, sprites, and sylphs). When unsheathed, the wielder gains 90% resistance to sleep and charm spells. The smith gains +1 to hit and +3 on damage due to his great strength. The Smith also has the key to THIRD LEVEL Area 31.

The chamber is filled with organized casts, molds, tools, and parts. The smith rests here when not working at THIRD LEVEL Area 30.

17. SECRET ARMORY. This chamber contains an armory for the gray dwarves: 25 chain shirts, 40 picks, 30 short swords, 12 throwing hammers, 12 spears, 3 suits of plate mail, and 30 shields (all bearing Her Dark Majesty's mark), together with enumerable helmets.

18. GNOLL BARRACKS. These areas house the gnoll troops of Black Townen. The hallway leading from Area 5 to these chambers is decorated with a crude tapestry bearing the tribe's lurid bloody moon symbol. Each room is squalid and houses three male gnolls, save for the first room, which holds but one (his comrades are in FIRST LEVEL Area 9). There are, therefore, 19 gnolls in all (HP: 15, 13, 11 (X2), 10 (X2), 9 (x2), 8, 6 (x3), 5 (X6), 3). Five are armed with pikes, four with battle axes, two with two-handed swords, two with morning stars, and the remaining six are armed with long bows and hand axes.

Each room contains 2–12 gp and 1–6 sp amidst the filth.

A. These stairs lead down to SECOND LEVEL, next to Area 39.

19. GUEST CHAMBER. This chamber is lit by a pair of torches. It contains a table and benches. Currently, three brigands (HP: 6, 5, 3) are here conferring. They wear leather armor and are armed with broadswords. If combat ensues, their comrades from Area 20 arm themselves and rush to their defense.

20. SLEEPING CHAMBER. This room contains three sleeping pallets. It is presently unlit, but the inhabitants light their lanterns upon any disturbance. Sleeping on the pallets and the floor are eight brigands (HP: 6 (x2), 5 (x3), 2 (x2), 1) wearing leather armor and armed with broadswords and light crossbows. Their leader, Bolg, is a 3rd level fighter (HP: 21; S: 17, I: 11, W: 10, D: 14, C: 16, CH: 13). He wears a chain shirt and is armed as his fellows. With him at all times is his faithful war dog (HP: 12). These traitorous villains are plotting to ally themselves with the dark forces. They are outfitted for a long winter journey, with bedrolls, heavy furs, backpacks, oil flasks, three hooded lanterns, and three weeks' worth of iron rations. In all, they bear 2,000 ep and 300 gp in bribes.

21. GUEST CHAMBER. This room is sparsely decorated with a sleeping pallet and an unlit brazier. A suspended basket is filled with luminous fungi, giving the room a ghostly glow. The room is noticeably colder than the hallway.

This room is occupied by a frost man (HP: 19) visiting from the north. He is armed with a battle axe. A representative of his kind, he bears gifts. In a large leather sack, he carries a lustrous pearl (worth 300 gp), a pair of uncut amethysts (1,000 gp base value each), a wrought silver and gold circlet (worth 500 gp), and a hoar fox pelt (worth 100 gp).

22. NATALIA'S CHAMBERS. This bedchamber is richly decorated. Bearskins line the floor and thick quilts cover the sleeping pallet. A pair of braziers, each fashioned to resemble a

loathsome toad-like thing, keeps the chamber filled with a cloying perfume.

If the Witch Natalia was not slain as a WANDERING MONSTER (q.v.) during the journey to Black Townen, there is a 50% chance she is here and a 25% chance that she is in Area 23. If in neither location, she is outside and returns in 1–6 hours. Her ice mephits are always with her. There is little of value in this room apart from the trio of skins (5 gp each) and six blocks of incense (10 gp each).

23. WITCH'S LABORATORY. Beyond the secret door is a cloistered chamber. Shelves are lined with stopped ceramic jars. Morbid materials are piled everywhere. Countless wax candles are precariously perched atop nearly every surface. A massive cauldron occupies the east end of this room.

Natalia's spell books are here. They contain all the spells she normally memorizes, together with the following:

First Level:

comprehend languages, detect magic, read magic

Second Level:

ESP, knock

Third Level:

fly

The jars contain numerous and varied spell components including spider's silk, bat's wings, cemetery dirt, and human teeth, among less pleasant things. One, however, holds a thick odorous gruel. This is an **elixir of youth**. Another contains a thin oil that is, in fact, **oil of slipperiness**. In a thigh-bone scroll tube can be found a scroll with a single spell: *monster summoning IV*. One particularly large pot (with holes bored through its lid) holds an enraged tatzelworm (HP: 4).

24. BODYGUARD'S ROOM. This room is unlit. Four gnolls wearing chain shirts (AC: 4; HP: 14 each) and armed with halberds guard the room of their leader beyond. They have no treasure.

25. SUB-CHIEFTAIN'S LAIR. This room is decorated with furs and carpets. The room is dimly lit by hanging baskets of luminescent fungi. The gnoll sub-chief lairs here. This monster is nominally in command of this level, answering directly to Iron Jaws. He spends most of his time in this area, living in splendor (by gnollish standards, at least).

The sub-chief (HP: 16) fights as a 3 HD monster. He wears a studded leather jack and bears a large metal shield (AC: 3). He is armed with a battle axe and keeps a throwing axe at his side. With him in this chamber are three noncombatant female gnolls (HP: 5, 4, 3). In addition to the numerous gnawed bones cast about, there are three casks of beer and a tub of water. Each of the females wears a copper necklace worth 15 gp, and the sub-chief's favorite (she with 3 hp) also wears a silver bracelet worth 150 gp. The sub-chief wears a wrought-silver torc worth 330 gp and a silver ring worth 55 gp. He also bears a key to Areas 6 and 12. The sub-chief has hoarded 220 gp, 600 sp, and a silver tankard worth 110 gp.

26. SECRET ROOM. The sub-chief is completely unaware of this chamber. A deft touch in the corner of Area 25 causes a small panel to slide upwards.

This area contains a table of dark lacquered wood. One wall contains a (much faded) map of the Trevärä Peaks and of a portion of the Land of Song. Anyone who examines the map may note that it contains the location of villages that do not exist and omits some that do. Wicked runes and vectors, still lurid despite the faded paint, depict forays and battles. The map depicts a great city far to the north, impossibly nestled within impenetrable peaks.

A single dwarf skeleton stands at the ready in a corner (HP: 6). It obeys the commands of anyone in this room. Attached to the bottom of the table is a bone scroll tube. It contains a single scroll with the spell *teleport*.

27. THE CURSED THRESHOLD. NOTE: These stairs are accessed from THIRD LEVEL Area 22. Steep stairs wind upward through the black rock. The

walls and ceiling are intricately filled with bas-reliefs of the most sickening and horrid scenes imaginable. The stench is nearly overpowering. At last the stairs end at a pair of iron portals. Each portal is covered with evil runes and bears the likeness of a grinning fiend. The sense of evil is palpable.

The portals each radiate magic and evil. The DM is encouraged to describe the wickedness of this place. If the party presses forward, they will have assumed the risk. Merely touching the doors causes no ill effect, but if the heavy gates are opened (requiring a successful OPEN DOORS roll), a powerful dweomer is unleashed, for Her Dark Majesty never intended those who opposed her to survive a trip to her personal audience chamber! There will be no ill effect for those of evil alignment. If a person of neutral alignment (be it True Neutral, Chaotic Neutral or Lawful Neutral) opens the portals, that person must save versus spells or be stricken permanently blind (although it can be removed by *cure blindness*). If a good-aligned person opens the portals, he or she must immediately save versus spells or be *polymorphed* into a wraith (HP: 33) under the command of Her Dark Majesty! The victim will immediately turn against his or her former comrades.

28. PRIVATE AUDIENCE HALL. The chamber beyond the cursed portals is an affront to those of good heart. The chamber itself is fashioned out of polished black stone shot through with veins of scarlet. To either side of the doors are pillars extending to the ceiling some 40' overhead. Each is worked to resemble tortured souls piled atop one another; forced to suspend the ceiling above. The ceiling itself is illuminated by flickering licks of greenish witchfire, resembling nothing so much as the Northern Lights. Beyond the pillars are a pair of marble statues, each depicting a stern empress or queen in flowing robes and bearing a staff of authority. Her fierce glare seems to follow the viewer.

It is the far end of the chamber, however, that commands immediate attention. A great

throne of what appears to be translucent blackish stone looks down upon the chamber from atop a dais. It has been shaped into the form of a great gaping maw, with the seat upon the tongue of some unnamable beast. Beside the throne is a banner strung from an iron pole. On the wall behind the throne, burning runes are inset into the stone. They read, "ABANDON ALL HOPE AND KNEEL BEFORE THE MAJESTY OF VAMATAR."

The banner is a **banner of fear** (see NEW MAGIC ITEMS, q.v.). This room radiates a strong sense of evil.

This room awaits Her Dark Majesty's return. Anything passing between the two marble statues without intoning the correct obeisance (known only to the duergar cleric and Kirsi herself) is subject to a *dispel magic* spell at the 18th level of experience. The statues are considered to be AC: 0 and have 50 HP; if either one is destroyed, the effect ceases to function. Anointing either with holy water also renders them powerless for 6 turns.

The banner is protected by a powerful *glyph of warding*; anyone who seeks to take it suffers 36 hit points of cold damage (save for one-half). The throne itself seems to be fashioned out of some kind of incredible smoky volcanic glass. If anyone is presumptuous enough to sit in the throne, he must save versus spells or be *polymorphed* into a juju zombie (HP: 22) and turn against his fellows. Even if the save is successful, the offender loses 1 level of experience. The throne cannot be harmed by normal weapons or by spells of less than fourth level.

29. HONOR GUARD CHAMBER. This room is utterly bare. Once, no doubt, a legion of the Black Watch awaited their mistress' commands from here.

30. ADVISOR'S CHAMBER. This chamber is bare. It is dimly lit by a pair of braziers that burns continuously, illuminating the room in a red glare but simultaneously reeking of brimstone. A large (4' high) oval mirror in a wrought iron frame is hung on the far wall.

This mirror is magic and has been created in a set. It can be used to communicate with its mate, which was located in Area O28 of HJALMAR'S TOMB in Where the Fallen Jarls Sleep. If the heroes have not taken part in that adventure, when standing before this mirror, they see only an empty, haunted chamber. If the heroes have retrieved that mirror, they are able to see the location where they last left it. Note that the mirror does not permit audible communication. It does, however, permit spells to be cast through it.

31. PRIVATE CHAMBER. Rich veins of scarlet rock shoot through the otherwise uniform black stone, creating the effect of blood streaming across the walls. Richly upholstered couches ring the room, all facing a single wrought-iron chair. A small table holds a crystal decanter and twelve drinking glasses. The massive head of some great reptilian beast is hung on the wall behind the iron chair.

The iron chair radiates magic. As long as anyone is seated upon it, it calls an *unseen servant* into existence. The crystal set is of the absolute finest make and craftsmanship. The set is worth some 2,000 gp but is very fragile. The preserved head is that of a silver dragon that proved to be of some annoyance for Her Dark Majesty.

A tapestry hangs on the southern wall. Deftly woven with luxurious fabric, it depicts a host of evil things herding a pair of cattle, one white and one black, into a forbidding mountain pass. The tapestry is itself worth 120 gp.

If the door to Area 32 is so much as touched by any being, a monster is instantly summoned. It has a leonine body with a lashing reptilian tail and the head of an owl. This guardian daemon (HP: 48) is immune to lightning attacks. It defends the door and prevents any from passing.

32. PERSONAL CHAMBERS. This chamber is richly decorated. Intricate and detailed tapestries hang from the walls, and thick rugs cover the floor. This chamber holds several couches, chairs, and tables. Unlit baroque lanterns hang

in the four corners of the room. A large ornate cage sits in the southeast corner.

The tapestries, without exception, depict ghastly scenes: farmlands devoured by swarms of disgusting worms, strongholds being buried beneath a blizzard of burning ashes, plagues rotting the flesh from the bodies of living victims, etc. One tapestry, however, is especially vivid. It depicts a haunting city of pale stone surrounded by a majestic yet frightening range of impossibly sharp peaks beneath the Northern Lights. Anyone who studies the tapestry closely must save versus spells or become obsessed with it, drawing closer to examine it in more detail to the exclusion of any other activity. Anyone who comes within a foot of the tapestry and gazes into it must save versus spells or be *teleported* to the Ghost City of Nalkäinen Kivinen, far to the north. Any poor souls so teleported are lost.

There are six rich rugs here, each worth 750 gp (although they are bulky). Two of the lanterns are each worth 500 gp. The lantern in the NE corner is in fact a **shadow lanthorn**. The lantern in the NW corner radiates magic. If a specific fuel (a mixture of rare and expensive herbs and oils) is used, the light from this lantern dispels all invisibility and illusions within its radius. The recipe for the mixture is lost; perhaps the search for it can form the basis for a future adventure.

One table bears a set of moldering tomes, all of which deal exclusively with the politics and inhabitants of Hell. One of these books contains the spell *beckon*, as if it were a scroll. This book is protected by a *drelb* (HP: 27), which is summoned if it is opened. With these books is a single scroll that contains the following spells: *ensnarement*, *item*, *Leomund's secret chest*, *Otiluke's freezing sphere*, *Otiluke's resilient sphere*, *stone shape*.

The cage is only latched; it does not lock. It is empty. It once held giant moths.

Hidden beneath a winter wolf pelt (worth 5,000 gp) is an iron chest. It is locked, and the key is long lost. The chest is trapped with a deadly poison (save at -1 or die), and, if opened,

several books and a ceramic jar can be found inside. Rash characters may meet their doom here. Each of the three books is protected by a xeg-yi (HD: 6; HP: 37, 31, and 27, respectively), and grabbing the lot releases all three guardians at once! The books are: a **manual of golems (clay)**, the **Libram of Unspeakable Facts**, and a traveling spell book containing the following spells: *charm monster*, *dig*, *stoneskin*, and *wizard eye*. The Libram is a foul tome that details the abominable process of achieving lichdom (for more details, read Len Lakofka's "Blueprint for a Lich," *Dragon* no. 26,

1979, TSR Inc.). The stoppered ceramic urn holds six doses of wyvern venom.

This room is kept spotless by a sprite (HP: 4), currently invisible, bound here by Her Dark Majesty long ago. This poor creature cannot leave unless the binding is broken (a successful *dispel magic* against 18th level of use). The long decades have not been kind for this fey creature trapped in this wicked place. As a result, she will hide from the heroes at first. If they are good-aligned, she will try to warn them about touching the protected items.

SECOND LEVEL

This area is more dangerous than that above it. The denizens here are not as lax as the groll guards on the FIRST LEVEL and will mount a fierce defense against intruders, falling back to the THIRD LEVEL if they must. Except where noted, all areas are unlit. Hallways are generally 10' high, and most rooms have a ceiling of only 12'. Except for Areas 1, 2, and 32, this entire level also shows signs of past violence. The gnolls and duergar have largely cleared out all rubble and debris from the halls, but many chambers, especially those on the western side of the dungeon, remain in poor condition.

Wandering Monsters. Encounters must be checked every three turns, with a 1 in 8 chance of occurring. If an encounter is called for, consult the following table:

D8	Encounter
1	Troll (HP: 35)
2	Hyenadon (HP: 22)
3	2-5 Slaves (HP: 2 each) and one groll overseer (HP: 11) armed with a whip and battle axe
4-5	2-8 Gnolls armed with pikes
6	2-5 Duergar clad in chain and armed with short swords
7	1 Spined devil (HP: 17)
8	1-3 Ogres

1. PARADE HALL. This vast chamber is unlit. A faint stench of brimstone and smoke can be detected. The floor and walls have been polished to nearly mirrorlike reflectiveness. A dim ghostly light comes from the south. A pair of massive recessed iron doors are set in the center of the north wall. Any dwarf can detect that much of the stonework is new here, as if the chamber has been extensively repaired.

2. THRONE ROOM. The brimstone stench emanates from this area. Rows of faintly gleaming columns lead to a terrible throne at the far end of the chamber. Each pillar is perversely fashioned to represent tormented men and women piled atop one another all the way to the vaulted ceiling forty feet above. The columns glow with a sickly greenish light. A massive dais squats at the southern end of the chamber, the glossy black stone shot through with strands of glistening mica. Atop it all is a bizarre throne. It seems to be made of some smoky glass and worked to represent a tangle of tortured souls contorted to maintain the rough approximation of a chair. To either side of the throne, narrow beds have been laid in the black stone, within which thick bushes of pallid flowers inexplicably bloom. They glimmer with an unhealthy corpselight. Above the throne, on the wall behind it is a wide (8' diameter) circle of slate. Her Dark Majesty's vile rune smolders in the center of the circle as if burned there.

Seven armored figures face the throne. Six stand before it, and one kneels prostrate on the first step. The six are members of the Black Watch (HP: 16 each), and the kneeling figure is their lieutenant (HP: 40). The regular watch members are armed with lochaber axes (treat as *guisarme-voulge*), the lieutenant with a **+2 bastard sword of wounding**. The Watch members ignore the party unless it comes within 40' of the dais, at which time they turn and defend the throne area. True to their kind, they never surrender and will pursue fleeing party members throughout Black Townen. They generally ignore gnolls (and will not come to the aid of those in Area 32) but obey any duergar or devil.

A massive 20' x 20' pit is set into the floor immediately before the throne. It is triggered by a control set into one of the arms of the throne. The pit is 200' deep. Anyone falling in is surely doomed. There are numerous crushed bones and ruined equipment at its bottom. Some items of use can be found here: a suit of **+2 studded leather armor** and a **staff-spear +2**.

The flowers are the source of the stench. A favorite of Her Majesty, they are infernal plants native to the Second Layer of Hell and feed not upon sun and water but rotting flesh and blood. They cause no harm to the party.

The throne itself is fashioned from unbreakable volcanic glass (of the same kind as the throne at FIRST LEVEL Area 28). It radiates both magic and evil. If anyone is rash enough to seat themselves in the throne, he triggers a *glyph of warding* requiring him to save versus spells or be struck deaf and blind for 18 turns. In addition, when anyone sits upon the throne, a barbed devil (HP: 30) appears. It will be most incensed to see such a trespass!

3. DUERGAR HONOR GUARD. A pair of duergar guard the entrance to Areas 1–2. The guards (AC: 2; HD: 3; HP: 24, 20) are clad in plate and shield and armed with short swords and throwing hammers. Thirty feet down the hall are a pair of lesser guards (AC: 4; HD: 2; HP: 15, 14) armed with light crossbows and short swords guarding the door to Areas 4–11. If possible,

these two slip through the door and sound the alarm. If that occurs, the inhabitants of Areas 4–7 are prepared and appear within six rounds. The inhabitants of Area 8 will arrive in one turn.

The duergar have 2–8 gp each.

4–7. DUERGAR BARRACKS. The gray dwarves are quartered here. The rooms are simple and severe. Each room has a stiff sleeping pallet, a footlocker, and a prayer mat. Four duergar are quartered in each room save for room 5, whose inhabitants are in Area 17. Therefore, twelve duergar are here (AC: 4; HD: 1+2; HP: 10, 9, 8 (x2), 7, 6, 4, 3), outfitted in chain and shield and bearing hammers and spears. The footlockers hold only personal items and 2–8 gp per gray dwarf.

8. COUNCIL CHAMBERS. This large chamber is dimly lit by baskets of glowing toadstools. The area is dominated by a massive stone table which is surrounded by benches and high-backed chairs. Several stands hold decanters and flagons. An unlit brazier fashioned into the likeness of a leering toad squats in the SE corner.

There are many gray dwarves here, plotting the next raid into the Land of Song. There are seven duergar (AC: 5; HD: 1+2, HD: 8 (x3), 7, 6, 3 (x2), clad in chain without shields and bearing picks. With them are a pair of sergeants (AC: 4; HD: 2; HP: 11, 8) wearing chain, bearing shields, and armed with light crossbows and short swords. Leading these dwarves is the duergar captain (AC: 2; HD: 4; HP: 25), who wears plate and shield and hefts a **+1 short sword**, and the commander (AC: 1; HD: 5; HP: 37), who is clad in plate mail, has a **+1 shield**, and uses a **+1 flame tongue short sword**. The captain also has two flasks of oil, a **potion of healing**, and the keys to FIRST LEVEL Areas 6 and 12, and SECOND LEVEL Area 11. The commander has a single flask of oil, a **potion of (stone) giant strength**, the key to the chest in SECOND LEVEL Area 10, and keys to FIRST LEVEL Areas 6 and 12, SECOND LEVEL Areas 10 and 11, THIRD LEVEL Area 17, and THE CAVERNS Areas 2 and 3.

If the alarm is sounded by the guards at Area 3, the captain immediately heads to that area with a sergeant and five of the regulars. The commander takes the remaining duergar through Area 11, through the secret door to Area 9, and out the secret door to Area 3 in the hope of flanking the enemy.

9. SECRET HALL. This unlit area is accessed only by secret panels from Areas 3, 10, and 11. The secret door to the south (into Area 10) is trapped with a poison needle, requiring a person who seeks to open the door to save versus poison or die.

10. SECRET VAULT. The duergar commander has secreted a fair amount of loot in this chamber and has set a giant weasel (HP: 17) to guard it. Aside from the weasel's nest, this room contains a broad table that groans under the weight of bulging sacks: 2,000 cp, 1,000 ep, and 900 sp. A locked chest (the Commander has the key) holds 1,800 gp, 300 pp, a gold chalice set with garnets worth 2,200 gp, a wrought-platinum torc worth 1,600 gp, and a coffer inlaid with ivory and mother-of-pearl (itself worth 800 gp) that holds 5 pieces of obsidian (10 gp each), two sardonyx (50 gp apiece), and an opal (5,000 gp).

11. COMMANDER'S QUARTERS. This gloomy chamber contains a sleeping pallet, several tables, a dresser, and a weapons rack. The Commander's personal possessions may be located here, although they are of little value. He has secreted anything of worth into his cache at Area 10. A light crossbow hangs in the rack, as do a pair of short swords and a long sword. He keeps two full quivers of bolts. The rack can be moved aside and the secret door to Area 9 discovered.

The Commander keeps a sealskin sack full of fresh meat for his weasel in Area 10.

On the table can be found neat ledgers of the various supplies needed for the campaign against the Land of Song.

12. SECRET ROOM. The duergar secretly keep supplies here, safe from the prying eyes of the

gnolls on the western side of the dungeon. Piles of warm furs (of minimal monetary value), rope, oil, torches, lumber, and some dried food are kept here.

13. GUEST CHAMBER. The duergar sometimes entertain guests from wicked areas of the world. This room is currently empty.

14-18. DUERGAR COMMON AREAS. This area houses the gray dwarves' women and young. Areas 14 through 16 each house three noncombatant duergar females and two young. Three of the females and all of the young are in Area 17. The rooms themselves are well kept, with fine furniture and excellent quality goods therein. Each room contains 2-20 gp and 1-10 pp if searched.

17. COMMON ROOM. This large chamber is kept busy. Long work tables have been set up, and six duergar young (HP: 1 each) industriously learn carving, engraving, and metallurgy under the tutelage of a venerable old gray dwarf (AC: 4; HD: 4; HP: 16) who wears a shirt of **+1 chain mail** and hefts a hammer. He fights at +1 to hit and on damage if his young charges are threatened. Three female duergar (HP: 3 each) keep busy about the chamber. The females and young are noncombatants.

18. DUERGAR MATRON. This chamber houses a pair of elderly gray dwarves. The master of this area is in Area 17. His spouse is here (AC: 6; HD: 3; HP: 19). She is not to be taken lightly. If alarmed by combat in Area 17, she will heft her mate's **+1 shield** and **+2 hammer** and rush out to battle, inflicting +1 to hit and +1 on damage if the young in Area 17 are threatened. This room contains their personal possessions, together with 110 sp, 80 gp, 25 pp, and a gold ring set with topaz worth 700 gp.

19-27. GNOLL LAIR. These areas, especially in contrast to the gray dwarves' quarters, are filthy and reeking. Bones, refuse, and unspeakable debris litter the hallways and chambers. Areas 19-21 and 24-27 each house 3 adult male gnolls, 2 female gnolls, and 1-3 young. The male gnolls (21 in number, HP: 15 (x2), 14, 13 (x2), 12 (x3), 10 (x2), 9 (x3), 8 (x3), 7, 4

(x2), 3 (x2)) are generally armed with battle axes, although each room also has a pike. The female gnolls (14 in number, HP: 14 (x2), 12, 11, 8 (x3), 7 (x2), 5 (x2), 4 (x2), 2) are generally noncombatants but will fight either with the pikes or unarmed (1–4 hit points of damage) if no quarter is given. The young (HP: 2 each) are true noncombatants.

These stinking chambers contain nothing of value.

22. GUEST CHAMBER. This room may have once been some sort of hall. The ceiling vaults up to 20' in height, and the walls feature wide veins of yellowish-red mica. Rough bedrolls and furs have been laid in this area. This room contains three ogres (HP: 23, 22, 17) and their worg (HP: 24). They bear 240 gp and a large sack containing a fox cape (300 gp), a seal coat (250 gp), and eight sable pelts (5 gp each).

23. IRON JAWS'S CHAMBER. The gnoll chieftain lairs here, a massive, scarred creature standing head and shoulders above his underlings. This monster has actually replaced his own teeth with a set of iron ones fashioned by the gray dwarves. He fights as an ogre (AC: 3, HP: 28) and gains +1 to hit and +2 on damage due to his strength. Iron Jaws is armored in chain mail and bears a wickedly spiked buckler and a **+2 flail**. He may, if he chooses, attempt to bite an opponent (2–5 hit points of damage), but may not use his buckler in the same combat round he chooses to bite. Iron Jaws bears keys to FIRST LEVEL AREAS 6 and 12 and to SECOND LEVEL Area 44, as well as a **potion of extra healing**.

With him at all times are six bodyguards (AC 4; HD: 3; HP: 20 each; DM: 3–9), his pet hyenadon (HP: 30,) and his personal harem of four female gnolls (HP: 11, 9, 8, 5), who will fight unarmed, and his eight noncombatant cubs (HP: 2 each).

Iron Jaws lives in splendor by gnoll standards. He has fashioned a rough throne of sorts and keeps the Bloody Moon war banner strung above it. His tables are laden with meat and drink. There are seven casks of (gray dwarven) beer of excellent quality (worth 100 gp each,

but cumbersome), two water barrels, and a large bottle of ancient wine (very best quality, worth 250 gp). Iron Jaws keeps his treasure in his chamber: 1,100 cp, 900 sp, 4,800 gp, six walrus tusks worth 40 gp each, a mammoth tusk worth 400 gp, an ermine cape worth 3,400 gp, a pair of hoar fox pelts (100 gp each), and a **scroll of protection from traps**. Each of his wives wears an item of jewelry: a gold necklace set with smoky quartz worth 1,000 gp, a wrought-gold torc worth 1,400 gp, a gold circlet set with turquoise worth 1,900 gp, and a silver armband with six matched topaz worth 4,000 gp.

28. SLAVE PEN. A pair of gnoll guards (HP: 14, 11) are stationed in the hall leading to this room. Each is armed with a pike. Beyond is a squalid and miserable chamber where the gnolls house their slave labor.

Nineteen slaves are quartered here: four dwarves (HP: 5, 4, 2 (x2)), nine goblins (HP: 7, 6, 5 (x3), 4 (x2), 2, 1), one gnome (HP: 4), four normal humans (HP: 6, 5, 3, 2), and a half-elven fighter/thief, Erikmund by name (Levels 4/3; HP: 17; S: 15, I: 13, W: 13, D: 17, C: 11, CH: 11; AL: CG). All are without weapons and thoroughly demoralized. If freed, they will certainly want to flee this evil place, although they may be persuaded to join the PCs in sacking Black Townen if made confident of success.

29–31. GNOLL BARRACKS. Each one of these rooms houses five gnolls, fifteen in total (HP: 16, 15, 13, 11, 10 (x2), 9, 8, 7 (x4), 5 (x2), 4). Three are armed with two-handed swords, the remainder with longbows and hand axes. Room 29 also houses a gnoll leader (AC: 4; HD: 3; HP: 16) clad in chain and shield who fights with a morning star. Each room contains 2–20 gp.

32. TEMPLE OF YEENOGHU. This area reeks with a palpable stench of evil. The chamber is dimly lit by a cancerous yellow-orange glow that emanates from a pair of braziers fashioned to resemble the gaping maws of monstrous beasts. The ceiling rises up out of sight (40' above) at the northern end of the room and is supported by four slender pillars. A trio of wide steps lead up to a ghastly figure that dominates the room. The figure is tall and

gaunt and projects a feeling of foul hunger. Bestial in form, it towers over the chamber. Weird demonic figures cringe and crawl about its feet.

The statue of Yeenoghu is 9' tall and carved from basalt. It radiates evil but not magic. The gnoll shaman is nearly always here. He is a 5th level cleric (AC: 4; HP: 26), wears chain mail, and is armed with a triple-headed flail. He may use it to direct three attacks a round against a single foe, each head inflicting 1–4 hit points of damage. He always has the following spells memorized:

First Level:

detect magic, darkness, protection from good

Second Level:

chant, resist fire, speak with animals

Third Level:

dispel magic

With him at all times are four gnoll guards (HP: 15, 13, 12, 9) who are armed with halberds and who watch the stairs to THIRD LEVEL Area 1 in pairs, and a hideous shoosuva (HP: 31; see NEW MONSTERS, q.v.) that lounges before the idol. The shaman carries 38 gp on his person and a large amber (40 gp) on a thong around his neck. He also has the key to FIRST LEVEL Area 11 and SECOND LEVEL Area 42.

Combat will be dangerous here, with the gnoll barracks located at Areas 29–31, the gray dwarves watching at Area 34, and additional guards down the stairs at THIRD LEVEL Area 1. Any attack should be well planned lest the party raise the alarm throughout this level and the level beyond!

33. INFERNAL GUARD. A pair of doughty duergar guards are stationed here, one in each alcove—or so it seems. Each is actually a spined devil (HP: 20, 19) concealed by an *illusion*. They are quite bored and welcome the chance to deal with intruders. They maintain the illusion as long as possible, concealing their spine attacks as flurries of crossbow bolts. If sorely pressed, they *teleport* to the guard room

beyond (THE CAVERNS Area 1) and seek reinforcements.

34. SPY CHAMBER. A trio of duergar lurk here, surreptitiously spying on the shaman in Area 32. Two are normal duergar (HP: 9, 6), and one is their leader (HD: 2; HP: 9). All are armed with light crossbows and short swords. Each has 2–8 pp on his person.

35–38. LOST HALLS. The gray dwarves did not discover this secret door, which was good for the mites who live beyond. Except for the mites' intrusion, these areas have been undisturbed since Black Townen was overthrown.

Immediately beyond secret door is a tripwire that triggers a weighted net to fall on the 10' X 10' square immediately beyond the door. All in the area must save versus petrification or be caught. Any caught PC takes 20 rounds less his dexterity to escape the net. In the meantime, alerted by the clatter, the mites from Area 36 swarm out to attack the interlopers.

35. HAUNTED CHAMBER. The door to this chamber is clearly broken, and it hangs open. The room beyond is littered with debris and what may be dust-enshrouded bodies.

Six skeletons are covered by the dust. All are clad in studded leather armor and bear the remains of wooden shields and spears. One still clutches a gleaming hand axe, in fact a **+2 throwing axe**. The bodies wear bronze torcs identifying them as fallen members of the Bear and Wolverine Clans. Touching the axe, however, causes a **phantom** to manifest, a ghostly bearded warrior who shrieks in unending terror at some unseen horror before having his flesh blasted from his bones! All who behold the phantom must save versus spells or flee in **fear**. Once it has manifested, the phantom does not appear to the same onlookers again.

36. MITES' CHAMBER. Sixteen of these diminutive pests (HP: 7 (x2), 6 (x4), 5 4 (x4), 3 (x2), 2, 1 (x2)) lurk here, having discovered this chamber many years ago, before Black Townen was reoccupied. Since the arrival of the

duergar from THE CAVERNS, the mites now live in fear, making furtive raids to steal food and supplies and dreading the eventual rediscovery of their area. The mites never enter Areas 35 and 37. If alerted by the triggering of the net trap, half swarm out into the hallway to attack those trapped in the net, and the remainder stay here.

If the door is opened, a pair of light crossbows (stolen from the gray dwarves) are set up to fire upon any who enter. Each crossbow trap fires as a 1+1 HD monster. Moreover, another tripwire is just beyond the threshold of the room. Anyone tripping it will drop heavy rocks upon his head, requiring a save against petrification or 1–4 hit points of damage. The remainder of the mites shoot a flurry of small darts (1–2 hit points of damage) from behind barricades of debris. Each mite carries four darts.

This chamber is full of debris and trash, much stolen from the gnolls and gray dwarves. Searching the room completely takes at least an hour. The mites have secreted their treasure within the mess: 900 cp, three spinels worth 50 gp each, and a silver ring worth 25 gp.

37. HALL OF DESPAIR. This door is stuck fast, requiring party members to force it open. The chamber beyond is thick with shadows. The party's light does not seem to reveal the room. Clearly, great violence once occurred here; what can be seen reveals blackened rock and the remnants of battle.

This chilly hall bears nothing of value. Woe to those who break the seal of this room, for it is haunted by a gloom (HP: 33; see NEW MONSTERS, q.v.).

38. FORGOTTEN ROOM. The door to this room is locked, and the key is long lost. When the door is forced open or broken, cold, stale air billows out. Beyond is a long, cloistered hall. Ornate lanterns hang from the ceiling. Enormous wooden cabinets have been set along the length of the hall, honeycombed with deep but narrow shelves. All are thick with dust.

This library once held many thousands of scrolls. All are now lost.

39–42. YEENOGHU'S SANCTUM. These areas have been commandeered by the gnolls upon their arrival at Black Townen. The gnoll shaman (see SECOND LEVEL Area 32) uses these chambers to meet with guests and to meditate when not conducting ceremonies at Yeenoghu's temple.

39. ANTECHAMBER. This room's floor is covered with thick furs. Hanging baskets of glowing fungi illuminate the room. Several rough chairs are draped with pelts. A large banner depicting a bloody moon is hung on one wall. Across from it, another tapestry depicts a dull gray triple-headed flail on a red background.

There is nothing of value in this room.

40. MEETING HALL. A round wooden table dominates the room; an unlit lantern sits in its center. The table is littered with tankards, bones, and refuse.

41. ANTECHAMBER. This chamber is decorated in a similar fashion to Area 39. This room is occupied. In one chair sits a traitorous swordsman (Human fighter level 3; AC: 6; HP: 21; S: 16, I: 13, W: 8, D: 14, C: 15, CH: 13; AL: CN) hailing from the Marten Clan. He is clad in studded leather and has a small wooden shield. He is armed with a broadsword and throwing axe. His bodyguard, a 1st level human fighter (AC: 5 (due to DEX); HP: 8), is similarly clad and fights with a pair of hand axes. This blackguard has come to treat with the forces of Black Townen. He has 60 gp and 200 sp in a small sack and bears a giant weasel pelt (worth 1,500 gp) branded with his clan's symbol.

42. PRIVATE ROOM. The door to this area is locked, the gnoll shaman carrying the only key. Inside is a private sanctum where he meets occasionally with Iron Jaws. This room contains a well-made, dark-lacquered table and a pair of high-backed chairs (obviously taken from some other area of Black Townen). The table holds a pair of silver goblets set with amethysts

worth 1,200 gp each. A rough map of the eastern half of this level is spread out on this table with an even more sketchy map of THE CAVERNS, as the gnoll leaders plot against their gray dwarf "allies."

43. STOREROOM. This room is filled with lumber, sacks of coal and peat as well as countless barrels of water and harshly made beer.

44. EMPTY CHAMBER. This chamber is unoccupied.

THIRD LEVEL

This level is the most dangerous of all. The gray dwarves and their fiendish allies are in command of this area. They are highly organized and will unite to drive out invaders. The DM is cautioned to take careful note of Area 1.

Except where noted, all areas are unlit. The ceilings are only 8' high in the hallways and 10' tall in chambers. The scent of brimstone can be detected throughout the complex and grows stronger when one nears Areas 24–29.

This level does not suffer from the damage evident in the first two levels. The walls in the major hallways are intensely decorated with frightening and loathsome bas-reliefs of capering fiends and tormented souls. If closely examined, the figures in the carvings all are moving in a common direction toward the secret door to Areas 24–29. This is not evident to a casual observer.

Wandering Monsters. Few random encounters occur on this level. Encounters must be checked every twelve turns with a 1 in 6 chance of occurring. If an encounter is called for, consult the following table:

D6	Encounter
1	3-12 Lemures
2	1 Spined devil (HP: 18)
3-4	2-8 Duergar with a 2 HD leader
5	1 Smoke mephit (HP: 15)
6	1 Hell hound (HD: 4; HP: 15)

45. ILL-GOTTEN GAINS. The passageway slopes down to this large, rough-floored chamber. The booty pillaged from the Land of Song is kept here. Huge piles of grain, vegetables, and dried meat and fish fill the room, as do fishing nets, plows, yokes, even a pair of enormous oars! This room also contains the following stolen wealth: 200 muskrat pelts (1 gp each), 110 fox pelts (3 gp each), a sealskin jacket (125 gp), and over 100 pounds of ivory in the form of walrus tusks and whale teeth (4 gp/pound).

1. ENTRY HALL. Wide stairs lead down from the TEMPLE OF YEENOGHU to this vast chamber. The ceiling is some 20' overhead. The room appears to be utterly barren. A wide hallway gapes open in the south, and a pair of iron doors provides an exit in the north wall. Leering daemonic visages have been carved along the length of the eastern and western walls.

These faces conceal the row of spy holes and arrow slits fashioned into the walls. Duergar guards in Area 6 watch this room and trigger a silent alarm if intruders are detected. If this occurs, the guards in Area 2 lower the portcullis, causing the intruders to find themselves in a cross-fire from east, south, and west.

At least two of the guards in Area 2 will lob flasks of burning oil at invaders if they approach the portcullis. If the general alarm is sounded, the guards at Area 4 and 5 muster and pursue the party throughout the dungeon. The other forces congregate at Area 20 to prevent the party from escaping via the northern iron portals.

The portcullis must be bent or lifted (BEND BARS/LIFT GATES). The iron doors to the north are barred.

2. GUARD ROOM. Benches and weapon racks are placed in the opposing east and west alcoves of this room. The weapon racks hold spears, light crossbows, and more than 100 bolts. A winch for the portcullis is set in the

eastern alcove. A small muffled bell hangs from the ceiling above it. This bell is not audible in Area 1.

Five duergar guards are here (HP: 10 (x2), 7, 6, 5). If the guards at Area 6 sound the silent alarm, the guards here drop the portcullis and fire at the party with their crossbows through the bars. If the party rushes the bars, two of the guards lob burning oil at the bars to keep the party at bay, and the rest heft spears to stab at any would-be gate lifters. The guards have no treasure. The door to Area 3 is kept locked (from the side facing Area 1), and the sergeant in Area 5 has the key.

3. GRAY HALL. This long hall is adorned with more of the wicked carvings. A multitude of doors leads to other areas of the dungeon.

4 and 5. GRAY DWARF BARRACKS. Each of these rooms serves as quarters for five gray dwarves (HP: 10, 9 (x2), 8 (x2), 6, 4 (x2), 3 (x2)) armed with light crossbows and short swords. A sergeant is also quartered in Area 5 (AC: 4; HD: 2; HP: 14). He is armed in the same manner as his men. Each duergar carries 1–10 pp except the sergeant, who carries 22 pp and wears a gold ring (100 gp).

6. ARCHER HALLS. These cramped halls are only 6' high and 8' wide. Spy holes and arrow slits provide access in Area 1. Three duergar occupy each hallway (HP: 9(x3), 8, 6 (x2)), armed with light crossbows and 20 bolts. Each hall also has a mechanism for ringing the alarm in Area 2.

7–11. GRAY DWARF QUARTERS. These chambers house the majority of the duergar in the complex. Each room serves as quarters for two female duergar (10 total, HP: 8, 6 (x2), 4, 3 (x3), 2 (x2), 1) and one duergar young (HP: 1). All are noncombatants. Each chamber contains well-made furniture and belongings; 2–20 gp and 1–10 pp can be looted from each area.

12. THE AWFUL PROCESSION. The stench of brimstone is more pronounced here, and the most disturbing imagery now adorns the ceiling as well.

Four members of the Black Watch (HP: 13, 10, 9 (x2)) stand guard here, preventing access to Areas 16 and 17. All are armed with bardiches. The door to Area 17 is locked. The duergar commander at SECOND LEVEL Area 8 and Ahmal at THIRD LEVEL Area 28 have keys to this lock.

13. WARDEN'S QUARTERS. This room serves as the quarters of a grizzled old duergar veteran (AC: 3; HD: 4; HP: 15), who wears plate mail and is armed with a war hammer. He can be found here with the Underwarden (AC: 5; HD: 2; HP: 14), who wears chain and uses a short sword in battle. Also kept here is the Warden's pet giant weasel (HP: 17).

The Warden himself wears a marten cape (a gift from the swordsman at SECOND LEVEL Area 41) worth 400 gp and carries 25 pp in his purse. He also bears the keys to Areas 18 and 19. Both he and the Warden know how to access the FORLORN PRISON. The Underwarden carries 14 pp on his person.

14–15. GUARD QUARTERS. Each room houses three duergar guards (HP: 10 (x2), 8 (x2), 6, 3) armed with throwing hammers and short swords.

16. SLAVE PEN. The gray dwarves keep their slaves here when not working them in THE CAVERNS. This miserable chamber imprisons twenty-two slaves: ten dwarves (HP: 8 (x2), 7, 6 (x2), 5, 3, 1 (x3)), five goblins (HP: 6 (x2), 5, 3, 1), four gnomes (HP: 8, 6, 2 (x2)), two kobolds (HP: 4, 2), and a 4th level human druid (HP: 17; S: 9, I: 12, W: 13, D: 10, C: 12, CH: 15; AL: N). All are unarmed and wear only rags, although the druid, Makolm, has managed to secrete a small spring of holly on his person. He has memorized the following spells:

First Level:

detect magic, detect snares & pits, faerie fire, shillelagh, speak with animals

Second Level:

charm person or mammal, cure light wounds x3

Third Level:
summon insects

He has not yet found a way to escape and thus bides his time healing his fellow slaves and keeping them strong. As a result, all of the slaves hold a deep admiration and respect for the druid and follow his command. His plan at the moment involves causing a rothé stampede in THE CAVERNS and escaping into the depths of the earth in the confusion.

17. FORLORN PRISON. This roundish chamber is empty. The walls are painted with weird frescoes depicting numerous iron-bound doors with small windows. Forsaken souls peer back through, their gazes conveying abject hopelessness. One portion of the fresco depicts a torture chamber.

The entire chamber radiates magic. Anyone touching that portion depicting the prison cells is *teleported* (no save) into one of the thirteen cells in Area 19. Anyone touching that portion of the fresco depicting the torture chamber is teleported to Area 18.

18. TORTURE CHAMBER. This well-kept room is filled with cruel devices of torture. The walls are decorated to depict, in disturbingly realistic fashion, a crowd of grinning fiends and monsters gloating over the misery of those brought here. There are a pair of portals. One is painted onto the western wall, and, if touched, it teleports that person to Area 17. The other is iron-bound and leads to Area 19.

19. FORSAKEN CELLS. This narrow hall is lined with iron-bound doors, each with a small window that can be opened from the outside. Those caught here have no hope of escape on their own. Within, the lightless 8' x 8' cells have a permanent *anti-magic shell* in effect. Most of the cells are empty, but a few have occupants:

a. Toivo, an agathion (HP: 38) presently in the form of an old bent man with an impressively long white beard. Toivo has memorized the following spells:

First Level:
cure light wounds, detect evil, invisibility to undead, protection from evil, sanctuary

Second Level:
aid, hold person, know alignment, messenger, slow poison

Third Level:
continual light, dispel magic

Toivo was sent by the Clan's Ancestors to aid in the battle of Her Dark Majesty but was captured before her destruction and imprisoned here. The siege of the fortress failed to free him, and he has been jailed in the dark for a very long time indeed.

b. A groll leader (HD; 3; HP: 16) who was caught spying in duergar territory.

c. Thedrim, a doughty dwarven fighter (4th level; HP: 26; S: 15, I: 11, W: 10, D: 14, C: 13, CH: 9; AL: LG).

d. A svirfneblin (HP: 23) captured in THE CAVERNS.

e. A dark creeper (HP: 5).

f. The long-term inhabitant of this cell passed away. His bones were removed, but his angry shade remains here as a shadow (HP: 9).

20. WESTERN HEXAGONAL CHAMBER. Five duergar (HP: 8, 7, 6 (x3)) armed with picks and hammers are stationed here, together with a leader (AC: 4; HD: 2; HP: 11) armed with a light crossbow and war hammer. The double doors to Area 1 are barred. A set of double doors on the eastern wall opens to a broad tunnel that slopes away to the east some 120' to THE CAVERNS Area 3.

21. EASTERN HEXAGONAL CHAMBER. This chamber is dusty and obviously not used. Old and broken furniture is stored here.

This orchestrated disuse is meant to conceal the entryway to Her Dark Majesty's private quarters. A pair of iron doors in the western wall is concealed by an *illusion*. Both doors are

locked, and the current mistress of Black Townen holds the only key.

22. HALL OF THE FIEND. When the door is opened, a hellish red light bathes the party. Fierce jets of flame erupt from the floor in a pattern surrounding a massive throne seemingly cast from bronze. Draped over the throne is an awesome monster, a great black serpent with the massive head of a wolf.

The entire scene is a dramatic *illusion* that conceals the true inhabitant of the chamber, a white abishai devil (HP: 37). The devil, under his guise, immediately identifies himself as Baalzephon, a Duke of Hell, and demands the party's immediate surrender! Anyone so cowed will be led in (illusionary) chains to Area 28.

The devil has no treasure. Although a search of the northern wall has a chance of discovering a well-made secret door: a panel of the wall that pulls outwards. If the panel is shifted, a massive iron portal is revealed beyond. It bears the likeness of a stern woman's face wreathed with imps and fiendish creatures.

The door radiates evil and magic. If anyone other than an evil-aligned person pulls open the portal, a great filthy reek of excrement billows out, filling the room in one round. It mimics the effect of a **stinking cloud** spell. In the next moments a great buzzing cloud of flesh-eating flies pours into the room, functioning as if it were an **insect swarm** cast by an 18th level cleric. If the portal is slammed shut, both the stench and the flies dissipate. The magical trap is reset every 24 hours.

23. ACCURSED ASCENT. Steep stairs wind upward through the black rock. The walls and ceiling are intricately filled with bas-reliefs of the most sickening and horrid scenes imaginable. The stench of excrement is nearly overpowering.

The stairs climb up to FIRST LEVEL, Area 27.

24. REEKING PROCESSIONAL. The bas-reliefs here are worse than anywhere else. The entire chamber is filled with the choking stench of brimstone.

Four gnoll zombies (HP: 15, 10, 7, 6) are stationed here at all times.

25. SITTING ROOM. This area is decorated with a well-made couch and four iron chairs. An elaborate carpet covers the stone floor, and a tall unlit candelabra stands in the northeast corner.

The carpet itself is worth some 300 gp. Ahmal, the duergar cleric, uses this room to meet with guests.

26. AHMAL'S CHAMBERS. The door to this chamber is trapped with a *glyph of warding* that inflicts 10 hit points of electrical damage if the correct command word is not first spoken. This chamber is lavishly decorated. A large bed with an iron frame dominates the room. The walls are hung with silk tapestries depicting a haunting iron city rising from a barren black plain crisscrossed with snaky rivers of blue fire. Gold-plated lanterns hang from the ceiling. A large wooden desk is set against the western wall.

The room is occupied. Ahmal's leman, a lawful evil gnome fighter/illusionist (Levels 3/3; AC: 5 (with DEX); HP: 14) wearing leather armor and armed with a **+1 dagger** and a **wand of paralysis** (47 charges remaining), can be found here. She has memorized the following spells:

First Level:
color spray, darkness

Second Level:
mirror image

With her at all times is her trained badger (HP: 7), which will attack upon command.

The room contains a pair of sable cloaks, each worth 900 gp, and an entire cave bear skin (50 gp value). The tapestries depicting the iron city of Dis might be worth some 500 gp. The room

also contains a leather sack holding 700 gp and a (locked) iron coffer that holds 200 pp and an **elixir of health** (note that shaking or violently moving the coffer will almost certainly shatter the potion vial). The gnome wears a pair of diamond rings worth 550 gp and 1,150 gp. Hidden in a secret compartment in the desk is a steel vial holding a **potion of extra healing** and Ahmal's most prized possession, a **chime of opening**.

The desk also holds the illusionist's spell books, which contain the spells she has memorized and the following: *change self*, *phantasmal force*, and *hypnotic pattern*.

27. QUARTERS OF THE MISTRESS. Immediately behind this door is a gruesome figure, an enormously muscled man with the head of a rotting pig sewn on where his ought to be! This monster zombie (HP: 33), a gift from a fellow servant of Her Dark Majesty, will attack any who enter without the company of Kirsi, the mistress of this complex.

This room is ominous in appearance. Several dark-lacquered wooden benches surround a massive bed strewn with furs. Hung from the peaked ceiling some 30' overhead, diaphanous crimson netting surrounds the bed. A red-lensed lantern illuminates the room in a cruel glow. Tall but narrow cages occupy the corners of the room.

Kirsi occupies this room 50% of the time. She is the most powerful of Her Dark Majesty's servants to escape that villain's destruction at the hands of the Clans. If not encountered here, she is located in Area 28 and will be found there. She is an erinyes devil (HP: 39) armed with her terrible dagger and a **net of entrapment**. She is unable to gate in other erinyes. Heroes expecting a climatic battle will be disappointed. She is not brave, particularly if her stronghold has been so deeply penetrated by her enemies. She believes very strongly in saving her own skin. If she is unable to entrap the party or if those who are not trapped appear strong, she curses the party and immediately *teleports* to a secret place far to the north. The party has earned the enmity

of an unrelenting foe. She will certainly expend all efforts to hunt down and punish the heroes.

Kirsi's chamber holds lewd and disquieting decorations and offensive *objets d'art* made of jade, obsidian, and malachite. Altogether, these items might fetch 3,500 gp if the proper market were located. Beneath the bed is a locked iron-bound chest. Kirsi bears the key (as well as the key to Area 22), and, therefore, the party is unlikely to recover it. The chest is also trapped; within it resides a pair of exceedingly agitated asps (HP: 3 each) who attack (as 1+1 hit dice creatures) any who open the chest. Their bite is deadly and inflicts 1–10 hit points of damage if the saving throw is successful and causes death if it is not. The chest contains 200 pp, 2,000 gp, and 3,600 sp. An (unlocked) coffer by the bed contains a golden chain set with five rubies worth 4,000 gp and a silver pendant set with a flawless black pearl worth 6,500 gp. Kirsi herself wears a platinum diadem set with three perfectly matched diamonds (11,000 gp value), but this item is unlikely to fall into the party's hands at this time.

One of the cages is occupied; it holds a human male of impressive stature. Nearby is an iron rack holding a variety of whips, scourges, and other unpleasant devices. This werebear (HP: 47), Håvard by name, is currently very wounded (9 hp remaining) and quite insane. He suffers from dementia praecox (see *Dungeon Masters Guide*). If he takes an interest in his release, he seeks revenge against Kirsi and her minions.

28. TEMPLE OF DISPATER. The door to this area is fashioned from bronze and bears the likeness of a scowling monarch. The door is warm to the touch. The stench of brimstone is stronger here than anywhere in the dungeon; it is nearly overpowering.

If the portal is opened, a wave of heat washes out into the hall. The sickeningly moist air of this chamber is strong enough to require the party members to save against poison or suffer a loss of 1–4 points of strength until they leave the area (they must save again if the area is reentered). The room beyond is decorated with

a gray-and-red-checked floor. The walls and ceiling are a glossy black and seem to glisten with condensation. Jets of blue flame erupt from the floor in an irregular pattern. At the far end of the chamber, atop a raised dais of blood-red stone veined with gold, is a huge slate altar. On the far wall, to either side of the dais, is a frightful bas relief depicting a massive devilish face. The mouths gape wide, and thick smoke belches forth.

Ahmal, the supreme commander of the duergar at Black Townen, is always found here. He wears **+3 leather armor**, bears a **+2 shield** (AC: 0 (with DEX)), and is armed with a **+3 dwarven thrower hammer** and a **+1 dagger**. He is a 5th/5th level cleric/assassin (HP: 37) and has memorized the following spells:

First Level:

command, detect good, protection from good, resist fear, resist cold

Second Level:

aid, dust devil, hold person, resist fire, withdraw

Third Level:

dispel magic, prayer

Ahmal is located by the altar. If he is able, he will, with a gesture, call forth terrible **Shades of Dis**, one from each of the alcoves in the room, ten total. These horrible things are as powerful as shadows (HP: 19 (x2), 16, 15 (x2), 14 (x2), 13 (x2), 8), but their touch paralyzes as that of a ghost. These incorporeal shades are turned as if they were wights. He can do this but once. While the party is occupied, he attempts to cast *withdraw* and bolster himself with defensive spells. The flickering blue flames create many shadows, and Ahmal will certainly attempt to hide and backstab heroes if the opportunity presents itself.

Perhaps even worse, if any good-aligned beings approach within 30' of the altar, the stone faces, each a one-way portal to the second layer of Hell, begin to spawn monsters. Every other round, consult the following table

to determine what clambers out of the mouth to defend the Temple:

D6	Monster Spawned
1	Devil, spined (HP: 12)
2	2 Lemures (HP: 10 each)
3	3 Larvae (HP: 5 each)
4	Mephit, 01–33: fire, 34–66: smoke, 67–00: steam (HP: 12)
5	1 Hell hound (HD: 4; HP: 14)
6	Devil, abishai (red) (HP: 15)

The stone faces can be damaged by magical blunt weapons, although the faces are considered AC 0 and have 75 hit points against such attacks. Bladed weapons will inflict no damage against the face, although such weapons must themselves save versus crushing blow if used against the faces. The faces take no damage, per se, from spells, but must save against the appropriate attack form (fireball, etc) or be destroyed. They save as hard stone +3. Holy water inflicts 2–8 points of damage against them.

A successful *dispel magic* spell cast against a 12th level caster makes a face powerless for 24 hours. A *continual light* spell likewise renders a face powerless until the spell is removed. A *dispel evil* spell permanently severs both gates.

Ahmal will battle to the last to defend his temple. He bears several keys: to FIRST LEVEL Areas 6 and 12, the eastern and western double doors in SECOND LEVEL Area 1, THIRD LEVEL Area 22, and to the locked coffer in Area 26. Ahmal wears a gold bracelet set with obsidian and rubies worth 2,300 gp and three gold rings, each worth 200 gp.

29. CACHE. This secret door is difficult to detect (1 in 8) for it is so cunningly made. The door slips aside to reveal a winding passage only 4' high and 3' wide carved through the rock. Those who worm through its 25' length will emerge into a circular chamber. Here, Ahmal and Kirsi have secreted the treasure of Black Townen, hoarding it to fund their war of revenge against the Clans. Kept in iron-bound chests, the fiendish pair have amassed 900 pp, 11,000 gp,

2,200 ep, and 9,700 sp. Beneath the coins is the **Southern War Horn of the Clans** (see NEW MAGIC ITEMS, q.v.). Also found here are a gold circlet set with coral worth 3,000 gp, a silver belt set with jade worth 1,300 gp, and an intricate ivory pendant seemingly worth 600 gp. This last item is magic, and if the command word lightly etched into its back is spoken ("telcha"), its wearer is protected by a "variant B" *fire shield* spell for one turn. This power may be activated once per day. The cache also contains a **scroll of protection acid**, a **+3 frost brand long sword**, **potions of healing** and **sweetwater**, and a heavy sealskin sack bound with a braided rope (actually a **rope of constriction**) that holds a fortune in gems: nine pieces of obsidian worth 10 gp each, seven banded agates worth 15 gp each, eight citrines (50 gp each), two bloodstones (60 gp apiece), four rock crystals (70 gp each), three tourmalines (100 gp each), six garnets (500 gp each), two oriental topaz (1,000 gp each), two fire opals (1,500 gp each), and one star sapphire (3,000 gp).

30. SMITHY. This area is illuminated by the roaring fires of the forges. There are nine duergar here (HD: 2; HP: 14, 11, 10 (x2), 9, 7, 6 (x2), 5) wearing leather armor and bearing hammers and red-hot tongs (dealing 2–5 points of damage on a successful hit). Also here at all times is the Undersmith (HD: 4; HP: 30), who bears a **+1 hammer** and who fights at +1 to hit and on damage due to his strength. The duergar Weaponsmith is 70% likely to be here as well (see FIRST LEVEL, Area 16) (AC: 1; HD: 5; HP: 30). The Smith has the key to Area 31.

With the duergar are six slaves: four dwarves (HP: 6, 4, 3, 2) and a pair of goblins (HP: 6, 5). All of the slaves attempt to flee if a battle breaks out, but the dwarves stay and turn upon their

cruel masters if the party appears to be winning.

The gray dwarves are fashioning weapons and repairing a pair of Black Watch members (HP: 11, 6) who are currently unarmed but who may grapple.

A great unfinished battering ram may be found here. It is fashioned into the likeness of a hellish beast that combines the worst aspects of a hound, bear, and dragon. Vile runes of power cover the thing. When completed, this ram will inflict 3 structural points of damage per blow.

31. PRECIOUS METALS STORE. This area holds shelves. Currently two gold bars (worth 1,000 gp each) and six silver bars (worth 500 gp each) are here. Room exists for hundreds more, but the gray dwarves are currently fashioning weapons of war.

32–35. SMITHS' QUARTERS. These spartan chambers house the smiths in Area 30. Each room contains 3–30 pp.

36. GUARD ROOM. Four gray dwarves (HP: 8, 6, 4 (x2)) armed with light crossbows and short swords guard this area against possible incursions from the gnolls above. They have no treasure.

37. COAL ROOM. This room is filled with piles of coal, peat, and lumber that reach to the ceiling. A pair of human slaves (HP: 2 each) load the material into a large cart and shuttle back and forth between here and Area 30.

38. STORAGE. This room holds weapon racks; 400 short swords, 120 pikes, 100 war hammers, 30 bardiches, 40 suits of chain mail, 80 metal shields, and hundreds of metal helms are stored here.

THE CAVERNS

These natural caverns have always existed under Black Townen and, in the past, have provided an escape route for those trapped within the besieged fortress by the vengeful Clans. Except for Areas 1–3, all the stone is unworked and natural. The caves' ceiling height varies dramatically, sometimes pressing down to only 8' high and other times sweeping up to a height of 40'. Roll 4d10+4 to determine the height in feet of any given area. The floor is very uneven and strewn with boulders. The southeastern and southwestern portions of the caves feature magnificent limestone features. It is warm here and somewhat damp.

1. HER MISTRESS'S LEGIONS. This room holds twenty-four members of the Black Watch (HP: 15, 14 (x2), 13, 12 (x4), 11, 10 (x3), 9 (x6), 8 (x2), 7 (x2), 6 (x2)). They are armed as follows: lochaber axe (x12), halberd (x6), voulge (x3), and bardiche (x3). With them is a Captain of the Watch (HP: 27) armed with a **+1 battle axe**.

2. GUARD POST. This room holds six duergar who guard the entrance into Black Townen. Five of the dwarves (HP: 9 (x2), 6 (x2), 5) are armed with light crossbows and short swords. Their leader (AC: 2; HD: 3; HP: 18) wears plate mail and shield and is armed with a short sword. This room is stocked with hundreds of bolts and a dozen flasks of oil, together with a water barrel and hard tack supplies. There are also four 50' coils of rope, three fishing nets, and what appears to be a yoke of some type.

Beyond the barred door, natural limestone terraces gently sweep down 20' to the cavern floor.

3. GREAT GATES. These gates are barred against entry from the east. On the western side of the gates are stationed ten members of the Black Watch (HP: 14 (x2), 13, 12, 10 (x2), 9 (x2), 7 (x2)) led by a Captain (HP: 23) armed with a **+1 battle axe**. The regular watch members are armed as follows: lochaber axe (x5), halberd (x3), voulge (x1), bardiche (x1). They resist any entry from the east.

4. FUNGI FARM. The rock formations are fantastic here, almost appearing as melted wax of scintillating colors. Thin streams snake their way down the slick terraces. A pair of ropes is set into the rock with iron spikes all the way up the 40' climb. The entire area is covered with a sheen of moisture. The gray dwarves cultivate their fungi here. All types of fungi grow here, including many that glow with a pale light (and which remain luminescent for 1–6 days after being picked). Nearly all are edible.

5. QUIET POOL. The ceiling is low in this cavern, descending to only 7'. Numerous stalactites and stalagmites have formed here, many nearly touching and forming natural pillars. In the southeast corner of the cave, a small pool exists, so still as to resemble a mirror. The water is dark, no doubt due to the minerals dripping into it.

The duergar are aware of the pool's inhabitant. Many years ago a giant cave newt (see NEW MONSTERS) found its way into the caverns, and the gray dwarves now treat it as a kind of watch dog, feeding it dead or broken slaves to encourage its growth. As a result, this newt is far larger than is normal for its kind (HD: 4; HP: 26). It is accustomed to being fed and lunges out of the still waters if party members approach. Note that this monster is blind and, therefore, undeterred by light or spells that cause blindness. A *silence 15' radius* spell will effectively "blind" it.

The pool is 12' deep at its deepest. At the far end of the pool, a narrow (3' wide) crack in the cavern wall provides access to an underground stream. The tunnel is completely submerged after nine feet. The stream snakes its way three miles before reaching an underground lake.

6. HIGH PASSAGE. A tall (14' high) but narrow (5' wide) passage leads out of the caverns. This passage worms its way through the roots of the mountains for nine miles before reaching a

duergar outpost. The specifics are left up to the DM.

7. BLOCKED TUNNEL. Recently, duergar and slaves have gone missing in the Caverns. Search parties and a systematic search have revealed nothing (see Area 9). The duergar have blocked this tunnel with heavy boulders. This small passage is only 6' high and 4' wide. It leads for a mile and a half before becoming flooded with water to a depth of 3'. From there, it leads through a series of fantastic and beautiful galleries before disgorging four miles later into a series of natural caverns. What may dwell there is up to the DM's discretion.

8. WINDING STAIRS. Steps are worked into the stone here. These winding stairs descend over 1,000' into the depths of the mountains. They lead to a vast cavern deep beneath the earth inhabited by pale, mewling things. From there, many passages lead to unknown locations beneath the Trevärä Peaks.

9. HIDDEN CAVE. This cave is located some 38' above the cavern floor. A cloaker (HP: 33) recently entered these caverns through the winding stairs at Area 8. It has haunted the area since, preying on solitary slaves and duergar. Now that the gray dwarves are aware that something inimical is dwelling here, they are on guard, and it has been reduced to poaching an occasional rothé. Party members present welcome new quarry. Amidst the bones of its den can be found four suits of chain, two military picks, a short sword, and a light crossbow, together with 16 pp, a wrought gold torc (800 gp value), a silver bracelet set with garnets (1,600 gp), a suit of **+1 ring mail**, and a **potion of vitality**.

10. ROTHÉ PEN. Nineteen rothé are penned here (HP: 16, 15, 13 (x2), 11 (x3), 10, 9 (x2), 8 (x2),

7, 6 (x4), 5). They defend themselves if attacked but are generally docile.

11. SUNLESS LAKE. A well-worn path leads to this large body of water. There are many long stalactites that reach down and nearly touch the surface of the lake. Many stalagmites just breach the surface, creating a tangled, calcified forest. A current flows here, and the waters are full of cave fish, blind crayfish, and newts. Thick beds of lichens and moss surround the lake. Many nets and two small boats are stored here, for the duergar ply the waters to supplement their diet.

The "shore" drops off quickly, and the waters are between 3-12' deep. Nothing dangerous lives in these waters, although some of the slimy things therein are uncomfortably large. At the far northern end of the lake, a cascading waterfall pours from a tunnel mouth 8' above the water. This tunnel is 4' wide and 5' high. It winds upward for 300' before beginning a steep ascent, wherein the stone tube is virtually filled with water. If by some means a determined climber is able to continue, the stream travels for two miles before emerging outside to a swirling basin beneath an 80' waterfall.

12. LOWER GATE. An iron-bound door has been set here. Normally, a pair of gray dwarf sentries is stationed here. Since the cloaker emerged from the depths, a pair of Black Watch members (HP: 13, 11) armed with voulges are kept here at all times.

The passage beyond the portal travels at a steep descent, twisting its way for nearly five miles before opening into a cave system inhabited by dire corbies, giant bats, and all manner of creeping things.

HERE ENDS BENEATH BLACK TOWEN

NEW MONSTERS**THE BLACK WATCH**

FREQUENCY: Very Rare (at best)

NO. APPEARING: 1 (6-60)

ARMOR CLASS: 1 (or better)

MOVE: 6"

HIT DICE: 2 and better

% IN LAIR: 100%

TREASURE TYPE: Incidental

NO. ATTACKS: 1 and better

DAMAGE/ATTACK: By weapon

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

INTELLIGENCE: Semi-

ALIGNMENT: Lawful Evil

SIZE: M (7' tall)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

X.P. VALUE: 171 + 2 per hit point



The Black Watch was created during dark times in the utmost sunless north. The majority of these dreadful things were destroyed along with their creator in a great battle. Some remain hidden in secret places, tirelessly awaiting their mistress's return.

Each member of the Watch is a suit of full plate armor animated by a wicked spirit. The armor of each member is inhumanly tall and thin, a dead black in color, with a great plume of jet atop its full helm. Neither faces nor eyes can be seen within the empty helms.

Watch members are all armed with pole arms. Although they will almost always be encountered singly, entire units are rumored to be secured in hidden vaults in the underworld. Watch members are armed as follows:

50%	Lochaber axe (as guisarme-voulge)
25%	Halberds
15%	Voulge
10%	Bardiche

As mere animated suits of armor, Watch members are immune to all mind-affecting spells (including fear and illusions) in addition to death magic, paralyzation, petrification, poison, polymorph, and cold. They suffer only 1 hit point of damage per die of fire and electrical attacks. They are immune to psionics. They have no need to eat, drink, breathe, or rest, and, not possessing eyes, they are not swayed by *invisibility*, *alter self*, or other concealing magics. They take only one-half damage from slashing and stabbing weapons. Because they cannot heal but instead must be repaired, Watch members with maximum hit points are quite uncommon. Virtually all of these abhorrent things have seen battle.

There are officers among their numbers. For every twenty Black Watch members encountered, a captain is present. Captains are immediately recognizable by the fact that they bear shields and their helms have dark purple plumes. The armor and shields of the Captains are both +1, granting them an armor class of -2. They have 4 hit dice and are typically armed with +1 bastard swords or battle axes. If fifty Watch members are encountered, a lieutenant is present. Lieutenants are equipped with +2 armor and shield (armor class -4), have 6 hit dice, and fight at the rate of 3/2. They are identified by red plumes and are all armed with **bastard swords of wounding**. A Black General was once rumored to exist, but surely this abomination was destroyed.

The members of the Black Watch are daunting adversaries, for they march and attack without tiring, without pity, and without regard for themselves. They can be turned on the MATRIX FOR CLERICS AFFECTING UNDEAD as "Special," but holy water does not harm them. They are kept at bay by circles of *protection from evil*.

The arms and equipment of Watch members are well-made, if spartan. While the weapons and shields may be recovered from a fallen Watch member, its armor cannot, for these monstrosities must literally be battered into uselessness in order to be destroyed. Note that the spell *mending* heals 1-3 hit points on these creatures.

GLOOM

FREQUENCY: Very Rare

NO. APPEARING: 1-4

ARMOR CLASS: 0

MOVE: 12"/12"

HIT DICE: 6+3

% IN LAIR: 10%

TREASURE TYPE:

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-8

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

INTELLIGENCE: Average

ALIGNMENT: Neutral Evil

SIZE: M

PSIONIC ABILITY: N/A

Attack/Defense Modes: Nil/Nil

X.P. VALUE: 1137 + 8 per hit point

Glooms inhabit the Negative Material Plane. They are only very rarely summoned to the Prime Material and usually for malign purposes. Glooms are horrid things; they are resentful of all living creatures and of joy and beauty.

Glooms resemble shadows (c.f. *Monster Manual*), and surprise as the same. However, glooms radiate a sphere of negative energy in a 5' radius. All living creatures within the area of effect lose 1 hit point per round of exposure. This loss can be prevented by use of the spell *negative plane protection*. Note that if multiple glooms are encountered, overlapping spheres do not cause additional hit point loss to victims.

Glooms have the innate ability to cast a special form of darkness but only upon sources of illumination. This special darkness causes all forms of illumination in an area of 2" radius, including magical forms (e.g., *continual light*), to wink out. Thus, candles, torches, *light* spells, magic swords, etc., can all be extinguished. If such a light source is held or otherwise controlled by a creature, that creature is entitled to a saving throw versus spells; if the save is successful, the gloom's attempt fails (although it can try again).

The touch of a gloom drains a victim of all sense. In addition to draining one level of experience, the touch also requires the victim to save against death magic or swoon into a brief catatonia lasting for 1–4 rounds. Swooning victims are usually drained of all life by these monsters.

Although not undead, glooms are immune to all mind-affecting spells. In addition, they are immune to poison, paralysis, petrification, and polymorph. They are held at bay by the spell *protection from evil*. They suffer no damage from holy water but are instantly destroyed by sunlight. They detest illumination and do not willingly enter the area of effect of a *light* or *continual light* spell. If such a spell is successfully cast upon one, that creature suffers 1 hit point of damage per level of the caster for a *light* spell and 1–4 hit points of damage per level of the caster for *continual light*.

NOTE: The Gloom first appeared in *Footprints* no. 4, available at www.dragonsfoot.org.

GORECROWS

FREQUENCY: Rare

NO. APPEARING: 4–32

ARMOR CLASS: 7

MOVE: 1"/24"

HIT DICE: 1-4 hit points

% IN LAIR: 10%

TREASURE TYPE: Incidental

NO. ATTACKS: 1

DAMAGE/ATTACK: 1–3

SPECIAL ATTACKS: Swarm

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

INTELLIGENCE: Semi-

ALIGNMENT: Neutral

SIZE: S (3' wingspan)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

X.P. VALUE: 7 + 1 per hit point



This rapacious breed of raven travels in large flocks that work together to bring down prey. Carnivorous, these creatures attack in swarms, dive-bombing their prey and engulfing their victims in a whirling swarm of buffeting wings, slashing beaks, and raucous screams.

The flock usually concentrates on one victim. While being swarmed, the victim makes all rolls (saving throw, "to hit," etc.) at a –1 penalty and must make a successful saving throw versus petrification each round in order to cast spells.

These creatures are not brave and usually do not attack unless they outnumber their prey by a three to one ratio.

Gorecrows look much like normal ravens, except for their larger size and raptorlike beaks.

MEPHIT, ICE

FREQUENCY: Very Rare

NO. APPEARING: 1

ARMOR CLASS: 5

MOVE: 12"/24"

HIT DICE: 3

% IN LAIR: Nil

TREASURE TYPE: 1–10 pp each

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1–2/1–2

SPECIAL ATTACKS: Breath

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

INTELLIGENCE: Average

ALIGNMENT: Variable (but always evil)

SIZE: M (5' tall)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

X.P. VALUE: 105 +3 per hit point

As with the other mephits described in the *Fiend Folio* tome, the ice mephits are found on the Prime Material Plane while performing missions for their powerful masters on the lower planes. They share the general characteristics of these creatures (see FF, pp. 64–66), being tasteless, vulgar, and cruel. They are always evil but may be chaotic, neutral, or lawful.

Ice mephits attack with two clawed hands and a breath weapon. The claw attacks inflict 1–2 hit points of damage each and also have a freezing effect on the victim. For every successful attack made with a claw, the mephit's opponent must deduct 1 from all to-hit rolls due to the chilling of their muscles. The effects are cumulative and last for 3 to 4 turns or until the victim is restored to full hit points (whichever occurs sooner).

The breath weapon consists of a volley of icy shards that automatically hits a single victim within 15 feet and inflicts 1–6 hit points of damage (halved if save vs. breath weapon is made). The breath weapon may be used every other round and up to three times per day.

Once per hour an ice mephit may attempt to gate in another mephit with a 25% chance of success. This new arrival is an ice or mist mephit (equal probability of each type).

Ice mephits are highly angular in form and have translucent, icy-blue flesh which gives them the appearance of crude ice sculptures. Normally, they are encountered only in cold areas.

NOTE: Ice mephits were created by Graeme Morris and first appeared in *Eye of the Serpent*, © 1984, TSR, Inc.

NEWT, GIANT

FREQUENCY: Uncommon

NO. APPEARING: 1-3

ARMOR CLASS: 7

MOVEMENT: 3"/12"

HIT DICE: 3

% IN LAIR: Nil

TREASURE TYPE: Nil

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-8

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

INTELLIGENCE: Animal

ALIGNMENT: Neutral

SIZE: L (15' long)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

X.P. VALUE: 50 + 3 per hit point

Giant newts and salamanders live in tropic to temperate rivers, lakes, and ponds. They seldom emerge onto land, for they must keep their skin moist. Slow and ponderous on land, they are surprisingly quick and agile in the water. Giant newts can breathe both in air and under water, whereas giant salamanders are air breathers.

These monsters generally correspond to giant lizards (q.v.), though they are somewhat larger, being more fat bodied and having wider tails. If a giant newt or salamander scores a natural 20 on its attack and locks its jaws upon a victim, it seeks to drag the victim under water.

Giant newts and salamanders save at -1 against fire-based attacks and suffer +1 hit point of damage per die.

SHOOSUVA

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 3
MOVE: 15"
HIT DICE: 6
% IN LAIR: Nil
TREASURE TYPE: See below
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 6–15 (+2)
SPECIAL ATTACKS: Creeping paralysis
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 30% (see below)
INTELLIGENCE: Very
ALIGNMENT: Chaotic evil
SIZE: L (6' high at shoulder)
PSIONIC ABILITY: Nil
X.P. VALUE: 575 + 8 per hit point

Yeenoghu, the demon prince of gnolls long ago developed a specialized form of demonic undead for use as an intermediary between himself and his shaman and witch doctors. The creatures are called shoosuvus; their name means "returners" in the gnoll tongue, a reference to the belief that shoosuvus are the incarnations of the spirits of the greatest of Yeenoghu's shamans. Shoosuvus are feared greatly (for good reason) by gnolls, who will obey their every command, even over the orders of other gnoll leaders or shamans.

A shoosuva is only encountered singly, and usually in only one of two ways on the Prime Material plane (they are less rare in frequency on Yeenoghu's home plane in the Abyss). Exceptionally powerful gnoll shamans or witch doctors, those attaining the 5th level of clerical ability and having more than 20 hit points, are often given instructions for creating a special talisman that will summon a shoosuva when the talisman is cast to the ground and Yeenoghu's name is pronounced. Such a talisman is a miniature carving of a hyena's skull, made from the bones of a gnoll shaman or witch doctor.

During the time it is present on the Prime Material Plane, the shoosuva is able to call upon any gnoll within hearing distance (120'), and such "summoned" gnolls will obey the shoosuva's every command to the death.

A shoosuva appears as a huge, emaciated hyenodon, glowing with a phosphorescent yellow light, similar in intensity to the clerical *light* spell. It attacks by biting, and those bitten must save vs. paralyzation or else be inflicted with *creeping paralysis*. Victims so affected will suffer a –1 penalty "to hit" and a 1" reduction in movement rate per round—cumulatively—as the result of a slow-acting paralysis. Only living creatures are affected by the paralysis and not other undead, demons, and the like; however, these latter creatures can be damaged by the bite itself. A victim's base movement rate (from which the reduction is taken) is always considered to be that which applied when the character was bitten; in other words, a character cannot increase mobility by divesting himself of encumbrance and/or armor after the paralysis has set in.

When the movement rate of a paralyzed victim falls to 0", the character cannot hit anything, speak, cast spells, or perform any other physical activity. Only the most basic life functions (respiration and heartbeat, primarily) will continue. If the victim survives that long, the paralysis will wear off 3–6 turns after the victim is immobilized. Shoosuvus usually try to paralyze as many persons as they can in melee and then kill their victims after they are unable to move.

A shoosuva is immune to all psionic attacks or psionic-like effects, and likewise immune to all will-force magics (including enchantment and charm spells). The creatures have a specialized magic resistance, being 30% resistant to all cold, heat, electrical, and poison-gas spells. If they fail their resistance throws against such magical attacks, they will take only half damage if they fail the subsequent saving throw, and one-fourth damage if the saving throw against the particular attack mode is made. Death spells, of course, will not affect them at all, and they cannot be hit by any weapons except silvered or magical ones. Clerics may turn them (or command them into service) at the same chance for success as for special creatures like minor demons. Holy water damages these monsters for 2–8 points per vial used.

Shoosuvus were created by Roger Moore and first appeared in *Dragon*, no. 63, © 1982, TSR Inc.

TATZELWORM

FREQUENCY: Very Rare
NO. APPEARING: 1–4
ARMOR CLASS: 6
MOVEMENT: 12"
HIT DICE: 1–6 hit points
% IN LAIR: 40%
TREASURE TYPE: Incidental
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1–3
SPECIAL ATTACKS: Poison
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: S (3' long)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil
X.P. VALUE: 57+1 per hit point



These curious creatures inhabit cold alpine peaks. In appearance, they look like silvery, fat-bodied lizards lacking hind legs. They can move surprisingly fast slithering on their stomachs and can leap up to 10'. They are notoriously aggressive and do not hesitate to attack larger creatures that intrude upon their territory. When leaping to the attack, they gain a +1 bonus to hit.

The bite of a tatzelworm is deadly, and a victim must successfully save versus poison or die.

These cold-loving reptiles save at +1 against cold-based attacks, and such damage against them is reduced by 1 hit point per die. They save versus fire normally.

NEW MAGIC ITEMS

BANNER OF FEAR

These items appear to be masterfully fashioned standards made of cloth. They are meant to be borne in advance of an army or armed force. Each depicts frightful runes, and when held aloft the banner radiates a circle of fear in a 6" radius equal to dragon awe (see *Monster Manual*). Members of the force bearing the standard, or other creatures friendly to the standard bearer's cause, are immune to its effect. The banner must be held to function, and it requires the use of both hands.

X.P. VALUE: 6,500
G.P. SALE VALUE: 50,000

HORN OF THE WILDERNESS

This horn appears to be fashioned from an actual horn of unknown type. The oddly curved instrument is hollow, and, if sounded, it functions as if an *animal summoning I* spell had been cast. The spell summons up to 32 hit dice of animals as provided on the table below:

D%	Animals Summoned
01-25	4-32 1-hit die animals
26-50	2-16 2-hit dice animals
51-75	1-10 3-hit dice animals
76-00	1-8 4-hit dice animals

Summoned animals are determined either randomly according to the Conjured Animal Table in the *Dungeon Master's Guide*, or according to the DM. This horn may be sounded once per day.

X.P. VALUE: 2,500
G.P. SALE VALUE: 15,000

WAR HORNS OF THE CLANS

These relics were forged in antiquity by the ancestors of the Clans. Each is a long curved instrument of tempered steel with inlays of actual horn. Although each is decorated with runes of power, each bears a particularly large rune of one of the cardinal directions (North, South, East and West). The war horns may be sounded once per day for a magical effect. If multiple horns are sounded simultaneously additional, effects are said to be obtained.

The Eastern War Horn: When sounded, this horn functions as a **horn of goodness** (see *Unearthed Arcana*). Note that unlike that item, the Eastern War Horn does not adapt itself to the alignment of its possessor.

The Southern War Horn: When sounded, this horn functions as a **horn of the wilderness** (q.v.).

If the Eastern and Southern War Horns are sounded simultaneously, the horns create a *call woodland beings* spell that is instantly successful (i.e., the beings automatically fail their save). The summoned being(s) arrive in 1 turn. This function may be used once per week.

	X.P. VALUE:	G.P. SALE VALUE:
Eastern War Horn	1,500	6,500
Southern War Horn	3,000	18,000
		30,000 as a set

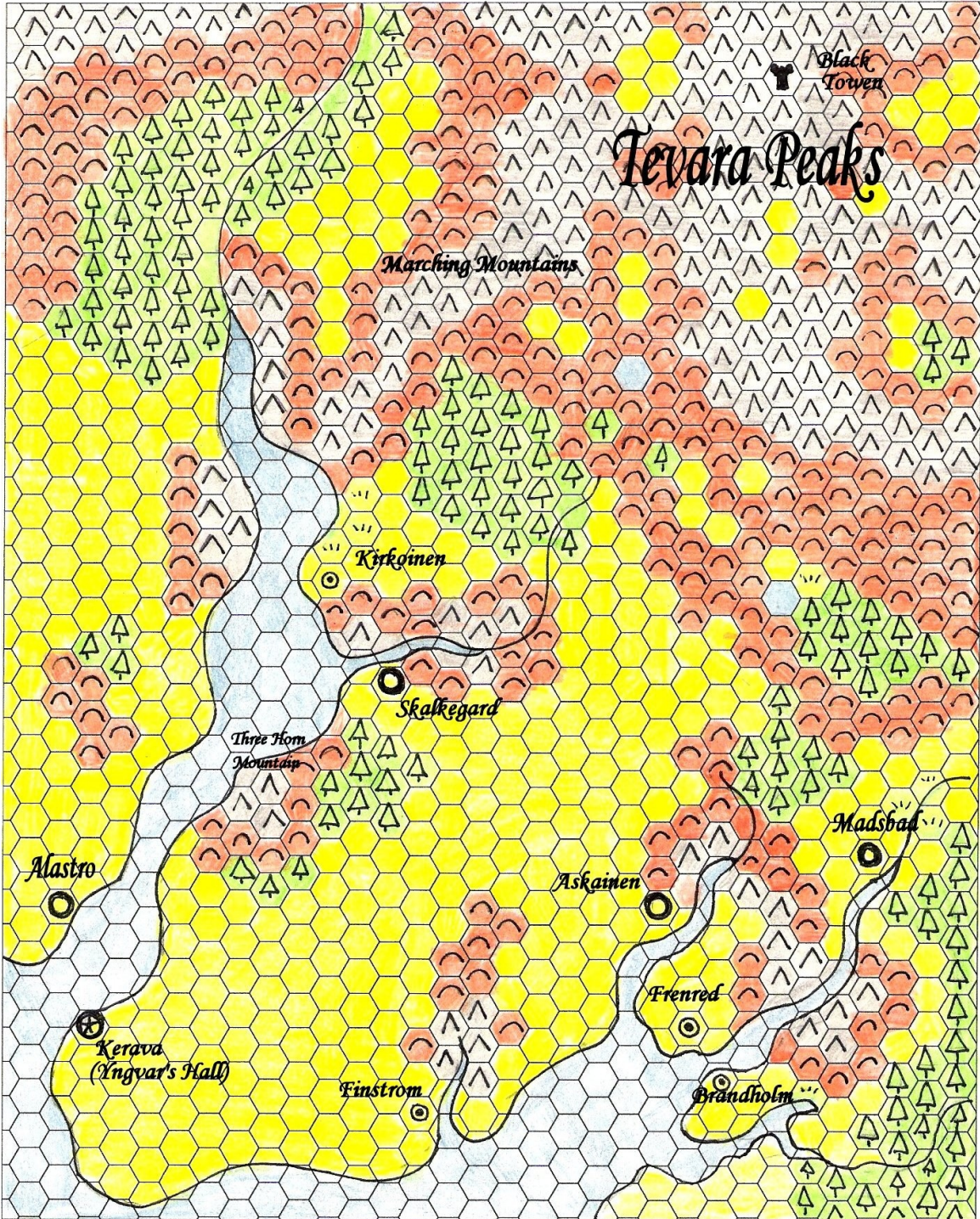


Player's Map



DM's Map

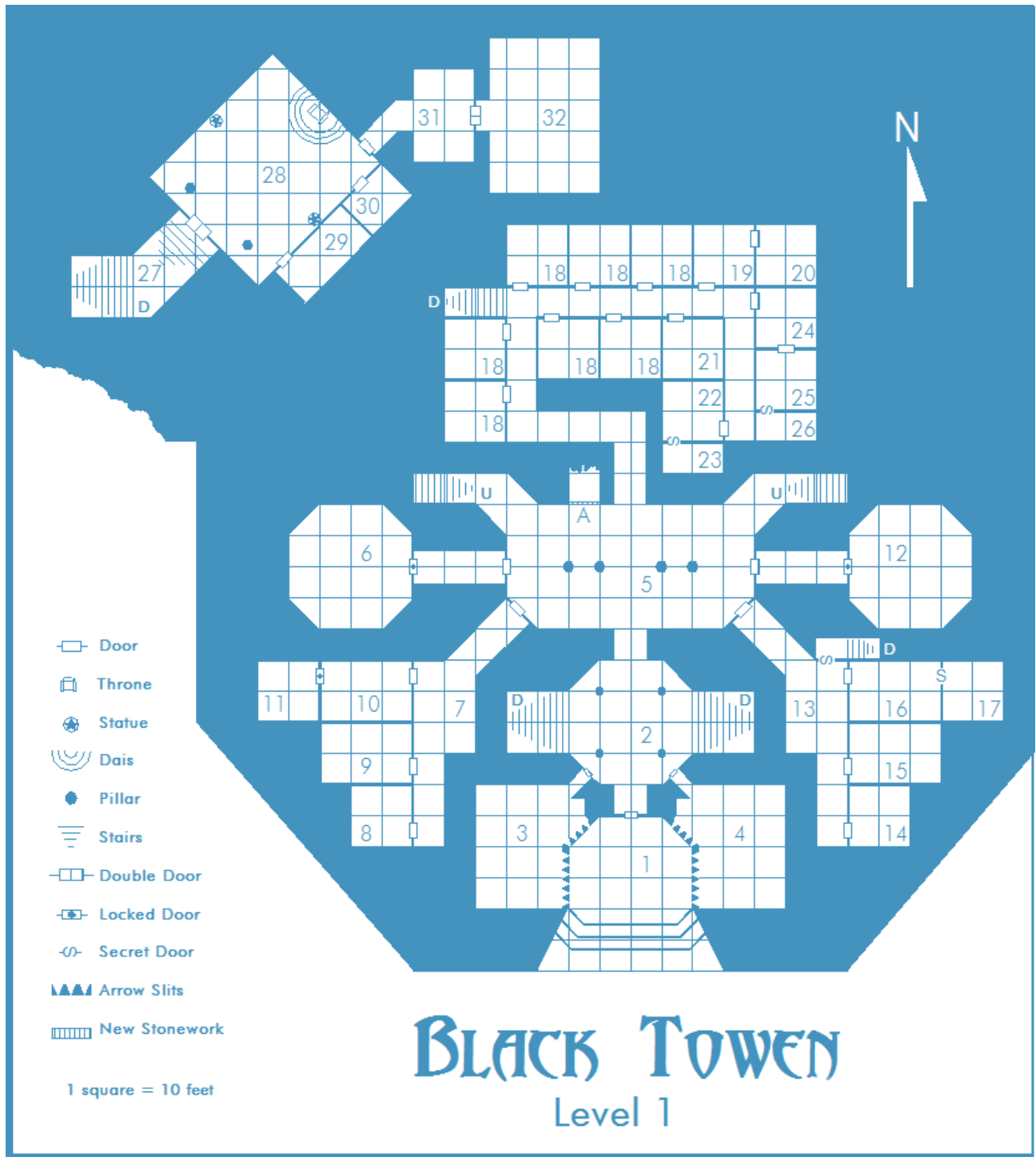
Area Map

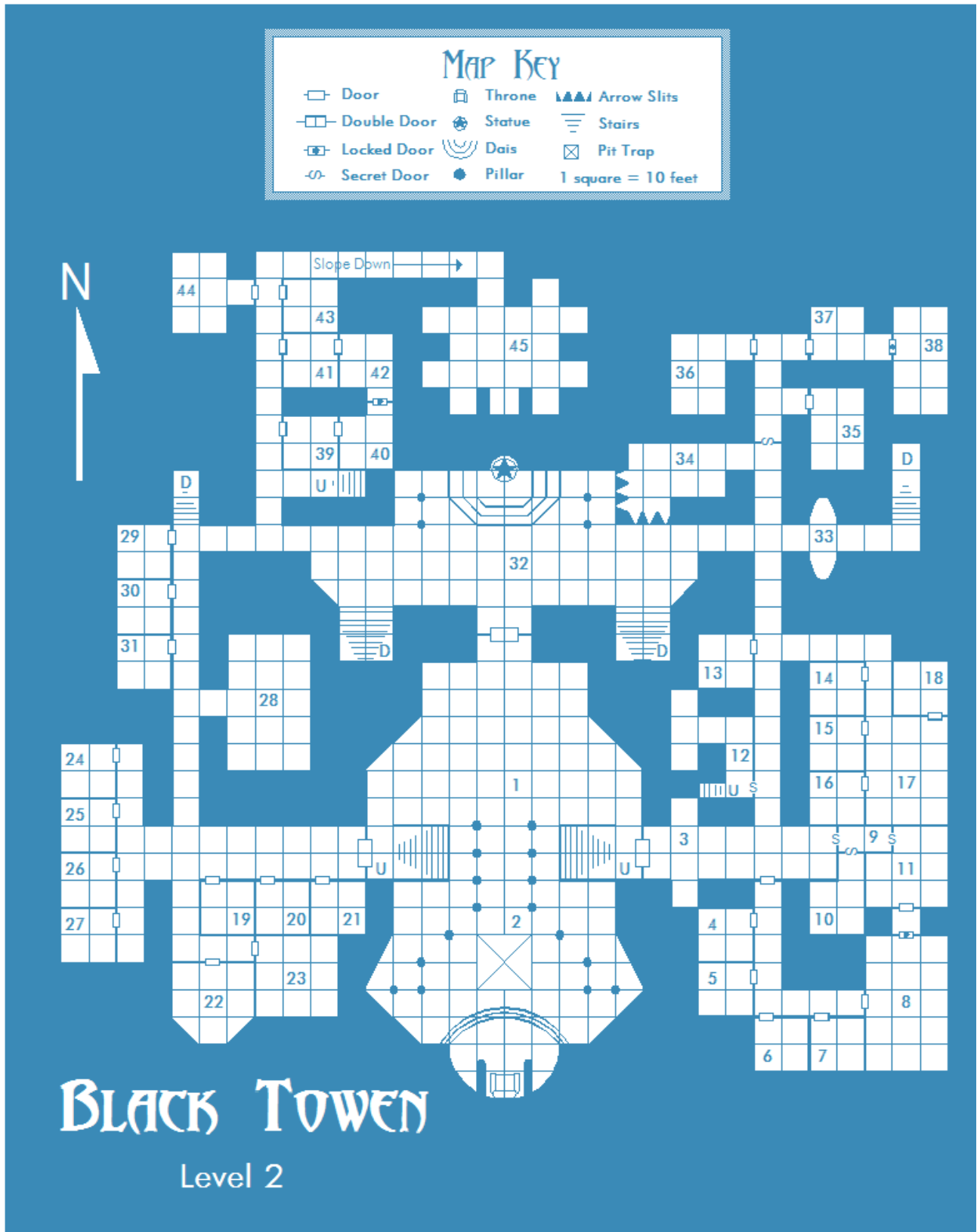


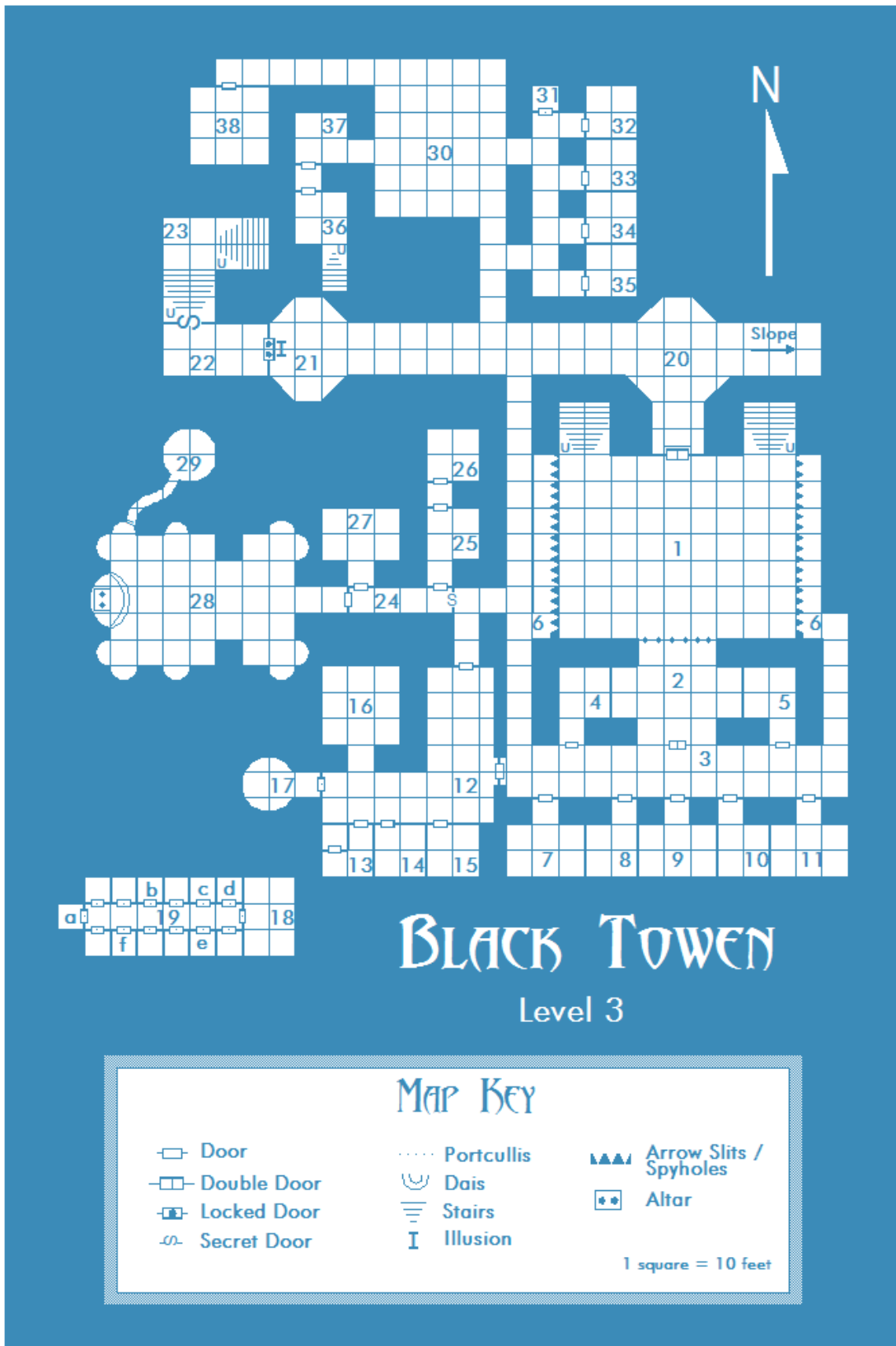
1 hex = 4 miles

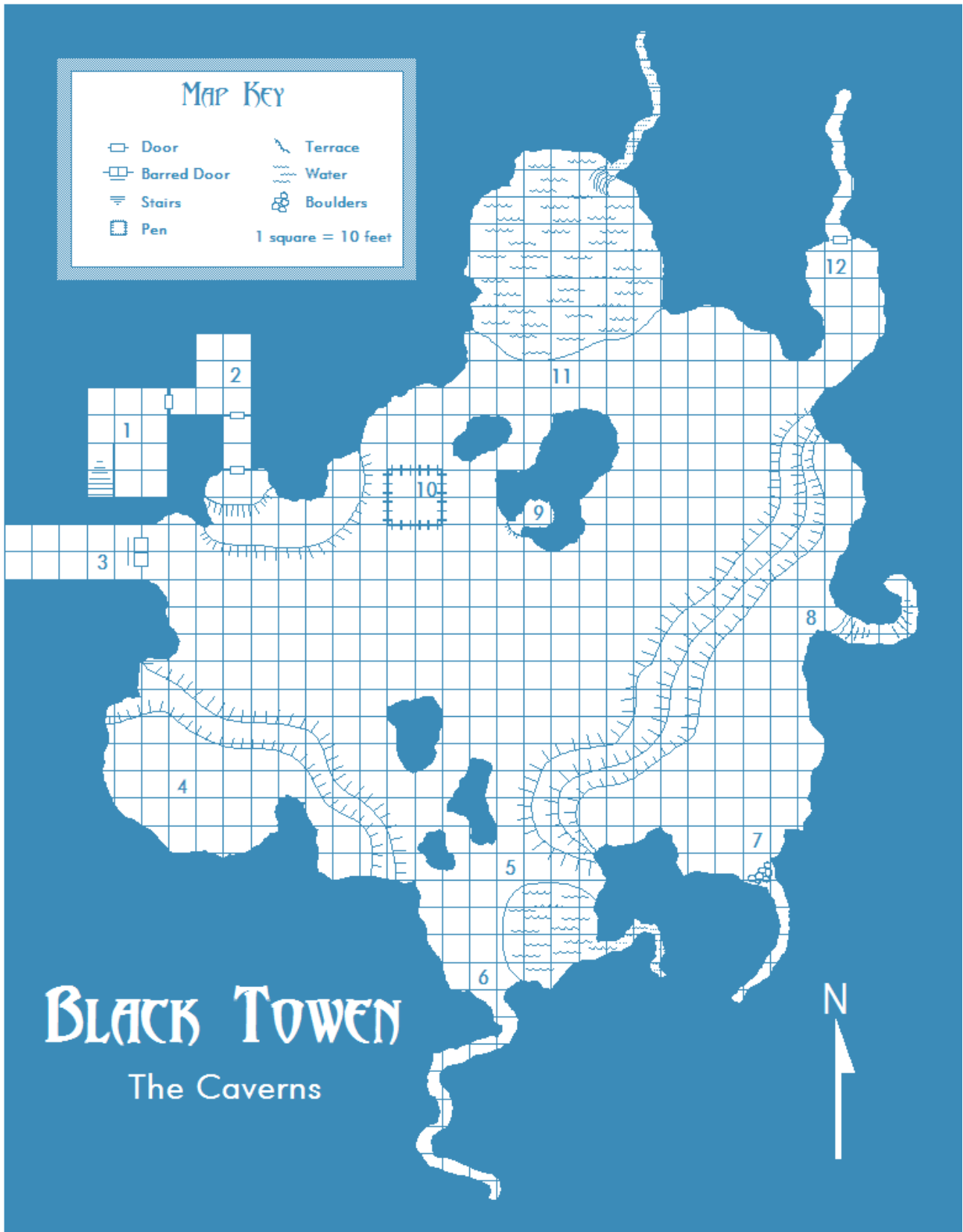
A Portion of the Land of Song

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DRAGONSFOOT

Beneath Black Townen

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