

LR1**FOR USE WITH THE
OSRIC™ SYSTEM!****LEGENDS OF ROLEPLAYING™ PRESENTS**

Beyond the Living Room

by Robert J. Kuntz**A GRAYFALKUN CASTLE™ Adventure Module for 4-9 Characters of 5th-8th Level**

Enter a magical environment akin to Alice's journey, Through the Looking-Glass, where the common is strange and the strange common! Just beyond the door lies adventure and within the adventure lies a mystery! Explore a dimension created by a powerful artifact and the mysterious being trying to bend it to his will.

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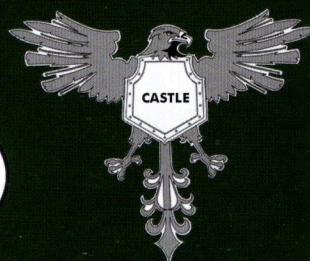
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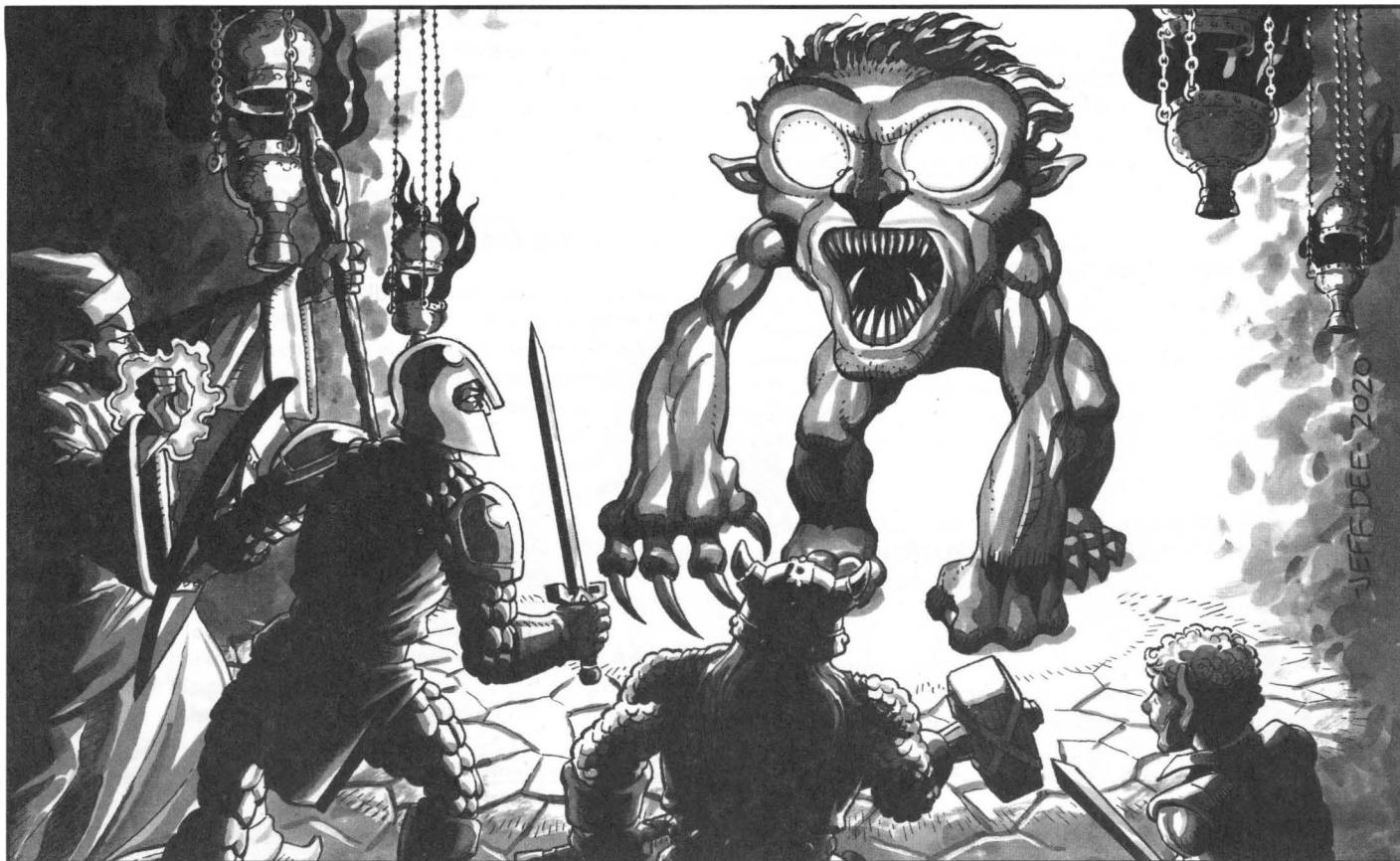


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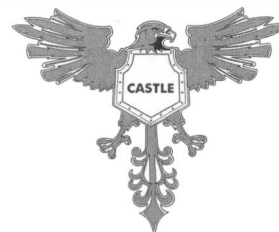
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LEGENDS OF ROLEPLAYING™

LEGENDS OF ROLEPLAYING™ grew out of the incredibly successful, eponymously named, tournament featured at GaryCon each year. The **LEGENDS OF ROLEPLAYING™ TOURNAMENT**, has proven to be a highly popular series of adventures over the years. Of course, that is no surprise. There is a long tradition of competition tournament modules having a huge fan following and becoming fantasy adventure gaming staples passed down from generation to generation.

These aren't just "old school" adventures in name and appearance, they are old school adventures, heart and soul. These adventures riff on the concepts and themes of those classic tournament modules but are new scenarios, written, edited, illustrated, mapped, and playtested by the original designers. That's right, the band is getting back together.

At one point in time TSR, the company that brought us **DUNGEONS & DRAGONS®** and **ADVANCED DUNGEONS & DRAGONS®**, had the magic. It had a gathering of the most talented creative people in the gaming industry. These people had a certain undeniable alchemy. What they created as tournament modules and adventures for their friends became the fabric of adventure gaming for a generation. That generation passed down the magic, as did the one after that. Now, it is your turn.

So each year we will work to recreate the magic of adventures, played as GaryCon **LEGENDS OF ROLEPLAYING™** Tournaments and then published as adventure modules in our **LEGENDS OF ROLEPLAYING™** line.

We will also be gathering other adventures and gaming aids under our banner, all created by the legendary designers that founded this hobby, the **LEGENDS OF ROLEPLAYING™** themselves!

COMPATIBILITY

If run as part of an ongoing fantasy adventure campaign, 4-9 characters of 5th-8th level are recommended. In this case, you will want to have access to the **OSRIC™** System.

This product uses the **OSRIC™** System (**Oldschool System Reference and Index Compilation™**). The **OSRIC™** system text may be found at <http://www.knights-n-knaves.com/osric>. The **OSRIC™** text is copyright of Stuart Marshall. **OSRIC™** and **Oldschool System Reference and Index Compilation™** are trademarks of Stuart Marshall and Matthew Finch and may be used only in accordance with the **OSRIC™** license. This product uses First Edition Bard and First Edition Monk for various references to these classes and are copyright 2014, Leonaru.

A free pdf download of the **OSRIC™** rules is available at the website listed above, you can also buy a downloadable pdf or print-on-demand copy on **Lulu™** (www.lulu.com), you can buy a pdf or print copy of the original 1st edition rules at **DriveThru RPG™** (www.drivethrurpg.com), or you can simply buy a used copy of the original 1st edition books—there are literally millions of them out there!

LEGENDS OF ROLEPLAYING™ highly recommends purchasing the excellent hardcover edition of **OSRIC™** from **Black Blade Publishing** (www.blackbladepublishing.com).

While **LEGENDS OF ROLEPLAYING™** adventures are designed for use with **OSRIC™**, classic adventures have always transcended the system for which they were written. At **LEGENDS OF ROLEPLAYING™** we know a good adventure is a good adventure. However, to aid game masters to adopt these adventures to their own campaigns, **LEGENDS OF ROLEPLAYING™** hosts fan-created system conversion documents at www.legendsofroleplaying.com.

LEGENDS OF ROLEPLAYING™ modules will harken back to the age of old-school adventures, linking the past to the present to recapture bygone magic. Now you will have your own classics with an eye toward the enduring quality of the originals. These are brand new classics for a new age of adventurers.

Join us!

Dedication: The Ways of Jim Holloway

James Holloway may be sadly absent from us now, but the ways of Holloway live on. By the numbers he produced enough cover art and interior illustrations to fill many hard bound volumes. And I hope someone in the future will accomplish that feat as a proper send up to him.

I had the joy of working with Jim on three Pied Piper projects; and this is when I started examining his "ways".

He pitched me a perfect **Cairn of the Skeleton King** cover, just astounding — you never tire of looking at it. One Pied Piper Publishing Board commenter noted that it was too bad that he had used a digital paint program for some of it. I immediately corrected the person that what he was mistaking as digital color rendering was actually Jim using his airbrush that, if I recall correctly, he had mastered many years before!

Others commented that his fine interior illustrations for **Cairn of the Skeleton King**, with bold and sharp lines, suggested that he had "matured" from his TSR-days as a staff illustrator. I noted, again, that Jim was the go-to guy in a crunch to get illustrations finished at the last minute (such as for **ADVANCED DUNGEONS & DRAGONS® Monster Manual II**). He was so good and fast that he could crank them out, but that was on TSR's terms, not his. He just met the deadline crunches that would have been impossible for any other artist. But when he was allowed time, as I gave him, well, his real artistic talent always shined, for it had always been there.

So you had this very fine artist in Jim who could deliver on multiple levels and could express himself in multiple ways. He could capture any facial expression and emotion (**PARANOIA™** anyone?) and perhaps some that we did not know existed until he rendered them!

Take for example Jim's cover illustration from the 2007, set-piece presentation of **The Living Room**, included herein as a reminder of where this extended adventure first started. Take a close look at all of the action, situations, and expressions. Holloway could capture the energy of life in spades. Jim saw life in every detail, from the tiniest to the gigantic and, in turn, found all of these important in the final depicting of it all.

So the ways of Jim Holloway were the ways of life. And as much as we will appreciate the many thousand depictions of it that he gifted to us the greatest gift that will be missed is Jim Holloway himself.

Bow down: I am the emperor of dreams;
I crown me with the million-colored sun
Of secret worlds incredible, and take
Their trailing skies for vestment when I soar,
Throned on the mounting zenith, and illumine
The spaceward-flown horizons infinite.

Clark Ashton Smith

Special Preface

The Living Room was my creation as the co-GM of the original **LAKE GENEVA CASTLE & CAMPAIGN™**, the latter as first created and GMed by E. Gary Gygax and then by myself. In addition to sluicing my own **CASTLE EL RAJA KEY™**, levels and ideas into our castle (the 2nd), I created various original additions for the castle environs (and the adjunct campaign), including such features as **The Living Room**, **The Horsing Around Level**, **The Machine Level**, **The Mutated Garden** (prototype of the **Garden of the Plantmaster**), **The Bottle City**, **The Boreal Level**, and many, many more. These were design concepts in finished formats, promulgated by my own campaign ideas, and created and then tested in play on Gary Gygax, for the most part, although the campaign included many players who hazarded their environs, such as Ernie Gygax, Skip Williams, Terry Kuntz, Eric Nelson Shook, Tom Champeny, Don Kaye, Bill Corey, Tom Wham, Tom Christiansen, Neil Christiansen, Jim Ward, Don Arndt, Joe Goodfellow, Jim Goodfellow, Tom Meister, Bob Burman, Michael Mornard, Chip Mornard, Mark Ratner, Tim Jiardini, Dave LaForce, Joe Fischer, Bruce Fuller, Brett Fuller, Chuck Robinson, and many others.

For those purists out there, the existence of **The Living Room** was first publicly noted in **DUNGEONS & DRAGONS® SUPPLEMENT I: GREYHAWK®**, published in 1975.

This venerable set-piece is presented as a part of **GRAY-FALKUN CASTLE™**. It has been expanded in keeping with a true designer's proclivity to do so. Therefore find its adjunct parts — **The Study** and **The Mind Maze** — herein to round out what was once a set-piece now turned full-fledge adventure. Its designation is level **East 6.5** as part of a greater **GRAY-FALKUN CASTLE™**. There is only a single entry and exit for it (in this case from and to **East 6**).

This expanded adventure is my bon voyage to the role-playing game industry. And a fitting one it is and for the following reasons. It is at once a combination of weird fiction, fairy tale, sword & sorcery, and with some additional pulp fiction categories and a bit of dark fantasy mixed in for good measure. In other words it's fantasy. And that's the best we can hope for in a fantasy role playing game.

Read on to discover what a room with animated furniture, a blind ghost, a genius minikin summoned from another dimension, thousands of books, gypsies, a King's man, an alien generator, a partially befuddled Mind Master who eats brains, various and sundry knights & dragons, mind miasma, a lizard man merchant, a Princess, past memories, a cyclops, a halfling missing his shoes, and what other strange beings and events herein have in common!

Rob Kuntz
September 7, 2020
Corsica, France

BEYOND THE LIVING ROOM

INTRODUCTION

The Original Living Room, printed in 2007, is a set-piece. It has been expanded for this printing into three interconnected areas to form a whole adventure.

By itself it is more than a simple encounter and can even be expanded upon with the extra resources included here that go beyond what is noted in the encounters themselves. It can be adapted for play in dungeon-, urban-, or outdoor-settings (as part of an abandoned or cursed mansion, perhaps). Its future expandability is limited only by the GM's imaginative use of the matter presented herein. It stands on its own very well, as many who ventured into it back in the formative days of fantasy role-playing games discovered. It becomes even more exceptional due to the two other areas it now connects to.



Jim Holloway's original frontispiece for **The Living Room** (2007)

Player Level and Challenge

This adventure can be scaled from a 5th-8th level challenge. It is far easier to start small and then add hit points and/or promote other ranges and statistics if a higher-level challenge is required. This is (and was) a very challenging piece and GMs should be wary of using too many of its extra resources at once so as to not overwhelm an inexperienced or low-level party. As always a well balanced party composition is suggested, including clerics and thieves, plenty of healing ability, and donned thinking caps.

THE LIVING ROOM (MAP #1)

The "Living" Furniture: Notes for Use in Play

All furniture pieces attack as monsters of their respective HD unless otherwise specified. For a handy set of statistics for use during play, remove the center four pages of this booklet that comprise the special pull out section, **THE LIVING ROOM MELEE ROSTER**. Further, special rules follow hereafter:

Weapon Damage Modification for Furniture:

Blunt or Edged Weapons:

- Normal

Piercing or Thrusting Weapons:

- (Includes arrows, spears, pikes, etc.). These inflict 1 point of damage plus any magical plusses but do not transfer bonus damage due to strength.

Axe Weapons:

- The wooden furniture as a whole detests axes, and this translates into hatred when such weapons are in their presence. There is a 20% greater chance that axe-wielding beings will be attacked by nearby furniture in preference to other targets. This is a general guideline only, of course, and such situations may vary this percentage upward or downward depending upon the location of PCs in relation to the attacking furniture.

Magical Damage Modifiers (Round Fractions Down):

Magical Fire:

- All furniture x2

Regular Fire:

- Cloth-based (carpets, stuffed divan, etc.): x1 ½
- Wholly wood-based (chairs, tables, etc.): x1 ¼

Cold:

- Always ¼ damage but slows for 1 round/6 hp of damage.

Acid or Lightning:

- Cloth based (carpets, stuffed divan, etc.): Normal
- Wholly wood-based (chairs, tables, etc.): x ¾
- Lightning against metal: Normal

Also note the guidelines for entry **4. Fireplace** (q.v.) in dealing with a (mostly) stone construction.

Unusual Immunities and Spell Reactions:

Animated furniture is immune to mind-based magical attacks (**sleep**, **charm**, et al., including **illusions**). Further, they cannot be poisoned or diseased.

The following spells or spell-like powers affect the furniture in various ways:

Animate Object: Save vs. being hedged from attacking anything for 1-4 rounds.

Antimagical Shell: +2 to AC vs. furniture attack.

Antiplant Shell: Wooden objects only. This has a 25% chance of providing +4 to AC (non-accumulative per casting), otherwise no effect.

Dispel Magic: Save vs. medium strength stun (fights and moves at ½ for 1-4 rounds).

Enchant an Item: Or similar spells that place enchantments on items. Save at -2 vs. a permanent **charm** or furniture obeys the caster as per a **charm person** spell (c.f.).

Exorcise: Or similar powers or spells. Furniture in a 20' radius area about the caster take ½ hit point of damage per point of the caster's wisdom.

Fumble: Or similar types of spells, act as a single target **slow** spell, no save.

Geas: Single target **confusion** spell (c.f.), -2 to save.

Knock: Wooden and metal objects only. Save at -2 vs. spells or pushed back for 1 round; if pinned, takes crushing damage equal to ½ hp damage per point of caster's intelligence.

Magic Jar: Magic-user becomes trapped in the furniture he is attempting to possess until it is destroyed.

Magic Mouth: Imparts the ability for the furniture to speak in an understandable tongue for 1-4 days.

Mending: Heals 50% damage, or if not damaged, acts as **haste** spell for 1-4 rounds.

Passwall, Stone Shape, Transmute Rock to Mud: And similar spells: no effect.

Quest: Single target **confusion** spell (c.f.), -2 to save.

Slow or Haste: No effect.

Speak with Plants: Wooden objects only. This has a 25% chance of causing **confusion** as the spell in both the caster and the target (save negates).

Transmute Wood to Metal or Metal to Wood: Or similar types of spells. These types of spells act as **slow** spell for 1-3 rounds and do ½ hp dmg per level of the caster, no save.

Trip: Or similar spells or powers. Single target **slow** spell.

Turn Wood: Or similar spells or powers, wooden items only: mass-area **knock** spell (see **knock** above).

Warp Wood: Or similar magic, act as **slow** spell for 1-3 rounds and causes 1 hp of damage per level of the caster, no save.

Opposed Strength Checks

There will be several instances where PCs will desire to oppose the strength of some piece of animated furniture, either to escape or help others escape from being smothered, pinned, or trapped. In these cases an opposed strength check is suggested. To determine this, use the open doors chance of the player character and opponent. Each rolls an open door die indicated by their strength. A result higher than the needed roll indicates failure. Failure by both sides indicates no winner and the struggle continues to the next round. If one side rolls successful open doors and the other does not, the former wins. If both sides succeed, the higher die roll wins. If the rolls are equal, the struggle continues to the next round.

If multiple opponents can work together, assuming limitations on available space, allow a 4:1 ratio for cooperating groups, size being equal, 8:1 for smaller creatures; 2:1 for larger. Use the highest strength score in the group and add +1 to their chances for each additional assistant. If this matches or exceeds the die maximum, use the next higher-sided die with a range 1 pip less than the max. Thus, 7 in 8, 9 in 10, 11 in 12, and 19 in 20. Above that use d100 starting at 96 in 100 up to 99 in 100 maximum.

For larger than man-sized creatures without a listed strength score, round their hit die up to the nearest polyhedral die starting with d6 (d6, d8, d10, d12, d20) to determine what die they will use. If their hit die is less than 6 use their hit die, dropping plusses, as their chance in 6 to open doors. Otherwise, use 1 less than the maximum range for the die they use. Thus a bugbear, 3+3 HD, would use a d6 and have a 3 in 6 chance to open doors. A 7 or 8 HD treant would have a 7 in 8 chance, while a 9 or 10 HD one would be at 9 in 10, and an 11 or 12 HD treant would be at 11 in 12.

THE LIVING ROOM'S KEYED ENCOUNTERS (#1-12)

1. LARGE OAKEN DOOR

GM, Read to Party:

You open the door to a nicely appointed room, lit by many burning cressets set into the walls at 10 foot intervals. Wainscoting of dark wood extends 8 foot up the walls around the perimeter of the place and the stone walls above, arch to the ceiling some 25 foot above. Hanging overhead is a large wooden chandelier, alight with eight candles.

The spacious wooden floor immediately before you is covered by a gigantic, burgundy carpet. Woven into its design are three laughing faces. A divan lies directly northeast of it with a small table before that. To the divan's southeast, near the east wall, is a large, black-velvet chair with a smoking stand beside it — appearing to have a pipe and tobacco box upon it, a footstool before it, and a long, richly woven tapestry depicting a knight and two hounds on the hunt hanging from the wall behind it. Near the south wall is a large oaken table with two stout chairs. The table is set with dinnerware for two including a pair of silver goblets and a large silver decanter. A fireplace is just to the northeast of this.

As your gaze takes in the rest of the chamber, you note a mirror along the western wall inset into a finely crafted wooden frame, more rugs (though smaller than the one before you), and several framed pictures toward the northwestern corner. Two large chests are positioned on the northern wall just east of the pictures. This appears to be the room of some well-to-do person!

The room radiates a strong and pervasive **alteration** magic everywhere if this is checked for.

Upon entering the room the door immediately slams shut behind the party and the bolt on this side slides into place! The carpet beneath the PCs starts to move, and the room's furniture animates and attacks! (See the special pull-out section, **THE LIVING ROOM MELEE ROSTER** at the center of this booklet.)

Upon shutting, the door becomes **wizard locked** (as if cast at 10th level); it can sustain 40 hp of structural damage. If an attempt is made to hold open the door it attacks too!

Unless the PCs were cautious, they are surprised on a d6 roll of 1-3. Otherwise normal surprise rolls apply.

2. GIGANTIC RUG

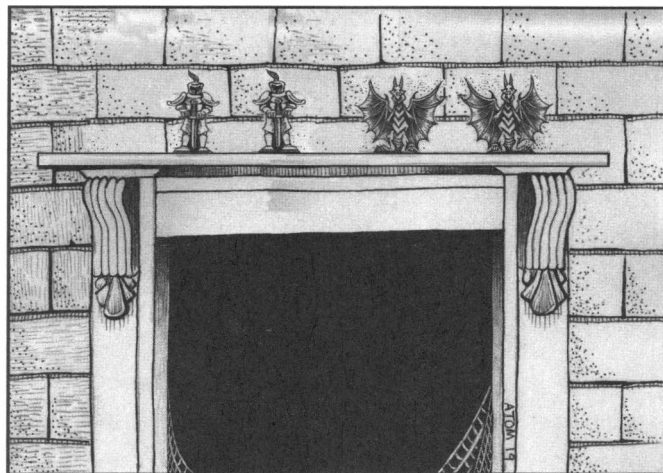
This appears to be a 30' diameter, well-crafted rug with three laughing faces interwoven into its design.

3. DINING TABLE AND CHAIRS

The southeast corner contains a table set with dinnerware for two (4 each: plates, forks, knives, and spoons) including a pair of silver goblets and a large silver decanter. Each goblet has a 5 gp value and the decanter is worth 12 gp.

4. FIREPLACE

This unlit, stone fireplace is approximately 8' wide and 6' deep and features a thick, mahogany mantelpiece. Its mantle supports four 3 inch high bronze miniatures: two dragons rampant (D) and two foot-knights (K) wielding great-swords.



The fireplace is stationary but if approached within 10' of the fireplace's "mouth", it ignites and belches forth magical flame in a 10' radius. This causes 2-16 points fire damage (save vs. breath weapon for ½).

Fireplace: AC 3; MV 0"; HD 8; #AT 1; THACZ N/A; D Nil; SA See above and below; SD See below; SZ Large; XP 1,145

HP 32

The fireplace has certain leveled immunities and special cases vs. the following attack forms:

Fire (Any):

- Immune to these attacks, however, each attack grows its fire-belch by an additional 5' radius (15' radius after 1 fire attack, 20' radius after 2 attacks, etc.), and each adds an extra 1-6 points damage to the fiery belch (i.e., 3-22 damage, after 1 fire attack, 4-28 after 2 such attacks, etc.).

Cold:

- Immune, but the cold douses its belch for 1-3 rounds

Lightning:

- Does ¼ damage (save for none)

Acid:

- Immune to these attacks. Nasty GMs may consider adding a **stinking cloud** effect to the next fire belch after the acid attack....

Pointed or Slashing Weapons:

- Do 1 point of damage plus strength or magic bonuses

Bludgeoning Weapons:

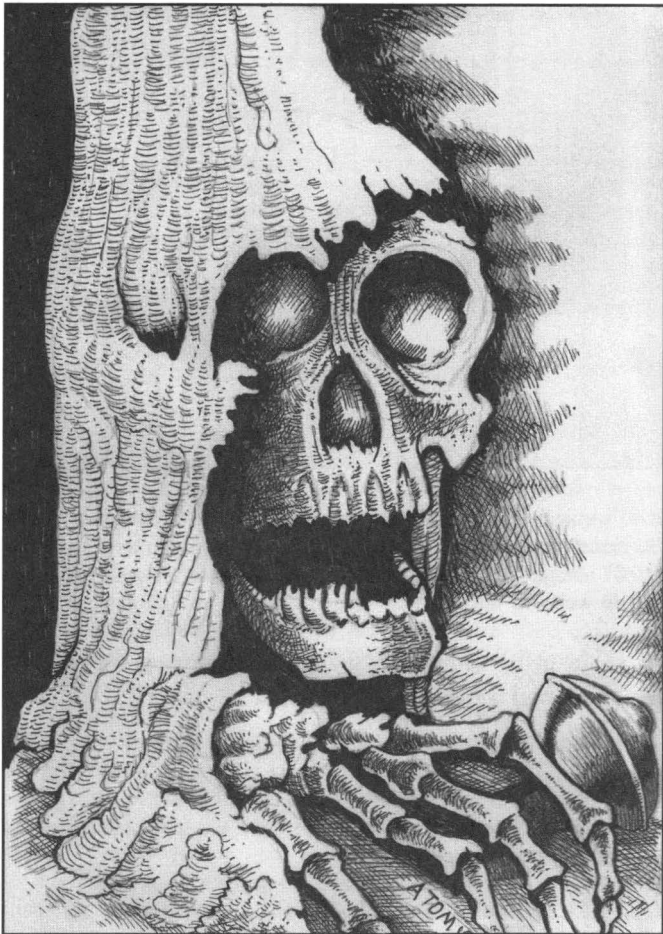
- Do full damage

Wooden Weapons:

- Do ¼ damage but must save vs. crushing blow or break upon impact

See **Unusual Immunities and Spell Reactions**, above, for further information regarding spells employed vs. the fireplace.

The bronze miniatures are originally found in this order (from left to right): K, K, D, D. If they are re-arranged on the mantelpiece as follows, K, D, K, D, all beings within a 10' radius are instantly teleported to **THE STUDY** at area 13 (q.v.). They radiate no magic until arranged in this manner and instantly resume their original placement after each transport.



5. SMOKING AREA

You note a large, black-velvet, upholstered chair, a footstool and a smoking stand set before a tapestry on the eastern wall depicting a knight and two hounds about the hunt. Affixed to the stand, by metal bands, is a meerschaum pipe (value 35 gp) and an inset box of tobacco.

The tapestry appears marvelous, but that is where the marvel ends and the horror begins. The tapestry remains stationary during a general melee with the other living room furniture or otherwise, unless approached within the 10' square directly in front of it. If an opponent is within this area, it animates, detaches itself from the wall and drops upon up to 2 opponents within its frontal width. Successful hits must be made for each target in order to cover them.

Once covered, victims automatically sustain 1-6 points of combined suffocation and constriction damage per round thereafter. Covered victims attack and defend at -1, cannot move but to attack, and may only employ weapons up to 2' in length to combat the tapestry, as larger-sized weaponry is impossible to wield under these circumstances.

If the tapestry misses with its initial attack, it can only thereafter crawl to attempt to grab legs, etc. Grabbing hold in this instance allows it to crawl up the being's body and complete its covering of it in the following round, with damage as noted above.

Physically attacking the tapestry to free those trapped inside it inflicts $\frac{3}{4}$ damage that the tapestry sustains upon the trapped PCs. Attack spells cause trapped PCs full damage (but also note furniture immunities above, that are imparted to entrapped PCs as well). The tapestry's strength range is 9-12, giving it a 2 in 6 chance to resist escape attempts.

Tapestry (20' high x 10' wide): AC 8; MV 1" (drop or crawl); HD 4; #AT 1; THACZ 15; D 1-6; SA See below; SZ Large; XP 165

HP 20

6. MAGIC MIRROR

This is an 8' high x 8' wide mirror set into finely crafted mahogany.

When approached it reveals an illusory image of one of the following scenes (roll 1d4):

- 1) A middle-aged man in burgundy smoking clothes steps into view and looks straight at you, while saying: "You seem to have entered my living room. I do hope you enjoy your stay!" He then lights a pipe with a bowl carved in the likeness of a dragon's head. The dragon's eyes glow a fiery red and the pipe emits wisps of different-colored smoke as the man puffs on it.
- 2) When looked upon, the viewer sees 2-4 random ghostly images beside or behind them in the reflection, but if they look at their actual locations nothing is there. All of the figures appear to be of a royal or noble mien, with rich clothes and aloof demeanors as they stroll around the room.
- 3) A jolly face with wide blue eyes and a permanent smile appears and says: "Oops. You did it now, didn't you? What are you going to do? Whatever you do, don't use fire on the fireplace — he's allergic to it!"
- 4) An image appears for 10 seconds of an enclosed area containing a large chest. Heaped on the floor about it are numerous skeletons robed in golden garments.

Even though the mirror is magical it is easily broken. If broken, the space immediately behind it is earthen. There is an upright skeleton buried in this dirt, as if mud was poured over it that later solidified. Its outline can be distinctly noted, as part of its left ribcage breaches the dirt, as well as part of its skull peeps forth. Its left arm is buried, but part of the right hand appears to hold a pommel, that you might guess to be of a sword due to its size and shape.

It takes 1-3 rounds of digging to fully expose each hand and its contents.

Buried Left Hand (with Ring): Characters uncover a hand that appears to be pointing northeast with its index finger. Upon the finger is a simple silver ring that has its surface is etched with three laughing faces.

The ring is magical and opens the locked door to area **12** if inserted in to the special keyhole there (q.v.). It is otherwise worth 15 gp if sold for its silver value. See below if anyone touches the ring.

Exposed Right Hand (with Sword): Characters note a sword with a hilt filigreed with images of golden-winged demons.

If either the sword, or the ring on the skeleton's left hand, is touched, the sword animates and flies about **THE LIVING ROOM** while attacking all intruders therein. It will not leave the room to pursue fleeing adventurers.

If reduced to 0 hp it falls to the floor, inanimate. If retrieved, it still retains the properties of a **longsword +2** forever after but will never again animate. Note that while animated it has the immunities of metallic items as described earlier under **The "Living" Furniture: Notes for Use in Play.**

Floating Longsword: AC 4; MV 12"; HD 5; #AT 1; THACZ 15; D 1-8 + 2; SA +2 to hit; SZ Small; XP 90 (as defeated monster)

HP 23

7. DIVAN AND SMALL TABLE

A small mahogany table is set before a well-upholstered settee (i.e., divan).

8. LARGE CARPET

A large, 12' x 23' oval, green carpet is on the floor in back of the sofa.

9. STANDARD CARPET

An 8' x 10' oval, red carpet is placed in the room's northwest corner.

10. FIVE SMALL PICTURES

There are five paintings hanging on the wall, in this order (from left to right):

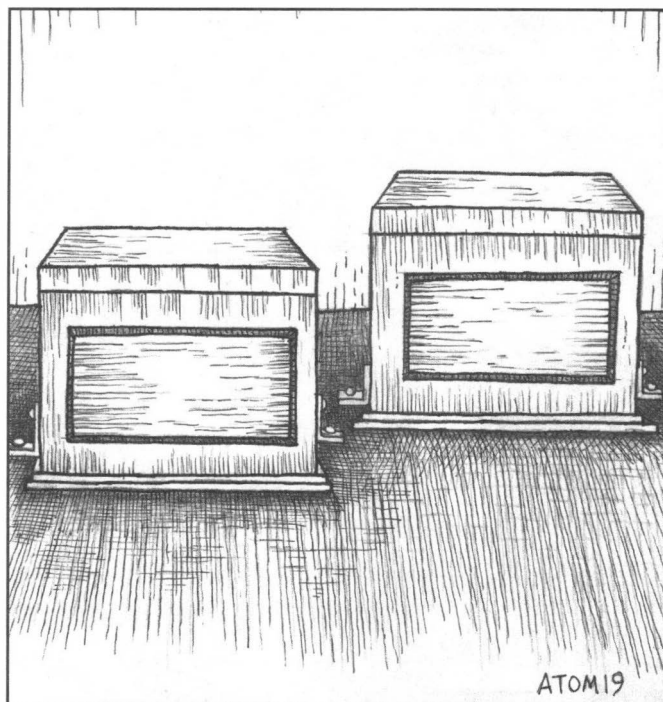
- #1. A thin man in jester attire.
- #2. A winsome lady in a pearl embroidered gown.
- #3. A flaming eye.
- #4. Two foot knights assaulting a pair of red dragons.
- #5. A large destrier viewed in profile, with an almost-intelligent look to its left eye.

Every picture is 2' square and framed in brass. They are easily removed from the wall. Their sale values range from 60-100 gp each.

11. TWO IRON-BANDED CHESTS WITH LOCKS

Two 4' wide wooden chests are bolted to the floor here.

The chests radiate alteration magic if this is checked. Their embedded locks can be opened through the normal means (pick-lock or spell, etc.). Each chest is unique in its function.



Chest #1 (Left): Upon opening the chest the PCs note a large amount of gold coinage within it (3,346 gp). However, retrieving it will prove to be problematical: the chest's heavy lid will snap shut in an attempt to smash hands or other objects, like poles, used to probe its contents or interior. Once shut it is considered "locked" again and must be either reopened or destroyed (see below) to access its contents. Lid damage inflicts 2-8 hp per hit. The chest may be destroyed through melee or spell. It sustains 20 hp of damage and has an AC of 10.

Chest #2 (Right): This chest has old clothing in it: a yellow baldric with a red dragon emblazoned upon it; a pair of cracked leather boots; a lime-green scarf; an ox-hair coat with ripped pockets; a pair of red pantaloons, and a scarlet hat with a white feather in it.

These items comprise **The Scarlet Knight's Attire** but do not radiate magic, although when the baldric, the pantaloons, and the hat are worn in combination, magic is then detectable on each item.

When **The Scarlet Knight's Attire** ensemble is worn in its entirety, the wearer gains the following benefits:

- Adds +1 to strength
- Adds +1 to dexterity
- Absorb 10 hp of fire damage per day

They otherwise confer no power if worn other than as a set. Collectively these pieces could be sold for 6,000 gp and have an xp value of 900.

12. SKELETONS IN THE CLOSET

If the wooden wall paneling surrounding this area is searched, there is a 2 in 6 chance to find a small, vertical rectangular hole — maybe a keyhole — where the secret door is indicated on the map. This is a magical secret panel that may be opened by inserting the ring found at area **6**, causing it to open outward. It can otherwise sustain 50 hit points of damage before disintegrating into stone and wooden fragments. Upon opening the panel in either case, it reveals a 2' wide passage north. The air smells very musty here, as if this area has not been accessed in years.

This small area contains a heap of skeletal remains, all attired in gold clothing and positioned on or around a chest carved from a rich looking wood.

As soon as the closet is entered the skeletons animate and attack, going so far as to pursue intruders into the main room, but not beyond that point.

Each wears tattered golden vestments and wields a gold-gilded longsword (worth 100-120 gp each).

The toughest skeleton (26 hp) bears a golden ring of a coiled dragon (worth 100 gp). The dragon's eyes are two small but pointy shards of ruby. The ring is used to open the ironwood chest (see below).

Ironwood Chest: Bolted to the floor with large iron straps is a 4' long x 2' deep x 2' high ironwood chest. It appears unopenable, with no apparent seams, hinges or lid!

The chest is magical and resists all spells and physical attacks. There is a tiny relief carving of a draconic or demonic face with deep set eyes at its front. Inserting the golden-dragon ring causes a tiny seam to appear, demarking the area of the lid. The lid may then be lifted to expose the chest's contents:

- 567 platinum pieces (one is a very rare mint and worth 500 gp to a collector)
- Scroll of 3 random clerical spells (2nd-4th level)
- 23 **arrows +3** (3 are additionally **arrows of slaying animals — wolves, bears, and horses**)
- A **ring of patriarchy** (as a **ring of wizardry**, c.f., but doubles a cleric's spells, excluding wisdom bonus spells, when worn). This ring doubles a cleric's 1st level spells. It has an aged man's mirthful face etched onto it. The ring has an xp value of 3,000 and a sale value of 37,500 gp.

Ancient Skeletons (x6): AC 5; MV 12"; HD 4; #AT 1; THACZ 15; D 1-8; SD Immune to piercing weapons, ½ damage from slashing weapons, +1 damage from bludgeoning weapons, turned as vampires; AL N; SZ M; XP 85 + 4/hp each (2,890 total)

HP 26⁰¹ 20⁰² 18⁰³ 19⁰⁴ 22⁰⁵ 16⁰⁶

THE STUDY (MAP #2)

THE STUDY is enterable from **THE LIVING ROOM**'s entry **4. Fireplace** encounter (q.v.). Read entry **13** for re-entering **THE LIVING ROOM** from this vantage; read entry **22** for exiting **THE STUDY** for **THE MIND MAZE**. This is a dimensional cul-de-sac with only the two aforementioned exits. It is otherwise surrounded by limitless miles of stone.

This is Mind Master Kungar's (read his description in **THE MIND MAZE**) study and minor repository for arcana. Kungar is currently at area **37** (inclusive) in **THE MIND MAZE** (q.v.).

The ceiling is 20' high and the room's entire containment is composed of large blocks of hard-stone that are lime-washed white. It is very quiet here and very dry. The entire room and its contents constantly emit signatures of magic, confounding attempts to pin-point the origin of any singular magical emanation. This negates the directed use of a **detect magic** spell (or similar) as every object or surface, "appears to be magical".

The party has no immediate clue of a "true north" compass point as they were teleported here; arbitrary compass point directions

should be assigned by the party for movement or mapping purposes.

The GM should read the keyed entries very carefully. This is a very odd and complex place. A good portion of the encounters, treasures, magic, powers, as well as pertinent information about this place and **THE MIND MAZE**, can be found in the many books here. It requires interacting with these books (and/or with other encounters) to discover what these are and what they can and will reveal or unleash for good or ill.

Removal of books from this area (or the books collected from the **THE MIND MAZE**, area **37e**) is entirely the GM's prerogative. Of course, there is nothing stopping them from such activity. Cornelios, if asked, will allow characters to each take a single volume as a reward for freeing him. If they decide to take more he will simply lament, "If you must, there is nothing I can do to stop you." Tick will be decidedly less diplomatic, saying, "You greedy so and sos! Leave an old ghost his books!"

Note: The party will need to secure the keys that operate the mirror at area **22** from four different books. Also, several items needed to successfully challenge Kungar at **THE MIND MAZE** are sequestered at different locations here.

THE STUDY'S KEYED ENCOUNTERS (#13-28)

13. FIREPLACE

The party is teleported from the fireplace in **THE LIVING ROOM** to this area.

Upon appearing here the party immediately notes the following: there is a white light (permanent and cannot be dispelled), no doubt of the magical variety, that illuminates their surroundings. The light reveals the walls and constructions partially comprising entry **14** and **15**'s containments and of the western-most portion of the wall connecting entries **20** and **21**.

Behind them, they note an approximate replica of the fireplace they were teleported from in **THE LIVING ROOM** section, complete with similar knight and dragon miniatures.

The 3 inch high bronze miniatures here are found on the mantelpiece in this order (from left to the right): D, D, K, K. If they are re-arranged as follows, D, K, D, K, all beings within a 10' radius are instantly teleported back to **THE LIVING ROOM**, area **4**. They will instantly resume their original arrangement after each transport.

14. FOUR WOODEN BOOKCASES

These four 5' high bookcases contain between them 84 leather-bound books (value 1d4+1 x 50 gp each). Many titles (and their contents) are unreadable without the employment of magic and therefore suggest foreign or alien languages (a good number of these will be found to be pretty badly written fiction). GMs may contrive titles and story content as they wish. The common tongue titles stand out amongst these: *Becker's Botany*, *Mummwat's Hoary Histories*, *Hool's Foreign Foods*, *Pym's Glass Works*, and *Jo-Jee's Gemology for the Practitioner*. They are listed hereafter:

Becker's Botany: Page 71, alludes to a formula for making a **super healing potion** that was concocted from botanicals by Neppic the Apothecary and recorded in his book *Potions, Draughts, and Poisons* (located at area **21b**). Value 150 gp.

Mummwat's Hoary Histories: Upon being opened, instantly summons the frost wolf, Gerthold. The creature is a massive white wolf that stands 4' high at the shoulder. It immediately growls at the possessor of the book, "You are not Kungar!" and leaps to attack him or her.



Gerthold, Frost Wolf: AC 4; MV 12"; HD 8; #AT 3; THACZ 12; D 2-5/2-5/2-7; SD Hoarfrost permeates a 5' radius area causing 1 hp cold dmg/round to all within it (this effect extends 3-8 rounds even after its death), immune to cold, takes +25% from fire damage (fractions rounded up); AL N; SZ L; XP 1,085

HP 36

Gerthold is a fearless guardian and fights to the death. It has a **hoarfrost pendant** about its neck, a small blue gem fastened to a thin golden chain. When worn it confers an immunity to cold damage up to 40 hp (mark down until at zero) and that allows its bearer to abide in naturally occurring freezing temperatures (32° F to -80° F) for days equal to half their constitution score (track and mark down time expended in such temperatures); it must be stored in a cold atmosphere (40° F or below and shielded from sunlight) for a week thereafter to fully recharge these powers. The blue gem is of unknown origin, though its connection to the realm of elemental ice, and thus to the **Boreal Level (Core Level 12)** within **GRAYFALKUN CASTLE™**, cannot be easily dismissed. The pendant has an xp value of 1,500 and a sale value of 7,500 gp.

Upon examining *Mummwat's* book PCs note a section that is marked with blue ink. Notable text includes: "...in order to create a dimensional mirror" and that the "breath of a frost wolf" must be engaged upon its glass. There then occurs a warning against fire being brought near any mirror so imbued.

The remaining parts of this large, illustrated book reveals histories, beings and creatures from extreme northern climes and outside elemental sources. It includes a detailed history of the frost giants, the latter whom the author claims to be related to. The book has a sale value of up to 250 gp.

Hool's Foreign Foods: This contains many foreign food recipes. Curiously those recipes including brains of any sort have been check-marked with blue ink. Its value is 25 gp.

Pym's Glass Works: This is a 350 page treatise on glass and crystal works (value 250 gp). The relevant content may be found on the following pages:

Page 22: This showcases many illustrations of glass goblets including one pigmented depiction of green, elven-wrought crystal goblet named 'grunleit'. If this latter illustration is touched the goblet is safely transferred from the book to the hand that touched it. This crystal goblet is one of the items requested by the princess at Illustration #11, entry **18** (q.v.).

Page 128: Marked by a hastily written book-mark note: "Prototype assemblage for The Crystal Generator". The referring page's article illustrates and explains the creation of a crystal gear assemblage.

Page 277: Under the book's "Addenda Magick" section this page contains much information about crystalline constructions and includes a captioned illustration of **The Crystal Cage** needed to capture the invisible prowler from area **15** (read entry **16b**).

Jo-Jee's Gemology for the Practitioner (extremely rare, magical book): Appearing non-magical, this book's information can be utilized by dwarves, gnomes, by those elves who have a skill for artifice, and by humans who possess at least a 15 intelligence. In order to gain the benefits from this book it must be studied for 30 days. Upon completion the book disappears but thereafter the reader gains the ability to correctly evaluate gems for type, clarity, cut, value, etc. The individual can increase profits from selling and exchanging gems or jewelry permanently by +10%. The book has an xp value of 8,000 and a sale value of 40,000 gp.

15. BEDROOM

Both doors to this room are made from heavy wood and have brass door handles. Each open inward and are **wizard locked** at the 10th level.

Contained herein is a feather bed with two pillows and a thick wool blanket. Next to the bed is a mahogany nightstand with an inkwell (no quill pen) and many, quartered, pieces of paper.

Kungar (q.v.) uses this room during protracted stays in **THE STUDY**.

The only embellishment to this room's otherwise drab features occurs at mid-point upon the eastern wall — a small fresco of two yellow eyes with deep black corneas, each approximately 6 inches wide by 3 inches high.

These are the magical eyes of Cornelios the Sage who is the former owner of most of the books in **THE STUDY**. His ghost is held captive in the "picture" at area **16**. (Read that entry's description as it contains important information regarding removing his eyes from this room.)

16. VIEWING GALLERY

Centered upon this area's northern wall is an unadorned golden picture frame (5' high by 3' wide) containing a blank, off-white canvas.

The frame and picture are a major artifact and cannot be destroyed; nor can it be removed from its anchorage point in space (i.e., if the matter surrounding it was destroyed it would merely float in its current space, unmovable).

If the canvas is touched it immediately turns pitch black in color. Moments later an ethereal human figure begins to manifest upon it. Seconds afterwards the ghostly form of an elder human male minus its eyes is discernible. The ghost speaks, "Who is there?" as it reflexively cranes its neck and moves its head to-and-fro.

This is the ghost of Cornelios the Sage. Upon speaking with him he states that he wants to help, and with his eyes — "Maybe somewhere nearby" — returned to him he would be in a better circumstance to do so, especially when it comes to interpreting any of "my former books" and their information (if the PCs have mentioned these). Otherwise, he confesses that much knowledge is lost to him due to the strange manner in which he perished. He turns his head to expose the back of it, parting his ghostly hair to reveal a very large hole in his skull. No brain matter is seen within this dark cavity.

If the PCs insist on questioning him after this initial exchange he merely stares at them with his empty eye-sockets and repeats his request for them to find and return his eyes.

Upon accepting the "eye quest" Cornelios smiles and he raises both hands and states, "They must be grasped simultaneously by the same person and returned to me, whereupon they will find their way."

The PCs must locate his eyes at area **15** (q.v.) and one of them must simultaneously peel them from the eastern wall there. Upon doing so an invisible prowler — Kungar's guardian servant of the eyes — will be instantly summoned. (Note the boxed text hereafter for information about this non-attack oriented creature.)

Invisible Prowler: AC 4 (due to invisibility and agility); MV 12"; HD 8; #AT Special; THACZ 12; SA See below; SD Permanent **invisibility** and **non-detection**, immune to physical damage and most spells; AL N; SZ L; XP 925

Using Cornelios' "Eyes"

The magical eyes must be brought to within 2' of the picture containing his ghost. At that point two ghostly eyes depart the fresco patches and emplace themselves in Cornelios' empty eye sockets. His eyes thereafter shine a bright white and he sighs and smiles. He will now assist the party in ways that he can. If the fresco patches are removed from the 2' trigger range Cornelios loses his sight and he again becomes disconsolate. He will not assist the party in any way until the eyes are returned to him!

Many things could transpire from a situation wherein the party attempts to communicate with Cornelios while the prowler seeks to frustrate their plans.

Invisible prowlers are akin to invisible stalkers but with very specific traits as bi-pedal, trans-dimensional beings. They do not attack to cause damage (though they may wrestle with enemies with their 18(00) strength to pin or constrain them if they reason that such an action would further their quest). These creatures cannot be harmed or killed by any means short of god-like powers or **wishes**. They move silently and are undetectable through spells, devices, or similar powers that would reveal their existence or location. Most spells do not affect this creature, though specific ones that impede movement, such as **web**, **slow**, etc., can work to deter it.

Invisible prowlers can be seen by other trans-dimensional creatures such as ghosts, etc. They are semi-corporeal and thus can be felt and can also be restrained if their strength is overcome (GM's must implement their preferred grappling system in those cases or use the **Opposed Strength Check System** above, requiring each attacker make a successful to hit roll vs. AC 3 to determine who can grapple the 8' tall creature.) Only magical bonds or containments will permanently hold them since their semi-corporeality allows them to escape normal restraints in 1-3 rounds.

Invisible prowlers are driven by singular, specific quests. They attempt to complete these in as many ways as their median intelligence (12) can fathom. They are tireless and relentless trackers and, until their mission is completed, they will doggedly pursue it, even crossing into other planes. If they are summoned to guard a specific item they attune themselves to it and forever after are able to instantly discern its location, direction, and distance in relation to themselves. They can only be dismissed by fulfilling their duties as previously outlined by those who summoned them. The means for summoning and utilizing them is known only to mind masters (see **APPENDIX A: KUNGAR THE MIND MASTER** below).

Kungar's prowler has been tasked with protecting Cornelios' eyes and in returning them to their proper place (area **15**). It follows the party where ever they go while attempting to steal back the eyes. This requires a successful to-hit roll as if by a 10 HD creature at +4 to hit (accounts for surprise and **invisibility**), either for each eye if they are separated or for one such attack if they are grouped (as in a bag, etc.). If successful in retrieving them, the prowler returns to area **15**, replaces the eyes on the eastern wall, and remains on guard there to "protect" the eyes. It will attempt to frustrate intruders who return to reclaim them and in these instances GMs must create its stratagems for doing so.

Communicating and Interacting With Cornelios

- a. Upon regaining his sight, however briefly, Cornelios thanks all party members for their assistance. He notes their total number while thanking them (as in, "I'd like to thank all six of you", even though there might be, for instance, only five party members). The "six" (in this example) is an oblique reference to the fact that he can see the prowler and has counted it as a party member!
- b. As soon as he notes the party's dilemma with the prowler Cornelios informs them that they can trap the creature by retrieving a book somewhere located in **THE STUDY: Pym's Glass Works** (entry **14**). If retrieved and brought to Cornelios he will instruct the PCs about how to touch three embedded magical symbols contained on page 277 of that volume. This summons **The Crystal Cage** from its illustration on that page. The cage is a 6' cube of crystalline bars with a magical self-locking door. If the

prowler is forced into the cage and the door is closed it is trapped therein and cannot escape. Cornelios reveals that the same magical symbols can be touched in reverse order to send **The Crystal Cage** back to page 277.

Note: There is currently no known way to re-open this cage's door once it is closed.

- c. Cornelios will reveal that he was entrapped within this picture by a richly attired humanoid-like creature with a lion's head. This creature has since then questioned him many times about the books in **THE STUDY**.

Concerning the latter books, Cornelios states that he is certain that many, if not all of them, were formally his. He notes that some contain powerful (and sometimes dangerous) magic and, now that they've been obviously tampered with, may even contain clues about the aforementioned being that imprisoned him here. He also hints about traps, dimensional pockets, and of summoning and unleashing unknown forces or beings, though he doesn't expound upon any of these particulars. He warns the party to be very careful while perusing their pages. He further suggests that they seek his advice when help is needed in ascertaining the knowledge or powers contained in these books.

GM Note: Future interaction possibilities between the PCs and Cornelios are noted at the appropriate keys hereafter.



17. ROUND WOODEN TABLE AND FIVE CHAIRS

The table contains these items: an inkwell (no quill pen), seven sheets of foolscap, and a brass dish holding many small pieces of charcoal.

If the table is carefully inspected the party notes various scratches along its circular rim HP and very near each of its chairs in

every case. Some are mildly deep and long and were obviously caused by something thin and sharp being passed over the wood, perhaps even repeatedly. These marks have been caused by Kungar (q.v.) nervously running his taloned hands over the table while he studies and writes here.

If the topmost piece of foolscap is closely inspected it will be noted to have almost readable writing impressions (from a piece atop it that Kungar wrote upon and then removed). If some of the charcoal here is crumbled to dust and carefully applied across the impressions the following sentences are highlighted that provide clues to *Charles' Mendicants*, a book hidden at area **18**: "Charles book. Back H. I. Bear? Don't touch or use crys cage? Consult the GEN-."

18. LONG WOODEN BOOKCASE

There are a total of 76 books deposited here (value 1d4+1 x 50 gp each unless otherwise stated). Most are general science and history titles with some written in foreign or indecipherable languages. The following titles can be sorted out after about 15 minutes of doing so:

Voth's Vermillion Vellums: A book on the art and craft of paper making; very good for those wishing to make a full range study of the subject. Worth 150 gp to a collector or enthusiast.

Vintners Near & Far by Master Bygby: This is a very rare tome with only a handful of copies in existence. It is a slim but informative and diligently illustrated volume on wine-makers and their wines (GMs feel free to make up names for some of the illustrations, such as *Bruha's Burgundy*, *Musfyt's Merlot*, *Marmel's Marvelous Muscat*, etc.). Its introduction reveals that the author is also a wizard of some repute who claims to belong to a highly regarded group known as the 'Eighth Circle'. Sale value is 500 gp to an enthusiast or 2,000 gp if sold to any member of the Eighth Circle.

Page 9: This page has an illustration of a wine bottle labeled 'Princess Reserve'. If it is touched, the bottle (one time only) will magically and safely appear in the hand that touched it. It can be used as part of the "Princess Ritual" (see Illustration #11, below) to summon the twelfth illustration described hereafter in the *Charles' Mendicants* entry (q.v.).

Hooligan's Isle, vols. 1-3: A nonsense comedy work (15 gp).

GM Note: Hidden beneath an interior false-shelf panel, directly behind *Hooligan's Isle*, is another book titled, *Charles' Mendicants*. A successful secret doors check will discover the panel (and Kungar's note from area **17** might provide a clue to locating it as well). This book is actually hollow and contains an untitled pamphlet of 12 consecutively numbered pages with page 1 being an illustration of a gargantuan, snow-covered bear outside a walled and gated city (see **Illustration List**, Illustration #1, below); the remaining pages (2-12) are blank. (The book's post adventure intrinsic value and utility are up to the GM but a maximum sale value of 250 gp and xp value of 1,250 are suggested.)

When the pamphlet's Illustration #1 is touched the Brougess Bear leaps forth from it and attacks!

Brougess Bear: AC 4; MV 12"; HD 8; #AT 2; THACZ 12; D 1-8/1-8; SA Rakes on to-hit rolls of 18-20 for 1-8 additional damage/claw, Ferocious Roar usable every other round, just before claw attacks, and affects all targets within hearing range for the current round (save vs. spells or defend at -2); SD Immune to cold attacks; AL N; SZ L; XP 1,225

HP 40

Killing the Brougess Bear magically causes Illustrations #2 through #11 to appear upon their respective (and beforehand, blank) pages even as Illustration #1 forever loses the Bear image. The Bear has an iron-studded leather collar riveted about its neck. It must be cut in order to remove it. This collar is one of several items that the princess at Illustration #11 requests.

Illustration List

- #1. Walled city with gate (post-Brougess Bear). If the city's gate is touched it opens and a red-liveried gate keeper comes forth and looks around. His gaze finally settles on the PCs as he steps closer to them and into the foreground. "Oh! There you are! You're not from the King and cannot pass! Go away!" He then re-enters the city and closes the gate. The PCs note that the back of his red garment is adorned with an escutcheon of a golden crown and scepter upon a purple field. If the gate is touched again the party hears his repeated commands to go away, but he adds, "Until you can prove you are from the King!"

Nothing further can happen here until the crown and scepter from entry **21a** are secured and given to the gate keeper by placing them within the picture. The gate keeper comes forth to claim the items; he then re-enters the city and returns moments later with a small coffer. He opens it to reveal two scrolls situated upon a deep purple, velvet lining. He briefly describes each item by name and generally highlights their powers (read **Gate Keeper's Description** below). Finished, he indicates that the party may choose one of the two as a reward for conquering the "Beast" and for delivering the King's implements of state. The scrolls each have an xp value of 10,000 and a sale value of 20,000 gp. Their powers are as follows:

Gate Keeper's Description: "Do not open this! Protect it as you can. It allows you to pass through barriers unimpeded. Its bearer gains the King's blessing!"

- **Writ of Passage:** This scroll is sealed by red wax signet-stamped with a crowned leopard's head (facing right).

Writ of Passage: Powers realized only upon taking possession, each cast at 12 level of ability): **knock** 3x/week, **passwall** 1x/every 2 weeks, **rock to mud** 1x/month. Time intervals between using these spell-like powers should be closely tracked by the GM.

King's Blessing: +1 to strength, constitution, and charisma. Transferring the writ between others only changes which person receives the stat-bump part of the blessing but does not prolong its time until expiration.

Breaking the leopard seal dispels its powers and the scroll crumbles to dust. The writ does not confer its powers upon those not originally connected with the quest to procure it. The scroll functions for the bearer for 1 year and a day — total — starting the moment it is received by the party.

Gate Keeper's Description: "Do not open this! Guard it carefully. It confers powers of discernment and the mind. Its bearer gains the Queen's blessing!"

- **The Queen's Favor:** This scroll is sealed by dark blue wax signet-stamped with a crowned leopard's head (facing left).

The Queen's Favor: Powers realized only upon taking possession, cast at varying levels of ability as follows: **augury** (10th level) 3x/week, Per 2 Weeks: **divination** (12th level) 1x/2 weeks, and **commune** (8th level) 1x/month. Time intervals between using these spell-like powers should be closely tracked by the GM.

Queen's Blessing: +1 to intelligence, wisdom and charisma. Transferring the favor between others only changes which person receives the stat-bump part of the blessing but does not prolong its time until expiration.

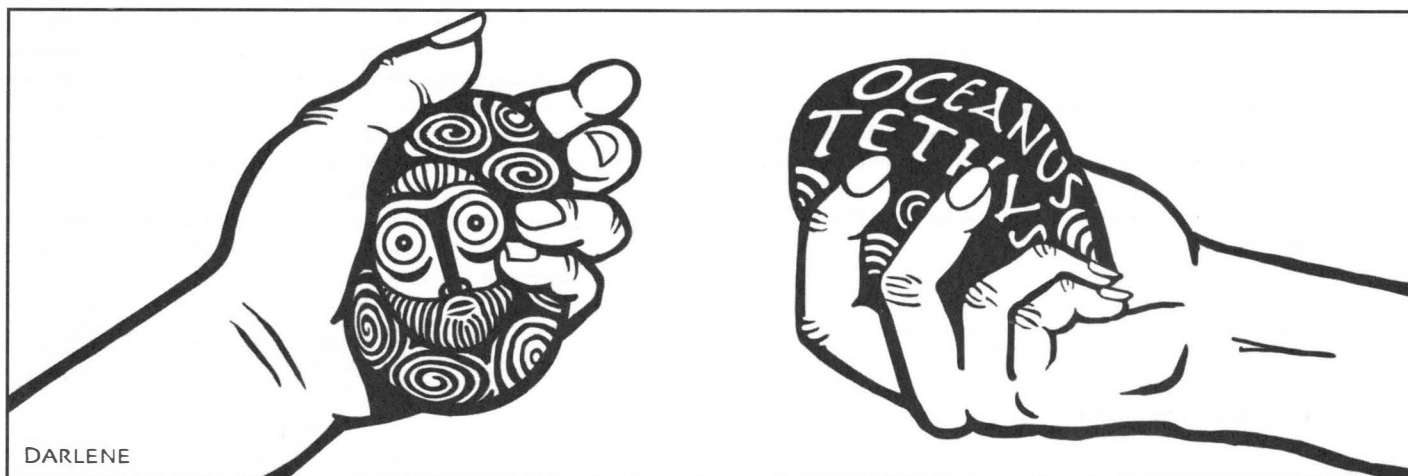
Breaking the leopard seal dispels its powers and the scroll crumbles to dust. The favor does not confer its powers upon those not originally connected with the quest to procure it. The scroll functions for the bearer for 1 year and a day — total — starting the moment it is received by the party.

- #2. Depicted is a fast-flowing river twisting and turning a path through a rich grassland. In the background is a hillock with a slim ribbon of smoke (possibly from a campfire) rising from a copse of trees there. Barely discernable before the trees are two human figures facing the river.

If the river is touched, an arm rises from the torrent. Held in its hand, betwixt three fingers, is a stone coin or token, about the size and shape of a hen's egg, with indiscernible etchings upon its two faces. The coin can be had by touching it — it appears in the hand of the person doing so. The arm then sinks back into the river never to be seen again.

This is the Token of Meandrus, titular god of the River Meander (pictured). Its obverse side depicts the high-browed head of a bearded man surrounded by a circle of swirling water; its reverse side is inscribed with the words, "Oceanus" and "Tethys". This token can be given to the gypsies at Illustration #3 where they are encamped waiting for the river's depth to subside so that they can safely pass through it and to its opposite bank. It has no additional value beyond being a token for safe passage across the River Meander.

- #3. Depicted is an encampment of four gypsies upon a sparsely wooded hill. A campfire burns near their wagon; two women are in the near background, hands on their hips, regarding a meandering river in the grassy valley below them. Two more of their number are front and center in the foreground: 1) A young man with colorful clothes and brown eyes and hair is seen standing, a bag slung over his right shoulder. He holds forth his left hand as if he is about to receive something; and 2) An older female in equally



DARLENE

cheerful attire, with greying hair and green eyes, is sitting upon a blue blanket to the man's left. A wide-mouth earthenware vessel is situated in front of her.

If the Token of Meandrus (Illustration #2) is pressed into the man's outstretched hand he immediately pockets it and dashes right and out of sight! The remaining gypsies also animate and their once passive looks change to scowls as they gather to scornfully regard the PCs. All three of them, in unison, raise their hands and thrust them at the party!

The GM needs to roll a d6 as the gypsies exact revenge by pickpocketing the PCs for them having ruined their only chance to cross the river! A 1-2 = 1 item stolen, 2-4 = 2 items, and 5-6 = 3 items. The targeted party members and their respective items are randomly determined; and this includes all carried items, even ordinary ones, ascertained from PC sheets.

Pilfering complete, the remaining three gypsies hitch a lone (before unseen) horse to their wagon and, boarding it, they quickly depart the pictured area.

If the Token of Meandrus (Illustration #2) is deposited in the old woman's earthenware vessel a flurry of activity within the camp ensues! The man audibly groans as he moves to hitch a before unseen horse to the wagon. He then mounts to the driver's seat and remains there while the three women extinguish the campfire and prepare to depart. Just before they leave the old woman reaches within her earthenware vessel and brings forth a wooden flute. She lays it at her feet, collects her possessions, and boards the wagon. They then depart for the river valley below. The PCs may reach into the picture to claim the flute as their reward.

The 'Fickle' Flute was obviously once a finally crafted recorder that has been ill-kept. It can be winded twice per week to produce its magical effect, that it restores (re-records) 1-4 random spells already used by the flute player. If he or she has no spells to restore then nothing happens and no weekly use is lost. The restored spells are each checked for accuracy (non-bards having a 50% chance of being correct and bards having a 75% chance). Failure indicates restored spells are incorrect and will not function

(spell-casters are instantly aware of these exceptions). Success equals an accurate recording. The flute has an xp value of 1,000 and a sale value of 5,000 gp.

If taken to the great bard of the **CITY OF GRAY-FALKUN™**, Lord Mitm, he can make slight repairs to **The Fickle Flute** to increase successful playing of it (from 50% to 75% for non-bards and 75% to 100% for bards). Whatever payment or service he requires in return for its repair is left up to the GM to determine.

- #4. An iron-plated knight is seen riding upon a black des-
trier and towards a walled city in the distance. It is a
sunny day and the sky is clear. Nothing happens if this
illustration is touched.
- #5. A keen-eyed dwarf is seen leaning over a table littered
with at least 100 gems. He appears to be studying
them. There are gemmer's instruments at hand directly
to his left and near a brightly burning oil lamp.

If any PC attempts to touch the gems the dwarf ani-
mates and says, "Not so fast! Bring me my book and I
shall reward you with a couple. The name's Guxxar.
Otherwise I'll have your hands if you attempt to purloin
my prizes!" Anyone continuing to reach for the gems
after Guxxar's warning immediately has their offending
hand(s) paralyzed for 10 turns. An additional system
roll must be made in each case or the paralyza-
tion is permanent until cured!

Guxxar's Gemology is located at area **24** (q.v.). Upon
returning the tome to Guxxar he allows the party one
gem pick per PC present (excepting those who, fore-
warned, still attempted to purloin his gems). Their val-
ues are randomly determined; but a dwarven PC, in
this case, always picks at the next highest category
(i.e., a 50 gp gem pick becomes a 100 gp pick, etc.).
The gems cannot increase beyond their base values.

After rewarding all deserving PCs Guxxar says, "Fare-
well". He blows out the oil lamp and the illustration
turns pitch black!

- #6. A princess-like figure is seen resting on a chaise
lounge next to a lit fireplace. Her blonde hair is framed
by a silverish conical head-piece attached to a
floor-length, light blue, gossamer veil; she is otherwise
attired in dark blue livery. Nothing happens if the illu-
stration is touched.

- #7. A halfling is noted reclining in a stuffed chair, his bare feet propped upon a footstool before it.

When this page is viewed the halfling looks at the PCs and says, "Hey. Do a chap a favor and find and return my shoes. Some bloke made off with them. I believe his name is Sonma, or some such. Do this and Pfephin — that's me — will tell you a tale of two knights and two dragons."

Pfephin's shoes can be located and bargained for at Illustration #9, Sonma's Sundries Shop (q.v.).

Upon receiving his shoes Pfephin dons them and then recites this riddle/rhyme:

Two Knights, Two Dragons,
No mere benighted flagons!

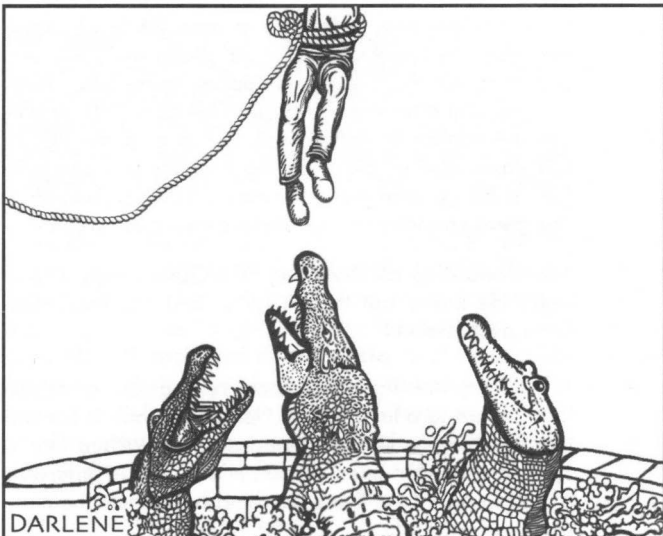
One, Be Night,
Yet Two, Be Right.
And One, Be Fire
Yet Two, Be Higher.

But two are switched!
And that's the stitch,
That you must mend,
Before its End.

What is more for,
This four by four?
A crafty trick,
These sixteen nicks.
...Even for a Tick.

Upon finishing the poem Pfephin leaps to his feet and declares, "Time for a walk! No more time to talk!" He exits the illustration (right) and the party hears a door open and close. Immediately following his departure the composition changes to black with the poem's stanzas appearing upon it in white. The stanzas disappear an hour later leaving just a black page.

The poem obliquely refers to the locations of the four magical statuette keys that operate the **dimensional mirror** at area **22** (read that entry for complete information about those keys).



- #8. This odd illustration is of a distressed warrior hovering in the air directly above a watery pit, teeming with eight agitated crocodiles. Opposite him on the near side of the pit (picture's foreground) are two gangly looking servants liveried in blue and red, respectively. They hold one end of a rope, its other end is tightly fastened about the warrior's waist. They appear greatly amused by his situation. Reference the descriptions, below, when any of the illustration's parts are touched:

- Warrior: The warrior is heard groaning and then shouts, "Grrhhh! I'll get even with you two!"
- Servant (Blue): "The ring, Master!"
- Servant (Red): "Give it to us!"
- Rope: Causes the fighter to rise or fall (50/50); when falling, his eyes widen as he comes closer to the crocs and his feet flail and arms flap to propel himself back up; if rising, his head soon impacts the ceiling and his image groans again.
- Any Crocodile: This allows 1d4 free — and re-jointerless — crocodile attacks per round/per target for as long as their images are touched. Maximum attacks per round = 8. The crocodiles are 4 HD and do 2d4 dmg per bite. PCs killed by this picture are pulled into it and devoured by the crocodiles. Such gruesome details become images in the immediately updated composition (see next).
- Retrieving Bodies: One immediate initiative roll — party vs. crocs — must be won to successfully touch, and thus retrieve from the picture, a dead PC's body-image. Otherwise, bodies are consumed and disappear 1 round after being pulled into it.

Nothing more can be gained (or lost) from this morbid illustration.

- #9. This is an overhead view of a stuffed-to-the-gills general store with all manner of bric-a-brac overflowing its space. Behind its main counter is a splendidly appointed lizard man studying an opened ledger. A sign above and behind the counter reads, "Sonma's Sundries Shop". A smaller sign beneath it reads, "A Store with Deals Galore".

Upon viewing this illustration Sonma the lizard man animates and, looking upon the party, speaks in his sibilant tongue, "Howzz mayz I helpzz thee?"

Sonma has a few items that the party might require at any given time: Pfephin's shoes (Illustration #7, above) that he will trade for "three burgundy cushionzz" that he is currently out of stock on (the cushions can be acquired from three separate locations in **THE STUDY**, see entry **19**) and a stone dish filled with regular salt, these from Drowah at Howard's Inn, Illustration #10, below (q.v.). Sonma demands "two of Guxxar's gemzzs" (Illustration #5, above) in exchange for the latter two items. Sonma will instead take, in substitution for his trade requests, one magic item of his choice for the shoes and another of his choice for the dish and salt. The party will be required to answer all questions he

poses regarding their items before he makes his choices. Sonma is very shrewd and not easily duped.

When all bargains are completed and all exchanges have been made Sonma pulls forth a small plaque that reads "CLOSED" and places it upon the counter. The illustration page immediately turns pitch black.

- #10. This depicts the day room of a busy inn. Many patrons sit at tables enjoying food, drink, and conversation as the bustling wait staff serve and remove platters of food and rounds of beverages.

The party needs an ounce of Drowah's salt from this place for the princess at Illustration #11. "Howard" (the inn's namesake) is a scrambling of the innkeeper's name, "Drowah".

Upon carefully studying the occupied tables here the PCs will determine that the foreground table occupied by two gentlemen has a small stone dish containing what appears to be at least an ounce of salt. If they reach for it, however, one of the men preemptively reaches for it and holds the dish firm. Continued attempts to take it only produce the same result! After two such failed attempts a robust man who looks to be the innkeeper appears and, glaring at the party, declares, "Hey! Get your own salt and stop harassing my customers!" If questioned about his identity he answers that he is Drowah, the owner of Howard's Inn.

If the party explains its need for his salt, he says, "Right! I can help a princess. But you must bring me salt and a dish to replace what you would take!" He has no idea where they might find these items and only offers "Try a store!" if asked about that. He then walks off and out of sight.

The party can secure the dish of salt from Sonma at Illustration #9. They must then place it on the table here. They can then claim Drowah's salt unopposed.

- #11. This appears to be the same setting and composition noted at Illustration #6 (q.v.), but with the princess animated and walking to-and-fro within it. Upon its viewing she stops walking and turns to openly regard the party. She telepathically communicates her wishes to the PC with the highest intelligence score: "I will grant you a great gift if you place the following items on the floor here before me: The Brougess Bear's collar, a crystal goblet filled with a "special" wine just for me, and an ounce of Drowah's salt."

If the party insists on engaging her with questions, or if they take too long in acting upon her wishes in any case, she immediately repositions herself at the choise lounge and from there regards them with a look that alternates between wistful and petulant.

The Brougess Bear's collar can be had by cutting it from that dead beast's neck. The wine can be procured from *Vintners Near and Far*, page 9 (area **18**), the crystal goblet from *Pym's Glass Works*, page 22 (area **14**), and Drowah's salt can be secured from Illustration #10, Howard's Inn (q.v.).

Upon delivering these items to her she appears to perform a ritual by burning the collar in the nearby fireplace, drinking the wine, and sprinkling the salt upon her right forearm. Upon completing her acts the illustration changes to a blank page and the 12th illustration (q.v.) appears.

- #12. This appears to be the same iron-plated knight from Illustration #4 (q.v.), but a waist-up depiction of him standing before a slate-grey wall. His right forearm bears a shining, iron vambrace filigreed with golden lions and silver bears.

If the vambrace is touched it transforms into a real vambrace (see below) and can be lifted, full-size, from the picture. The illustration then disappears to be replaced by a blank page.

Baldwin's Vambrace: This is a plate-iron vambrace with several thick leather fasteners. It can be fitted to either forearm, but its special damage bonuses can only be realized through wearing it on one's weapon arm. The vambrace has an xp value of 1,500 and a sale value of 12,500 gp. It confers the following benefits when worn:

- Adds +1 to strength
- Adds +1 to armor class
- Adds +3 damage vs. lion or bear "types"

Lion or bear "types", translates into feline-based and derivative creatures such as a displacer beast, a smilodon, etc. And so too for the bear family, that would include an owlbear, a werebear, etc. Any creature having "partial type lineage" is included in the two categories. The vambrace must be fitted to the weapon arm in order to realize these damage bonuses. Those fighting with dual weapons do not gain the damage benefit for their secondary weapon; those wielding two-handed weapons receive the benefit no matter the arm it occupies. This damage bonus only manifests for material hand-to-hand combat weaponry; strict spell manifestations of weaponry do not gain this bonus.



19. WOODEN STOOLS WITH BURGUNDY CUSHIONS

There is one large wooden stool with a burgundy cushion at three separate room locations: southwest, southeast, and northeast corners. The burgundy cushions are sought after items by Sonma the lizard man in Illustration #9, area **18** (q.v.).

20. GLASS VIEWING PORTAL

This is a (approximately) 2' high x 4' wide oval glass viewing portal. Its center point is 4' above floor level.

Those looking within it note the contents of area **21** (q.v.) as if they are viewing them from above and close up! Read that entry's text carefully.

This is also a dimensional conduit for accessing and interacting with the contents of area **21** — if the one attempting this can overcome the display's magical defenses while doing so.

Roll 1d4 each time a singular object at area **21** is reached for:

- 1) Nothing untoward happens; the object can be interacted with, as in bringing it into one's physical possession at area **20**.
- 2) The object teleports to a different location in the display thus avoiding being taken.
- 3) The display repulses the hand with an electro-magnetic discharge for 1d6 dmg, thus foiling the attempt.
- 4) The PC reaching for it must make a save vs. spells at -1; failure indicates that they are redirected to grab for a different randomly determined item within the glass display (re-roll for a new result from this table in these cases). If no other item remains in the display case except the one being reached for then a missed save means that the PC grabs empty air. A successful save allows interaction with the targeted object as described for a result of 1, above.

This viewing portal is an indestructible and unmovable artifact.

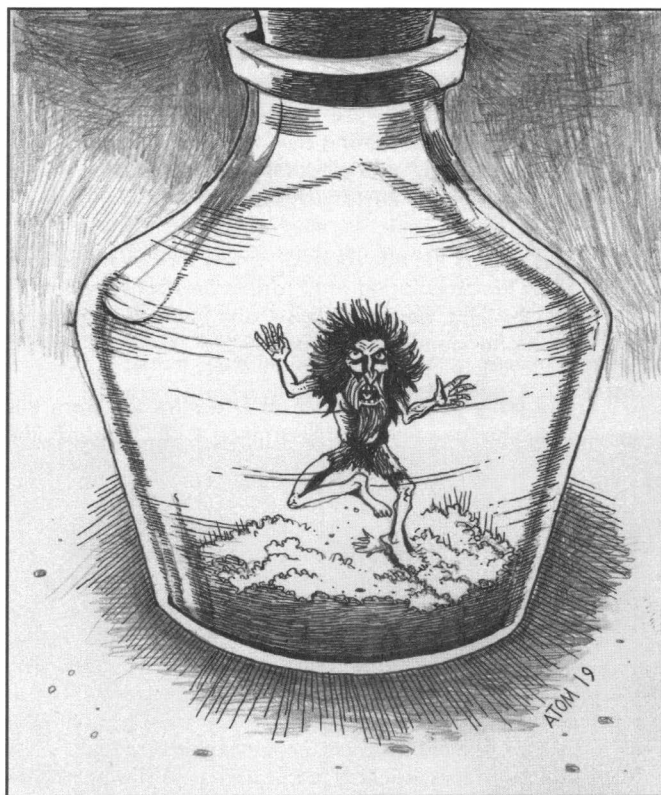
21. GLASS DISPLAY WITH ARTIFACTS

This display case is a 5' cube of glass with rounded edges. It contains many curious items: **a)** miniature golden crown and scepter, **b)** small but thick black book, **c)** stoppered glass bottle, **d)** bronze cobra statuette, **e)** small black sphere of polished stone, **f)** two small silver snuff boxes, **g)** gold letter opener, and **h)** ball of multi-colored twine. (See details below.)

This display case is an indestructible artifact. No physical or magical attacks will harm it. No sound can penetrate it and no spell of any type can pierce it or alter any of its contents, etc. Its contents are listed and described hereafter. They can be viewed from this vantage point but can only be accessed by using the glass viewing portal at area **20** (q.v.).

- a. Golden Crown and Scepter:** These two finely crafted items rest side-by-side upon a purple velvet pillow. They bear a striking resemblance to the escutcheon on the gate keeper's back at Illustration #1, area **18** (q.v.), if the PCs have previously triggered and experienced that part of its encounter sequence. They must be retrieved from the display and delivered to the gate keeper in order to complete that encounter. These items cannot be removed from **THE STUDY** or its adjoining sub-dimensions; they teleport back to the display case if such removals are attempted.

Note: The pillow these rest upon can be targeted from area **20** to possibly remove both of these items with one grab. Otherwise, it requires one grab each if the crown and scepter are targeted individually.



- b. Small Book:** Set face-up upon a piece of black cloth is a small but thick book entitled, *Potions, Draughts, and Poisons* by Neppic the Apothecary.

The black cloth is decoration only. This 470 page tome contains two immediately usable recipes, both found in Chapter 2, *Healing and Related Cures*:

Page 27: (Check-marked with blue ink.) This book contains directions for preparing **Neppic's Super Healing Potion**. The potion requires water and three different herbs and roots — dun root, firrah leaf, and bobastus bulb. The potion heals d10+20 hp when imbibed. The ingredients can be found in *Furani's Complete Comestibles* at area **25**. The "Tick" in entry **21c** (below) will bargain for the location of this book (read **21c** for the Tick's demands).

Page 31: Written in blue ink in the page's left margin is the sentence, "Use on the runt?". The page contains directions for concocting **Neppic's Cure Deafness Potion**. Ingredients include water, menthe leaf, and par-gley root. These ingredients, too, can be garnered from *Furani's Complete Comestibles* at area **25**. Once created, this potion, when imbibed, immediately cures deafness and otherwise restores hearing to normal.

GM Note: This is related to one of the demands Tick makes of the party (read entry **21c**, below). Either potion can be created by a 7th level cleric, druid, magic-user, or illusionist, the book substituting for the aid of an alchemist. Each potion has a sale value of 450 gp, an xp value of 900, and requires 5 days to create.

For extra-game purposes Neppic's book contains 1-3 additional potion, draught or poison recipes. Note that "draughts" are normally potions with 1-3 extra dosages. The whole matter regarding what these are, how powerful they may be, and what ingredients they require must be forwarded by separate GMs. The book itself would be worth 4,300 gp to an alchemist or magic-user.

SPECIAL PULL OUT SECTION: THE LIVING ROOM MELEE ROSTER



Major Furniture and Furnishings

What follows is a major listing of furniture and other living room furnishings. Besides including those used in the encounters for this room, there are additional entries for you to design your own personalized "living room" therefrom. Notably absent are **Entry 4—Fireplace** and **Entry 5—Tapestry** as they are static until approached within 10' (q.v.).

Entry 1—Oaken Entry Door: AC 5; MV 0"; HD 6; #AT 1; THACZ 13; D 1-3; SA See below; SZ Large; XP 300

HP 40

This is a metal-banded door made from oak. Its iron bolt always moves to a locked position after anyone opens it and advances into the room. Its strength for an opposed strength check to push someone out of the doorjamb, or for breaking and dislodging materials set near it to defeat its closings, is 22, giving it an 11 in 12 chance to resist being forced open by PCs. It may attempt to close every round, and does 1-3 hp buffet damage to beings slammed out of its way by this process. No more than three PCs may oppose the door. Otherwise, the door is static and must be attacked in order to exit via its doorway, since it remains locked in all cases. Upon sustaining 19 hp or more damage it unlocks and opens, allowing ingress or egress.

Entry 2—Gigantic Carpet (30-45' Diameter): AC 6; MV 3" or 6" (steamroll); HD 5; #AT 1 (up to 4 opponents); THACZ 15; D 1-6/round (engulf) or 1-6 + 2 (steamroll); SA See below; SD See below; SZ Large; XP 480

HP 30

The main attack form is its ability to engulf up to 4 beings of human size who are standing upon it. A successful hit is required for every target and the carpet gains as many attacks to engulf targets as there are targets. Engulfed beings suffer 1-6 hp suffocation damage per round and cannot move except to make weakened attacks at -1 to hit and damage. Weapons greater than dagger-size in length cannot be used by trapped PCs to attack the carpet while they are engulfed. Physically attacking the carpet to free those trapped inside it inflicts ¼ damage sustained by the carpet upon trapped PCs. Attack spells cause the trapped PCs full damage (but also note furniture immunities above, that are imparted to engulfed PCs as well). The carpet rolls itself tightly once having covered a being and must spend a full round unrolling before it may initiate this attack method again. Note that while rolled up, it may attempt to steamroll an opponent to level them or pin them to a hard surface (wall, other immovable object). A successful hit and the proper situation are required in both cases. A steamrolled PC is flattened and crushed beneath the carpet's weight and sustains 1-6 + 2 hp damage. PCs trapped within the carpet during a successful steamroller attack suffer an additional 1-2 points of crushing and stunning damage (most being absorbed by the carpet's thickness). Pinned PCs take 1-6 hp initial crushing damage, attack at -1, defend at -2, and cannot move unless they break free of the pin, the latter requires a successful opposing strength check. This size carpet's strength range is 19, giving it an 7 in 8 chance to resist escape attempts.

Entry 3—Large Dinner Table: AC 5; MV 9"; HD 6; #AT 1 or 2 (50% chance of 2 kicks); THACZ 13; D 2-7 (slam) or 2-5 (kick); SA See below; SZ Large; XP 360

HP 35

This solid, oaken table either slams into opponents for 2-7 hp damage, with a 30% chance of toppling the target if it is man-sized or smaller (toppled and prone targets attack and defend at -1 until righting themselves) or the table may rush up to targets and kick them for 2-5 points of damage per kick. Up to two kicks per round can be made by it. Roll 1d6 to determine how many kicks it initiates — 1-3 indicates a poor attack position and thus only one kick, whereas a 4-6 indicates the opposite, allowing it two kicks.

Entry 3—Oaken Chairs (2): AC 6; MV 1"; HD 4; #AT 1-2 (kicks); THACZ 15; D 1-8 (kick); SZ Small; XP 124 each

HP 16 16

These sturdy oak chairs are fast and strong, making them quite dangerous in melee. They rush opponents and deliver ferocious kicks for 1-8 hp damage each. They can kick twice in any round due to their size and speed.

Entry 5—Large Padded Chair: AC 6; MV 6"; HD 5; #AT 1 or 1 (kick or buffet); THACZ 15; D 1-8 (kick) or 1-4 (buffet); SA See below; SZ Medium; XP 405

HP 30

A slow but formidable opponent, this piece moves to within melee range to trap and buffet lone opponents or to deliver a single, vicious kick. A successful trap attack pins the target against an available surface (a wall, other furniture piece, etc.). Trapped targets may not move unless they successfully remove themselves from the pin with an opposed strength check. While trapped they attack and defend at -1. The chair buffets for 1-4 hp of automatic damage on following rounds and also has a 50% chance of delivering its kick. Kick damage is 1-8. The chair's strength is 16 for grappling purposes, giving it up to a 3 in 6 chance to resist escape attempts.

Entry 5—Footstool: AC 6; MV 12"; HD 3; #AT 1 (strangle) or 1-3 (kicks); THACZ 16; D 1-6 (strangle) or 1-3 (kick); SA See below; SZ Small; XP 95

HP 15

This is a sturdy oaken footstool. It is very fast and maneuverable, and gains a +1 on initiative rolls due to this. Its attack routine is to rush a target with its galloping gate and then angle itself by raising its front legs and pushing off the floor with its back legs, propelling itself at the target's neck. This attack allows an initial +2 chance to hit and, if successful, inflicts 1-6 points strangling damage and automatic damage thereafter for as long as it remains attached. The stool can be removed by either killing it or with an opposed strength check. For every 6 hit points of damage inflicted upon it in any given round there is also a 25% chance of knocking it off its victim; but while attached, melee with it is problematical at best. Though the footstool's main attack is to leap and strangle, it can also deliver kicks that do 1-3 points of damage each. Up to 3 kicks per round may be made; roll 1d6 to determine how many kicks it initiates: 1 indicates a poor attack position and thus only 1 kick, 2-4 indicates an average position and 2 kicks, and 5-6 indicates superior positioning allowing 3 kicks. The stool's strength is 12 for grappling purposes, giving it a 2 in 6 chance to resist being removed.

Entry 5—Smoking Stand: AC 6; MV 12"; HD 2; #AT 1 (trip) or 1-3 (kicks); THACZ 16; D 1-6 (kick); SA See below; SZ Small; XP 52

HP 12

This is a sturdy smoking stand crafted from mahogany. Its attack routine is to kick and trip opponents (50% chance of either in a given round). It can deliver up to 3 kicks per round. Roll 1d6 to determine how many kicks it initiates — a roll of 1 indicates a poor attack position and thus only 1 kick, 2-4 indicates an average position and 2 kicks, while 5-6 indicates superior positioning allowing 3 kicks. Its trip routine requires a successful hit, made at twice its HD due to the use of its many legs in the attack. Dexterity saves are made at -2 vs. the trip. Tripped victims fall to the floor and must regain their footing in the next round and may not attack. There is a 50% chance upon successfully tripping someone that the smoking stand can deliver a single kick to the tripped victim as well, at +2 to hit and +1 to damage. Note that the stand has an inset box on its top that contains tobacco (normal) and a series of several small metal bands that hold a smoking pipe fast to its surface (see below for the latter's effects if touched). If the stand is dispatched these two items may be examined.

Entry 7—Divan (Settee): AC 6; MV 6"; HD 7; #AT 1 (engulf) or 1 (ram); THACZ 13; D 1-6 (engulf) or 2-7 (ram); SA See below; SZ Small; XP 1,095

HP 37

This large divan uses its two arms to engulf foes, bending its midsection to wrap around targets, thus pinning and crushing them. A successful initial hit can engulf the target and any others within 2' and causes 1-6 hp crushing damage. Damage is automatic each round thereafter until the victim either breaks free of its hold with an opposed strength check, kills the divan, or dies. The divan's strength is 22 for opposed strength checks, giving it up to an 11 in 12 chance to resist escape attempts. Note that in any given round the divan may instead elect to ram opponents, per the large dinner table (see below).

Entry 7—Small Table: AC 6; MV 12"; HD 4; #AT 1 (slam) or 1-2 (kicks); THACZ 15; D 1-6 (slam) or 1-4 (kick); SA See below; SZ Small; XP 132

HP 18

This small table is very aggressive. In any given combat round it can slam into opponents for 1-6 hp of damage, with a 20%

chance of toppling the target if it is man-sized or smaller. Toppled targets attack and defend at -1 until righting themselves. The table may also elect to rush up to targets and kick them for 1-4 points of damage per kick. Up to 2 kicks per round can be made by it. Roll a d6 to determine how many kicks it can initiate — a 1-3 indicates a poor attack position and thus only 1 kick, whereas a 4-6 indicates the opposite, allowing 2 kicks.

Entry 8—Large Carpet (15-29' Diameter): AC 6; MV 3" or 6" (steamroll); HD 4; #AT 1 (up to 2 opponents); THACZ 15; D 1-6/round (engulf) or 1-6 (steamroll); SA See below; SD See below; SZ Large; XP 165

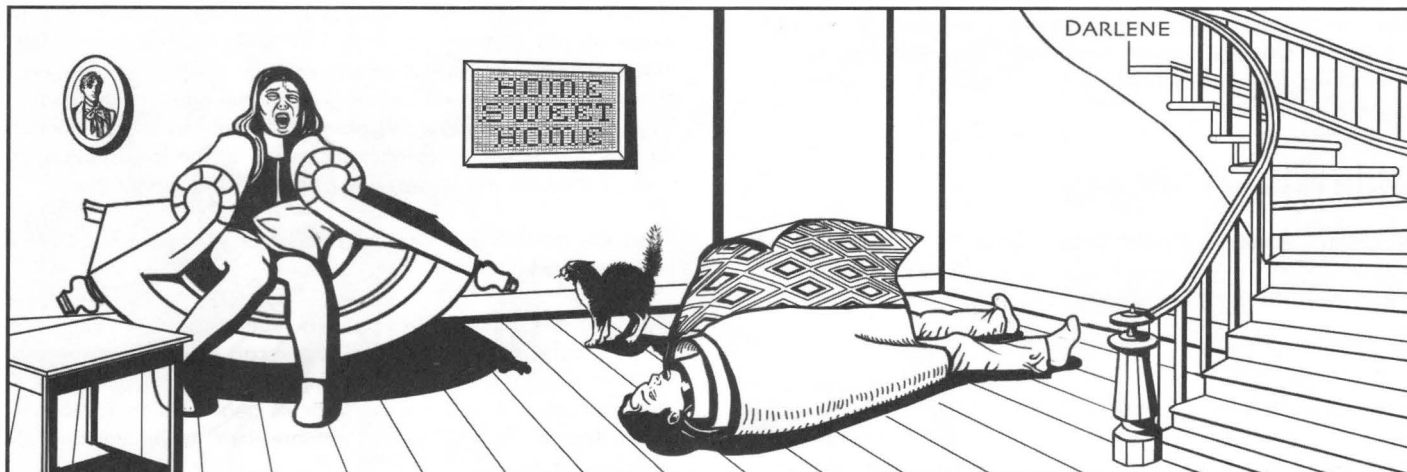
Engulfs as the gigantic carpet, except: Physically attacking the carpet to free those trapped inside it inflicts upon trapped PCs $\frac{1}{2}$ the damage sustained by the carpet. A steamrolled PC is flattened and crushed beneath the carpet's weight and sustains 1-6 hp damage. Those PCs trapped inside the carpet during a successful steamrolling attack suffer an additional 1-3 points of crushing and stunning damage (some being absorbed by this carpet's thickness). A pinned PC takes 1-4 hp initial crushing damage, attacks at -1, defends at -1, and cannot move unless they break free of the pin, which requires an opposed strength check. The carpet's strength range is 15, giving it a 2 in 6 chance to resist escape attempts.

HP 20

Entry 9—Standard Carpet (8-14' Diameter): AC 6; MV 3" or 6" (steamroll); HD 3; #AT 1 (1 opponent); THACZ 15; D 1-6/round (engulf) or 1-6 (steamroll); SA See below; SD See below; SZ Large; XP 95

Engulfs as the gigantic carpet, except: Physically attacking the carpet to free those trapped inside inflicts upon trapped PCs $\frac{3}{4}$ the damage sustained by the carpet. A steamrolled PC is flattened and crushed beneath the carpet's weight for 1-4 hp damage. PCs trapped within the carpet during a successful steamroller attack suffer an additional 1-4 points of crushing/stunning damage (none being absorbed due to this carpet's thinness). A pinned PC takes 1-3 hp initial crushing damage, attacks at -1, defends at -1, and cannot move unless they break free of the pin, which requires a strength check. The carpet's strength range is 9-12, giving it a 2 in 6 chance to resist escape attempts.

HP 15



Optional Furnishings

These foes are optional, based on the party's strength and composition.

Entry 3—Pewter Dinnerware (4 Each): AC 7; MV 1"; HD ½; #AT 1 (per 1-4 rounds); THACZ 15 (as 4 HD); D See below; SA See below; SZ Small; XP 7 each (112 total)

HP	Forks:	2 ⁰¹	2 ⁰²	2 ⁰³	2 ⁰⁴	(dmg 1-3)
	Knives:	2 ⁰¹	2 ⁰²	2 ⁰³	2 ⁰⁴	(dmg 1-4)
	Spoons:	2 ⁰¹	2 ⁰²	2 ⁰³	2 ⁰⁴	(dmg 1-2)
	Plates:	2 ⁰¹	2 ⁰²	2 ⁰³	2 ⁰⁴	(dmg 1-6)

The pewter dinnerware appears harmless at first, but each piece has a missile range of 20' from its current location. Anything that comes within that distance will trigger a piece to discharge itself, attacking opponents due to speed as a 4 HD creature and for damage of 1-2 for spoons, 1-3 for forks, 1-4 for knives, and 1-6 for plates. They are then immobile for 1-4 rounds, after which time each can make further missile attacks as noted above, etc.

Entry 3—Silver Goblets (2): AC 7; MV 1"; HD 1; #AT 1; THACZ 19; D 1-3; SA Fly 12" with 2" trigger range; SZ Small; XP 14 each

HP 4 4

See "Pewter Dinnerware" for special attack routines. These cause 1-3 hp impact damage.

Entry 3—Silver Decanter: AC 7; MV 1"; HD 1; #AT 1; THACZ 19; D 1-4; SA Fly 12" with 2" trigger range; SZ Small; XP 16

HP 6

See "Pewter Dinnerware" for special attack routines. This causes 1-4 hp impact damage.

Entry 5—Smoking Pipe: AC 9; MV 0"; HD ¼; #AT Nil; SA Emit 3 inch flame for 1-3 hp damage; SZ Small; XP 6

HP 1

This appears as a very nice meerschaum pipe with a bowl carved in the likeness of a dragon's head. If touched it emits a short but volatile 3 inch long flame from its mouth that causes 1-3 hp fire damage. It emits the flame every round for as long as it is held. The pipe is brittle and if tossed against a hard surface it is destroyed.

Special Items for Additional Fun

Wooden Chandelier (with 8 Candles): AC 5; MV 3" (along rail); HD 6; #AT 1 (all within 5' diameter); THACZ 13; D 2-8 + 1 (candle flames); SA See below; SZ Small; XP 181

HP 24

A chandelier is suspended from the ceiling by a chain. It is designed to be repositioned, moving along a rail that runs north-south along the center of the ceiling. It will immediately move

until it is over a potential victim, swinging outward up to 15' in any direction if necessary, whereupon it detaches from its iron chain to drop upon such targets. The chandelier attacks as many times as there are targets within its 5' diameter area. A successful hit causes 2-8 points of impact damage and further indicates that the target is trapped within its circular, ever-constricting, wooden frame. Trapped beings move at ¼ speed, defend at -6, and may not melee or cast spells requiring somatic or handheld components. Further, entrapped creatures suffer 2-8 damage (+1 for lit candles) each round. Destroying the chandelier automatically frees trapped PCs. Optionally the GM could determine that any of its lit (50/50) candles may alight nearby flammables causing ranges of fire damage depending upon the circumstances. The chandelier's strength is 18/00, giving it a 5 in 6 chance to resist escape attempts.

HP 24



Flying Footstool (aka, "Kamikaze Stool"): AC 6; MV 12"/Fly 12" (MC:A); HD 3; #AT 1 (flying kick) or 1 (crash attack) or 1-3 (normal kicks); THACZ 16; D 3-9 (flying kick) or 4-12 (crash attack) or 1-3 (normal kick); SA See below; SZ Small; XP 80

HP 15

Per the footstool above, but it flies about at a 12" rate. In any given round it may (50% chance) launch itself against a target at a +2 chance to hit. Damage counts as 3 normal kicks. It can also elect to attempt a hit to get under a human-sized opponent (50% chance). This successful attack seats the unwilling victim on the stool, and in the next round it propels itself against any nearby hard surface (walls, floors, and ceilings are favored destinations). The victim is allowed one dismount roll to succeed in escaping this situation (dexterity -2). GMs must determine falling damage if PCs dismount successfully. Upon impact the victim suffers 4-12 points crushing damage and any additional falling damage where applicable. The stool has a 50% chance during this maneuver to alter its course at the last moment to avoid the same impact damage as its erstwhile passenger.

Iron Dinnerware: These are as regular silverware but do +1 damage per hit.

Flying Dinnerware: These are as regular silverware but fly at 9"-15" and upon a successful attack can dislodge themselves 50% of the time to continue flying and attacking. Otherwise, they remain stuck on the target or its gear until removed and discarded, at which time they resume their movement and attack functions.

- c. **Glass Bottle:** Near the very center of the display is an unstoppered, 18 inch tall by 9 inch diameter, transparent glass bottle. A pile of detritus fills half of its volume. Standing atop the mound's highest "summit" is a tiny man of about three inches in height. He wears tattered rags and his wild, black beard descends to his waist. Arms akimbo, he stares up at the party with a defiant look!

The tiny man's name is "Tick". He was long ago captured by Kungar and imprisoned in the glass bottle. The garbage heap he lives amongst was produced over time by the discards of food (from food provided by Kungar via *Furnai's Complete Comestibles*, aka the "Food Book") in addition to his own accumulated excrement. Kungar keeps him alive to ask him questions that Tick has the ability to "see into" due to his innate second sight.

Tick is an immortal tiny-man, a freak of the universe accidentally summoned here (or created, Kungar cannot ascertain which is true) by **The Crystal Generator** (q.v.).

Interacting With Tick:

- Tick has partial deafness that causes him to mishear sentences 75% of the time. Tick is aware of this and demands that the party cure him before he considers helping them with information or advice (see entry **21b**, above).
- He also demands that he be provided a weapon to defend himself. The only way to satisfy this demand is to bring him a needle from location **26**. He will accept it (or similar) in place of "real weaponry".
- Finally, he demands that he be made full-sized again before he speaks at length about Kungar. Unfortunately, his current size is his only size and is what he was born with, though he has buried that fact in favor of his delusion to be "restored".
- Tick knows of the location (but not the real title) of the "Food Book", i.e., *Furnai's Complete Comestibles* at area **25**. He has watched Kungar go back and forth between that area and the display many times while the former was about feeding him. The book is not only needed to sustain Tick but also contains the ingredients for creating **Neppic's Cure Deafness Potion**. The actual recipe for this potion can be noted at **21b**, above (do read that entry carefully).
- After being removed from the display (with his bottle "home"), being fed, having his hearing cured, and being promised a weapon in due time (within 2 hours at most), Tick will thereafter cooperate by truthfully answering questions posed of him. He knows quite a bit and has a great memory (see below). He will (eventually) forego insisting that his size be changed (deep down he knows it's not possible); but he will occasionally still rail on about how the party promised to restore him, and so forth.
- Tick's useful knowledge about Kungar includes:
 - his name is Kungar
 - he has a lion's head but Tick suspects he is a shape-changer

- he is a magic-user of a sort unknown to him
- he summoned Tick hence in a strange "other room" located behind the mirror (area **22**)
- he questions Tick about many things related to the books here
- he threatened to devour Tick's brain at one point
- he possesses alternate or additional keys for operating the mirror
- he will likely be a tough opponent in his own realm of distinct magic
- Tick also believes that some of the artifacts in the display case might be of use to the party and their forming quest, especially if they finally battle and hope to defeat Kungar.

Tick: AC 9; MV 6" (12" sprint every other turn); HD 1; #AT 1; THACZ 19; D 1 (needle jab) or 0-1 dmg (punch); SA See below; SD See below; AL CN; SZ S; XP 51

HP 2

Tick is immune to natural or magical elemental powers, spells and their effects, and poison. He has the power of **second sight** that combines **infravision**, **read magic**, **read languages**, and **detect invisibility** with a 50% (one-time only per subject, object, or being) chance of discerning hidden knowledge, such as withheld, secreted, extra-normal knowledge, conditions, or intents. In these cases (GMs have a lot of leeway with this) Tick must have at least a passing knowledge of what is inspected in order to effectively apply his prescience. In some instances his **second sight** functions without fail or fails miserably, and these exceptions are described at their appropriate keys; immortal, can only be killed by magical spells or physical damage; diseases will cause 50% of their symptomatic effects but not death.

Final Note: Tick cannot be physically removed from this dimension (**THE LIVING ROOM**, inclusive); he was summoned and created by **The Crystal Generator** in **THE MIND MAZE**. Tick suggests that he be placed in one of the books if and when the party goes after Kungar as he will not willingly enter **THE MIND MAZE**. Upon **The Crystal Generator's** destruction Tick loses his immortality unless he was previously safe-guarded in a magical book (party choice, though Howard's Inn at area **18** is a prime one). He also demands the "Food Book" as his reward for helping the party.

- d. **Bronze Cobra:** This is a 3 inch high bronze casting of cobra in a raised, striking position.

The cobra repeatedly animates (per round) to automatically score a hit when someone reaches for it, holds it, or possess it on their persons. The bite causes 1-4 dmg. This statuette is linked to the **Pinning Twine** (read **21h**, below). Those bitten by the cobra will thereafter be marked as unattackable by the **Pinning Twine** — they can touch and wield it with no adverse effect. Safely transporting this item is problematical at best. Selling it would only happen under a specific need circumstance. Most prospects will view it as a cursed item and would avoid purchasing it. This item has an xp value of 50 and a sale value of 250 gp.

- e. **A 3 Inch Spherical Black Ball:** Upon first glance it appears to be composed from worked and polished stone.

This can be used to neutralize and open the Cyclops Door at area **30** (q.v.) in **THE MIND MAZE**. It is made from black marble and imbued with alteration magic. It has an xp value of 10 and a sale value of 50 gp.

- f. **Two Small, Silver Snuff Boxes:** One is embossed with a knight at ready wielding a two-handed sword; its counterpart is embossed with a rampant dragon.

If their outsides are thoroughly inspected the party notes that each of their bottoms are inscribed with the same minute yet indecipherable words. As this is a private code the typical "read" spells or similar powers or abilities will not work to understand this writing. Only the Tick in entry **21c** (q.v.) can reveal what these sentences mean by using his **second sight** powers, that being, "Warning! Open only when necessary."

Their single-use **bane dust** contents can only be effectively employed against the False Knight at area **24**; and against the Higher-Lower Dragon at area **25**, respectively. Each has a sale value of 50 gp and, if used, an xp value of 300.

GM Note: These are small enough to be targeted from area **20** as one grab if those doing so suggest this tactic. Otherwise, it requires one grab for each of them.

If these are opened other than in the presence of the two beings they were meant to help defeat, then the **bane dust** within each is totally ruined and useless thereafter.

When opened in the presence of the specific being that each one was meant to weaken — the False Knight and the Higher-Lower Dragon — then the entire magical dust contained within each box flies forth to affect them as noted hereafter:

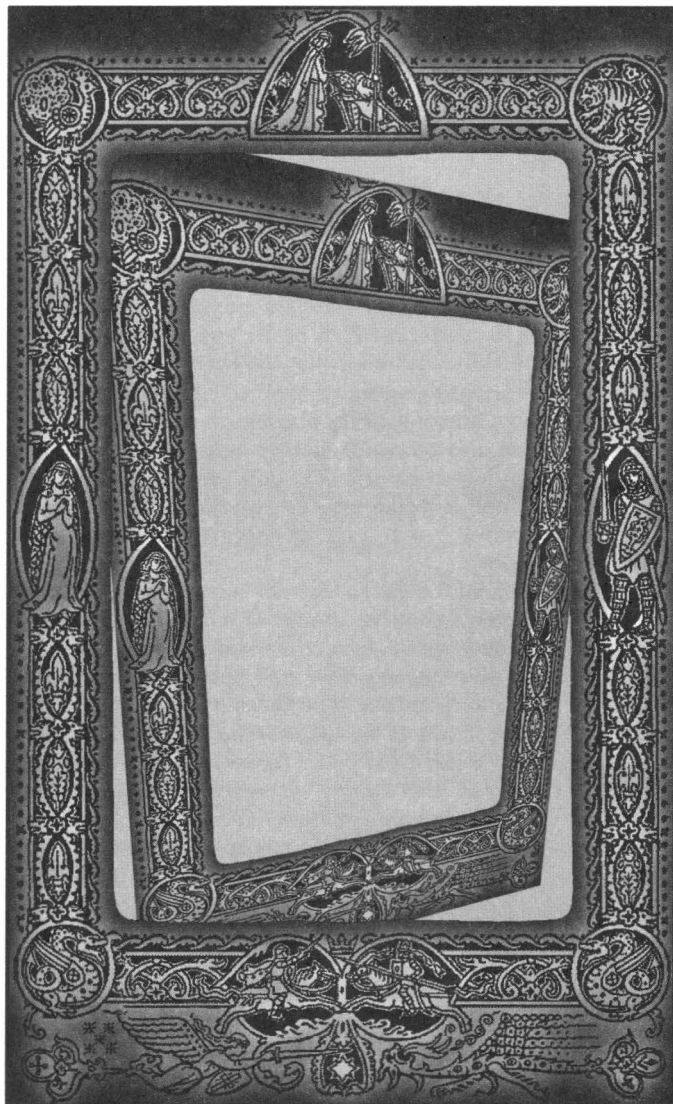
*False Knight vs. **bane dust** from Knight's Snuff Box:* Attacks at -2 and AC reduced by -2. Save vs. poison at -1 at the end of each combat round or weapon damage is reduced by 1-4 points in the following combat round due to weakness (Weakness Duration: 1 round). Range: 1". Saving Throw: Nil. Duration: 8 rounds.

*Higher-Lower Dragon vs. **bane dust** from Dragon's Snuff Box:* Attacks at -2 and AC reduced by -2. Save vs. spells at -2 at the end of each combat round or its Slow Shroud breath weapon is temporarily negated for the following combat round (Negation Duration: 1 round). Range: 1". Saving Throw: Nil. Duration: 8 rounds.

- g. **A Gold Letter Opener:** This 6 inch long, gold-plated letter opener must be utilized to successfully open Kungar's "Final Orders" letter at area **37h** (q.v.) in **THE MIND MAZE**. It is (currently) the only known instrument that can be used to cut a trapped hand free from the **Pinning Twine** at entry **21h**, next. Treat as +3 to hit, only, and doing just 1-2 hp damage vs. man-sized or smaller or 1 hp to large creatures. This item has an xp value of 50 and a sale value of 250 gp.

- h. **A Ball of Multi-Colored Twine:** The twine appears to have a faded but still readable price tag affixed to it: "One Bronze Bit".

The twine, aka **Pinning Twine**, can only be removed from the display (and unfailingly used thereafter) by a hand that has been bitten by the bronze cobra statuette (see entry **21d**) — thus "One Bronze Bit". Otherwise it unravels to immediately entangle and pin the hand that touches it, and so fast that this negates removing it from the display case in this instance. Its attack pins a target in place until freed by either using the letter opener from **21g** to cut the twine or upon the trapped being's death; in the latter case the twine rerolls itself to reset the trap. Each cutting removes 1 yard from its 10 yard total. It loses its magic after its final yard is expended. This is a magical trap device that could be used for guarding treasure chests, etc. It has an xp value of 125 and a sale value of 1,250 gp.



22. DIMENSIONAL MIRROR TO THE MIND MAZE

The party sees a 6' high x 3' wide iron-framed mirror of intricate design (note its illustration for its various embellishments and reliefs). They immediately note that it does not cast reflections of anything! As well, there is "embedded" within it a skewed image of itself, as if an onlooker is viewing an image of the mirror within itself! Its surface has the definite feel of glass if touched.

Along the frame's bottom are two dragons carved intaglio, one at each of its corners, and, at the midway point between the

dragons, two recessed carvings of horsed knights. Below the knights is a raised, bronze, eight-pointed star. Its configuration suggests that it may in fact be a button. (Refer to the illustration on the opposite page.)

The mirror is unmovable and can only be destroyed by fire. Any amount of sustained fire damage destroys it! If destroyed, Kungar will reconstruct a new access mirror here in one month.

This is the portal to **THE MIND MAZE**. It is currently dormant and can only be switched on by retrieving the four magical statuette keys and placing them into their general locations along the frame's bottom (two dragons and two knights). The statuettes fit into and adhere to their locations until removed. This accomplished, the star button must be pushed. Immediately thereafter its embedded image disappears and the mirror is activated for magical transportation to area **29** in **THE MIND MAZE** at 1 person/round. Touching its now reflective glass initiates each transportation.

The four magical statuette keys are located at their respective keyed encounters: **23** (Knight of Night); **24** (False Knight); **25** (Higher-Lower Dragon); **27** (Fire Drake). Clues regarding them can be garnered from Pfephin's poem (area **18**, Illustration #7).

23. SMALL BOOKCASE

After searching the 25 mundane books held by this bookcase for a few turns (value 1d4+1 x 25 gp each), the party locates one particularly interesting book:

The Knight of Night: This small volume has a full cover illustration that depicts a dark-plated foot-knight traversing a shadowy woodland illuminated by the light of a full moon. It has a sale value of 150 gp.

This book is alluded to in Pfephin's poem found at area **18**, Illustration #7, "One, Be Night".

Upon it being touched the knight leaps forth from the composition while attaining his full size. He immediately addresses the party in a commanding tone: "I am the servant of Night and its secrets. I know what you seek. You have two choices in the matter: Slay me or serve me in my quest! Which shall it be? Answer quickly or face the wrath of Night!" All attempts made by the party to garner more information about the knight's choices are ignored by him. He remains unresponsive and as still as a statue while occasionally fingering the black pommel of his sheathed sword.

After a full minute of inaction regarding his demand the knight draws his sword and attacks! If the party instead agrees to help in his quest he explains it thusly while pointing at the book's pictured moon: "A glow goblin of the most sordid sort has invoked the moon's light to counter my quest. You must destroy it and return to me the four moonstones it uses as a hex against the Night. Then will I impart the secret for which you search!"

The party is instructed to touch the illustration's moon. Upon doing so they are instantly transported to a roughly 50' radius cave and appear before the glow goblin! The PCs note that it is inside a magical circle about 20' away from their arrival point. The whitish circle is interrupted at four equidistant points by brass censers that emit dull, black flames. They also note that occupying the space immediately around them is an approximately 5' high by 2' wide shadowy hole — perhaps being the portal they came through.

The goblin is enraged by the party's presence and bounds out of the circle to attack! The battle is joined!

If the goblin is killed the PCs can thereafter locate the moonstones — one in each censer — and return to **THE STUDY** proper by way of the black hole portal. The goblin has no other possessions.

In either case — returning the moonstones to him or upon killing the Knight of Night — the party is given by him (or discovers upon the Knight's dead body) one of the knight statuettes needed to operate the mirror at area **22** (read that entry for information about the statuette keys). In the former case the Knight disappears back into his book and can never be summoned again. Note that the Knight will utilize his sword's power to **raise dead** on a single party member killed by the goblin.

Knight of Night, Fighter 8th Level: AC 2; MV 6" by day/(currently) 3" in full moonlight/15" by night; HD 8; #AT 3/2; THACZ 12; D 1-10 + 2; SD ½ dmg from all spells or spell-like powers, sustains double bonus damage from magical weaponry (i.e., a **+1 magical sword** instead adds +2 for its damage bonus, etc.); EQ 3 inch high bronze knight statuette for operating the mirror at area **22**, **Night's Sword** (see description below); AL LN; SZ M; XP 1,380

HP 40

Night's Sword: This jet black two-handed sword is normally **+2** but is **+4 vs. shadow beings** (any being originating from the Realm of Shadow). In the hands of the Knight of Night, the wielder is immune to energy level draining by undead and it may be used to perform the **Night's Ritual** (once per year). This ritual allows a slain being to be temporarily restored to life for a number of weeks equal to their constitution scores. After this time expenditure the being dies and loses 1 point of constitution. If a cleric subsequently performs a **raise dead** upon the target after this ritual there is a 75% chance of permanent life being restored. Failure results in the aforementioned death after the allotted time and the loss of constitution. A **raise dead** may only be attempted once per being to make the ritual permanent. This sword has an xp value of 1,200 and a sale value of 6,000 gp.

Glow Goblin: AC 4; MV 12"; HD 9; #AT 2; THACZ 12; D 1-8/1-8; SD Immune to 1st-3rd level spells, sleep, stunning, and blinding, when struck there is a 15% chance the goblin will emit a blinding flash dazing all creatures within 2' (no save), dazed creatures are -2 to attack and defend for 1-3 rounds; AL LE; SZ L (8' tall); XP 1,840

HP 45

24. SQUARE BOOKCASE

After scavenging amongst its 60 books (value 1d4+1 x 50 gp each, unless otherwise noted) for several turns the party locates the following titles, *A Rock*, *Guxxar's Gemology*, *A Hard Place*, *The Right Knight*, and *The True Knight*. These titles (valued at 50, 150, 50, 150, and 150 gp respectively) are located on the shelves as follows:

Guxxar's Gemology: This book (requested by Guxxar at area **18**, Illustration #5) is found on a middle shelf sandwiched between two anonymously written titles: *A Rock* and *A Hard Place*. Guxxar's book is magically trapped, as if glued, to these two other books. However, all three volumes can be lifted as one. Although Guxxar will be perplexed upon receiving his book in its compromised condition he still honors the deal he made with the PCs for its return.

The Right Knight and *The True Knight*: Found on the topmost bookshelf on the far left is a book entitled, *The Right Knight*. On its far right is another entitled, *The True Knight*. These books are described as follows:

The Right Knight: When touched a knight's face appears on its front cover and speaks the following lines; finished, it promptly disappears.

There is nothing inside,
The double, across, hides,
That what you seek,
Thus no need of a peek.

Do me a favor,
And skip his palaver!
Snuff him out, alas,
From the great glass.

Both "Snuff him out, alas," and "great glass" are clues to the knight's snuff box at area **21** (q.v.). The book's pages are all blank.

The True Knight: This is a magical book obliquely referred to in Pfephin's poem, found at area **18**, Illustration #7, "Yet Two, Be Right". This shabbily bound book has a pristine picture on its cover of a silver-plated foot-knight wielding an impressive two-handed sword. His face is haggard and has a doubtful expression. If touched he leaps from the cover while attaining full-size. The knight regards the PCs with a distasteful look while admonishing them: "You'd best have a good reason for summoning me! I was upon a great quest!"

This is actually the False Knight pretending to be good. Nothing he says is true. Whatever line of discourse the PCs pursue with him he will only lie and dissemble in return. After a few minutes of give and take he demands that they dismiss him so he can return to the book and his quest. If they dismiss him he returns to the book. Failing this he attacks!

The False Knight must be defeated four times — once at each of his successive illustrations (touching the cover, page 4, page 8, and page 16). Each slaying except the fourth causes the knight's body to disappear back into the book. Upon his fourth and final death his remains may be checked for possessions (note his entry, below).

GM Note: This book remains unopenable until the False Knight is slain for the first time (after touching the cover). The False Knight's statistics (below) reflect a growing and noticeable haggardness and loss of strength for each defeat he sustains after the first. Also note that the **bane dust** (q.v.) effects do not transfer to his subsequent embodiments after its initial use.

False Knight, Fighter Level 8 (or lower): AC 2; MV 9"; HD Level 8/7/6/5; #AT 3/2 (level 7 or 8) or 1; THACZ 12/13/13/15; D 3-12/1-10/1-8/1-6; SD Immune to mind powers/spells; EQ 3 inch high bronze knight statuette for operating the mirror at area **22**, **+1 magical silver plate**, and the **Knight's Zweihander** that does 3-12 dmg vs. small to medium sized creatures and 3-24 vs. large creatures, treat as +3 for creatures needing magic weapon to hit (xp value 500, sale value 2,500 gp); AL CN; SZ M; XP 1,020/675/425/270

HP 35^{1st} 30^{2nd} 25^{3rd} 20^{4th}

25. BOOKCASE

These shelves contain 47 common fiction books, tracts, and pamphlets. After a few turns of sorting the following titles of interest are found: *The Lower Lofty Dragon* (value 250 gp) *Furani's Complete Comestibles* (sale value 750 gp, xp value 4,000), and the *Higher-Lower Dragon* (value 250 gp). These books are detailed below:

The Lower Lofty Dragon: This book is found upon the lower shelf. Its cover illustration depicts a silverish drake looking straight at the viewer, its dead-on gaze maintaining itself even if viewed from different angles! If the cover illustration is touched the dragon animates and snorts, then says, "You are too late. I have been displaced by a lowly wyrm. He holds what you seek and I cannot help you." Touching it again simply repeats this.

Furani's Complete Comestibles: This 10 pound, nearly 1,000 page, heavily illustrated, tome (the "Food Book" noted by Tick in entry **21c**) lists every known (and unknown) food and drink and includes extensive sections on herbs, spices, and condiments. The following pages have been "magicked" by Kungar's use of **The Crystal Generator**:

Page 45: An illustrated page with many different selections of prepared foods: meats, poultry, vegetable dishes, salads, fruits, and breads. Touching any one of these images produces the real item, in hand, feeding up to 6 people per day.

Page 107: An illustrated page with a variety of bottled drinks: water, milks, juices, beers, and wines. Touching any one of these images produces the real item, in hand. Up to 12 of these 16 ounce drinks are acquirable per day from these illustrations.

Pages 877, 880, 882: These pages feature labeled images of the dun root, firrah leaf, and bobastus bulb, respectively. These are ingredients for making **Neppic's Super Healing Potion** referenced in entry **21b** (read that entry). As many ingredients as are needed to create 10 of these potions are acquirable from this book by touching the individual illustrations. Kungar must then use **The Crystal Generator** to reconstitute these magical pages to make them accessible again.

Pages 890, 892: These two pages feature labeled images of the menthe leaf, and pargley root, respectively, all ingredients for creating **Neppic's Cure Deafness Potion** referenced in entry **21b** (read that entry). As many ingredients as are needed to create three of these potions are acquirable from this book by touching the individual illustrations. Kungar must then use **The Crystal Generator** to reconstitute these magical pages to make them accessible again.

Higher-Lower Dragon: Found upon the upper shelf, this is the book alluded to in Pfephin's poem from area **18**, Illustration #7, "Yet Two, Be Higher". The cover depicts a white-scaled dragon whose image shifts to four different poses as the book changes angles. If touched, four small dragons fly from the cover with a hiss, breathing a white mist over the party! In fact, there is but 1 dragon, the rest are special **mirror images**. Each image must be struck and dispelled before the real dragon can be harmed. If defeated, the dragon vanishes, leaving behind a 3 inch high bronze dragon statuette for operating the mirror at area **22**.

Higher-Lower Dragon: AC 2; MV 12"/fly 18"; HD 8; #AT 2 (claws); THACZ 12; D 1-6/1-6; SA Breathes Slow Shroud, a poisonous white mist 3x/day for 2-16 dmg (save vs. poison for half and to avoid being affected as if by a **slow** spell), it is a 20' long cone with a 12' wide base; SD Immune to poison attacks, 3 **mirror images**; AL CN; SZ L; XP 1,125

HP 40

26. MARBLE TABLE AND STOOLS

There is a marble table and two marble stools here. The PCs note upon the table a sheaf of coarse material attached to a 2' long x 1/2' wide board; set next to this is a golden cup.

This "scratch pad" is used by Kungar to sharpen and clean his talons. The golden cup (75 gp value) contains 21 needles (also used to clean Kungar's talons). Any of the needles present will satisfy Tick's request that he be provided with a weapon (read entry **21c**).

27. LARGE BOOKCASE

The shelves here contain 135 leather bound books, pamphlets, and bound scrolls (total value, approximately 13,500 gp). Apparently this bookshelf is still being organized as the vast majority of its volumes are in unsorted piles. Searching its stacks eventually discovers, among its mostly mundane offerings, a slim book entitled, *Herein Be Dragons* by Darnsun Ovminn. Its cover depicts an illuminated red and gold-leafed dragon's head with fierce looking emerald eyes.

Herein Be Dragons: This is the magical book obliquely referred to in Pfephin's poem found at area **18**, Illustration #7, "And One, Be Fire". Its pages can only be turned consecutively, i.e., 1st, then 2nd, then 3rd, etc. Readers cannot skip ahead and always find the book allowing access to the very next page only. Its text relates a story about an ongoing battle between dragons and knights.

Once opened its handler becomes aware of an immediate, though not as yet uncomfortable, rise in temperature. As its pages (40) are turned the temperature increases to a point where it becomes almost too hot to continue holding onto by page 19! Just before the heat becomes unbearable its mid-point is reached at pages 20 and 21 revealing a two-page illustration of a young red dragon surrounded by many recently slain knights. The dragon's head, animating, turns to look directly at the party with its emerald eyes and then.... blinks. The once apparent heat immediately dissipates as an audible hiss is heard.

If the dragon illustration is touched the pictured young-adult fire drake is summoned from it. It appears full-size before the party and immediately speaks!

"You have thirty of your paltry grains of time (i.e., 30 seconds) to answer my riddle!" GMs should begin a countdown after it finishes reciting the following riddle:

Quench my fire,
By counting me a liar,
For everything I spew.
Though second and third be true.
Thus will you not rue,
The question?
Forsooth!
Which one is the truth?

Is what I say False or True?

Answer: Both. It's true that it's false and false that it's true. A liar telling the truth that he is lying is at once both a truism and a falsity.

If the party answers incorrectly (or times out) the dragon rumbles, "Wrong, Maggots!" and immediately attacks them with its fiery breath! Upon its death or upon successfully answering its riddle, its last words to the party are, "You may proceed to the

end of the book." It then reappears in the composition either dead or alive, depending.

Magical Fire Drake: AC 3; MV 12"/fly 18"; HD 8; #AT 2 (claws); THACZ 12; D 1-6/1-6; SA Breathes 20' long, 12' base cone of fire every round for 2-20 dmg (save for half); SD Immune to fire attacks; AL LE; SZ L; XP 1,125

HP 38

Upon proceeding to the book's ending the party notes that the last page is that of an animated illustration comprising three fiery gold coins quickly moving in a repetitious circular pattern. If the Tick views it he claims that when he is close he cannot see it clearly and when moved back from it that the illustration disappears! He states: "There's something else here that my own eyes cannot reveal. Best get another pair!"

The meaning of this being, the book's last page can only be deciphered by its previous owner Cornelios (with his eyes) at area **16**. If brought to him he easily locates a fourth hidden coin within the moving pattern and, by using a limited telekinesis, presses each of the four in their correct order. The coins immediately become stationary and may be seized. When this is done, one of the four keys — 3 inch high bronze dragon statuette — needed to operate the Dimensional Mirror (entry **22**), appears at the party's feet (read entry **22**'s information regarding the keys).

The book's value and utility are up to the GM but, at maximum, a sale value of 250 gp and xp value of 1,250 are suggested.



28. THE RESTFUL RUG

This large, 10' x 20', stadium-shaped, black, woven rug is decorated with many expanding geometric circles made from inlaid silver, gold, and copper (weight 600 pounds, value 1,200 gp).

The **restful rug** is magical and standing upon it for 1 round completely rests and invigorates those beings doing so. Additionally, every turn spent lying upon it regenerates damaged beings by 1 hp. It accommodates up to 9 individuals lying prone and 20 standing.

The rug loses its enchantment if removed from **THE STUDY** or if **The Crystal Generator** is shut down or destroyed.

THE MIND MAZE (MAP #3)

GM Background

THE MIND MAZE is enterable from **THE STUDY**'s area **22**, Dimensional Mirror to **THE MIND MAZE** encounter (q.v.). Read entry **29** for re-entering **THE STUDY** from this vantage. This is a dimensional cul-de-sac with only one exit. It is surrounded by limitless miles of stone. It is Mind Master Kungar's main abode and laboratory level. Kungar is currently at area **37** (inclusive).

The ceiling is 20' high, unless otherwise noted, and the area's entire containment is composed of large blocks of hard stone, lime-washed white. It is very quiet here and very dry. The entire area and its contents constantly emit signatures of magic. This confounds attempts to pin-point the origin of any singular magical emanation. It also negates the directed use of a **detect magic** spell (or similar) as every object or surface "appears to be magical".

The party has no immediate clue of a "true north" compass point as they were teleported here; arbitrary compass point directions should be assigned by the party for movement and mapping purposes.

The GM should read the keyed entries very carefully. This is an exceptionally confusing maze with teleportation pads (q.v.), extra-reality occurrences, and a potentially death-dealing ending.

Special Notes on Transport Pads

The starburst symbol on **Map #3: THE MIND MAZE** indicates the location of a teleportation pad. These golden-metallic pads are indestructible artifacts created by use of **The Crystal Generator**. Unless otherwise noted at specific keyed encounters, entering a 10' square area containing a pad starburst symbol teleports beings to its corresponding pad, usually, but not always, on the other side of a wall partition (and do read entry **35** where grouped pads have pre-set destinations).

Key "M" Mind Miasma Random Effects

Entering any of the three areas keyed with the letter "M" on the map triggers a spell saving throw for those doing so. Those failing this secret, GM adjudicated, save are beset by a **mind miasma** as randomly determined and delineated by the following chart. Those affected by a **mind miasma** cannot be re-affected until the current miasma runs its course; those beings making saves are subsequently prone to being effected for as long as they remain in these areas (check saves every turn).

Mind Miasma Effect (Roll a d10):

- 1) **Paranoia**: Due to sudden onset paranoia the PC's movement is slowed by 2", attacks are at -1, there is a 20% chance of second-guessing spell cast choices that results in either the cancellation or loss of the spell (75%/25%). Duration: 30 rounds.
- 2) **Figments**: Figments of one's imagination summons both internal and external fleeting images that cause confusion, stress, and doubt in those so affected. This ongoing mental assault stymies movement by 2", interferes with to hit rolls by -2, and can interrupt spell casting 30% of the time with a resulting 50% chance of spell loss. Duration: 25 rounds.

- 3) **Memory Lapse**: Persistent and volatile memory lapses negatively affect the victim for -3 to hit, -2 to AC, 80% chance of spell failure with a 100% chance of spell loss, movement slowed by 50% due to confusion and lack of sustained resolve. Finally, the victim of memory lapse has a 40-60% (d3 roll) chance of botching command words associated with word-activated magical weaponry or objects. Duration: 20 rounds.
- 4) **Incoordination**: The target loses hand-eye coordination and becomes physically unbalanced. Their to-hit rolls and AC are at -2. There is a 5% chance/round of dropping in-hand objects during normal situations and that increases to a 40% chance in stress situations (combat, charging, running, evading, etc.). Additionally movement is reduced by 3" per round as the target is always stumbling, tripping, misstepping, etc. Spells requiring somatic gestures or hand held implements have a 20% chance of failure with no spell loss. Duration: 30 rounds.
- 5) **Disequilibrium — Temperature Increase**: The brain malfunctions causing the victim's temperature to rise over time. This immediately (rounds 1-5) causes increased discomfort and the victim starts shedding armor and clothing and begins drinking water and other liquids at an alarming rate. Their movement speed is at most 3" as they attempt to reduce exertion. At rounds 6-15 the victim additionally sustains 1 hp heat damage per round. For rounds 16-20 the victim must make a system shock roll each round or pass out with a loss of 33% of remaining hit points. The victim recovers and awakens after the effect passes but requires some time to fully come up to speed due to the near fatal dehydration of their body (30 minus constitution score for number of rounds to recover). Duration: 20 rounds.
- 6) **Haunting Vision**: The victim's mind comes under assault by a fearful vision that is related to their past (the effected PC's history might come into play here and if they do not have a fearful past occurrence then the GM must craft one as part of their passive history and memory). This vision is omnipresent; it causes the PC to react to it repeatedly, essentially doubling the detrimental effects of *Figments* (per 2, above, q.v.). Additionally a d20 roll is made twice by the GM to determine when 2 saving throws vs. spells must be made to resist **fear** (as per the spell) during the duration of its effect (i.e., if a 5 and 7, then on round 5 and on round 7 saving throws vs. spells must be rolled). Duration: 20 rounds.
- 7) **Disequilibrium — Mental Instability**: The victim cannot cast spells and saves vs. spells at -4; they will not initiate attacks and their AC discounts dexterity and shield and is further reduced by 4 as they will not attempt to defend themselves when attacked; they begin to babble incoherently and their movement is reduced to 1"/round as they often stop, pause, stagger or stand listlessly looking about them with blank stares. Duration: 20 rounds.
- 8) **Lethargy**: A growing lethargy overcomes the victim causing reduction in movement by 3" and reducing attacks and AC by -2. On the fifth and every following round the victim must save vs. spells or fall into a magically induced sleep. They can be awoken, but their grogginess is such that all above-listed penalties are thereafter doubled for the duration of this effect. Despite being awoken, they are still prone to falling back asleep if they miss subsequent saves. Duration: 25 rounds.
- 9) **Fright**: As per the spell, **fear**, but the save is at -2. Duration: As per a 12th level **fear** spell.

10) *Compulsion*: A save vs. spells at -2 must be made or the victim instantly acquires one of the four (roll a d4) compulsions (Duration: 25 rounds.):

- 1) *Thieves' Sociopathy*: The victim becomes intent on stealing anything that he or she can lay their hands on starting with accumulated party treasure and then working to personal items. They are devious, if caught, explaining that they just wanted "to look at" or "borrow" an item, etc.
- 2) *Insatiable Hunger*: The victim begins consuming food and liquids at an alarming 8-10 times the daily rate. This causes them to stop and take time to eat while cutting their movement rate by 50%. When their personal supplies are gone they demand more foodstuffs from other nearby PCs. Should any one of their demands be refused there is a 50% chance/instance of them either (50%) acquiring the *Thieves' Sociopathy* (per 1, above, q.v.), wherein they begin stealing food and drink from others, or (50%) that they acquire a *Raging Argumentative Disposition* (per 3, below, q.v.) wherein they violently demand others relinquish their food stocks to them. Only one additional miasma from the two noted above can exist at any time.
- 3) *Raging Argumentative Disposition*: The victim becomes increasingly argumentative and contrary about everything, going so far as to raise their voice and to aggressively get in the faces of those they argue with. For each separate argument the GM makes a D% roll to check its "volatility level": 01-50% = no change, just argumentative, 51-75% = starts pushing and shoving the target(s) they are arguing with, and 76-100% = flies into a rage and attacks, with a 50% chance that it is a "berserk rage" (+2 to hit/+2 dmg). The victim's rage-state thereafter persists until they are subdued, killed, or upon this miasma's time expiring.
- 4) *Argumentative and Slothful*: The victim's movement is reduced to 50%; they become silently uncooperative with any action that requires exertion and dismisses critiques of their behavior as over the top and rude. There is a 25% chance/round that they will not engage (or if engaged, they will disengage) when in combat situations.

The Mind Maze's Keyed Encounters (#29-37h)

29. ENTRY MIRROR FROM THE STUDY

The party arrives in a 10' wide hallway of some sort, the ceiling is 20' high and the walls consist of large blocks of whitewashed stone. The air seems very dry and the place is silent. (See **GM Background**, above, for further details.)

The party notes behind them a 6' high x 3' wide iron-framed mirror of intricate design very similar to **THE STUDY's** entry 22 mirror and that does not cast reflections. As well, there is "embedded" within it a skewed image of itself, as if an onlooker is viewing an image of the mirror within itself! Its surface has the definite feel of glass if touched.

Along the frame's bottom, at each of its corners, are two red dragons carved intaglio and, at the midway point between, two more recessed carvings of horsed, black knights. Below the knights is a raised, bronze, eight-pointed star.

This is the portal to **THE STUDY**. It is currently dormant and can only be activated by retrieving the four magical statuette keys held by Kungar at area 37g and placing them into their general locations along the frame's bottom (two red dragons and two black knights). The statuettes fit into and adhere to their locations until removed. With this accomplished the star button must then be pushed. Immediately thereafter the mirror's embedded image of itself disappears and it is activated for magical transportation to entry 22 of **THE STUDY** at 1 person/round. Touching its now reflective glass initiates each transportation.



30. CYCLOPS DOOR

This is a 14' high x 5' wide wooden door opening inwards with a brass handle on the right. Centered 12' upon its length is a fresco depicting a cyclops brandishing a spiked club. It is arrayed in furs and its lone eye socket is a black void minus an eye. The Cyclops Door is a major artifact created through Kungar's use of **The Crystal Generator** and cannot be destroyed and can only be interacted with as hereafter noted.

All attempted entry into the 10' square space encompassing entry 30 is negated. Characters find themselves blocked from proceeding onward to round the corner or to interact with the large door upon the corner's northern wall in any way. This includes using magic that would allow a being to bypass this space (i.e., such as a **dimension door** spell, or similar).

Triggering the Cyclops Door

The only way to defeat this magical blockage is by stepping upon the transporter pad at area 31 (read that) — this teleports the party past the blockage and positions them 2' from the door. Of course, this automatically triggers the door's guardian, the Cyclops.

Unless the party is in possession of **Kungar's Eye Pendant** (q.v.) their presence before the door automatically causes a 12' tall cyclops to peel from it (the fresco remains) and to attack them. Unlike the fresco, however, this cyclops has its eye fully intact. It pursues and attacks the party wherever they flee to thereafter until it is killed.

Cyclops: AC 2; MV 15"; HD 10; #AT 1 (spiked club); THACZ 10; D 3-24; SA 50% chance that it unleashes 1-3 lightning bolts from eye doing 1-8 dmg each (no save); SD Regenerates 6-9 (d4 roll) hp per round unless the Cyclops Door is blinded, immune to electrical attacks; AL N; SZ 12' tall; XP 3,690

HP 60

Once the cyclops is defeated, the door may be approached but is unopenable and impervious to magic and physical assault. However, the door can be opened, and the cyclops weakened, by blinding the Cyclops Door (see **Negating and Entering the Cyclops Door**, below).

Negating and Entering the Cyclops Door

At the 11½' mark upon the door is the fresco's empty eye socket. If the 3 inch spherical black ball from entry **21e** in **THE STUDY** is thrown at the eye socket (automatic hit) or placed within it, the Cyclops Door is blinded. In addition to unlocking the door and allowing access to the dimensional space, this action blinds the cyclops and, without its eye, it is weakened as follows:

- It is -4 to hit and +4 to be hit
- It loses its regeneration ability
- It can no longer discharge lightning bolts

If the Cyclops is killed the fresco cannot produce another real one for 24 hours. If the ball is still in place within the eye socket, such manifestations occur in the blinded, weakened state.

The Dimensional Space

Beyond the Cyclops Door is an experimental area created by Kungar using **The Crystal Generator**. It is limitless space with only one reference point of light, that being the door's entry space. Beings can walk within it for hours, days, years, a lifetime, and still, time and space coordinate to allow these sojourners to concentrate on the light source to instantaneously take them to it.

This space can act as a temporary "safe spot" if **THE MIND MAZE** is destroyed (read **Kungar's Final Orders** at area **37h**).

31. DEAD END CORRIDOR WITH STARBURST PATTERN

Entering the area of the golden starburst pattern transports the party members to entry **30**, 2' before the Cyclops Door (q.v.).

32. LION-HEADED MAN

Upon entering this intersection a **programmed illusion** of a lion-headed man in tannish robes strides into view from around the corner. He eyes each member, even reacting to them by following and noting their movements. He does nothing else. This illusion was created through Kungar's early examination and use of **The Crystal Generator**.

If the party enters the space containing the starburst transport pad they find themselves at area **33** (q.v.).

33. URANGA ATTACK

This room is filled with many orange-furred, four-armed, ape-like creatures. They immediately attack!

Uranga (6): AC 7; MV 12"; HD 7; #AT 5 (4 claws and bite); THACZ 13; D 2-7/2-7/2-7/2-7/1-6; SA Possible **confusion** (see special pheromone attack, below); SD Immune to **sleep**, **confusion**, and **fear**, +2 saves vs. poison; AL CN; SZ M; XP 600 + 8/hp (5,328 total)

HP 40⁰¹ 30⁰² 38⁰³ 34⁰⁴ 38⁰⁵ 36⁰⁶

The uranga continually exude a confusion pheromone that causes their victims to become fearful for their food stocks, thus revealing these sources that the uranga then loots. The pheromone is always active in a 3' radius about the creature, requiring a save vs. poison by any biological creature within this radius. Failure causes a minor fear/confusion (-1" movement, -1 to reaction rolls, -1 to attacks) as well as a (50%) chance per round that the victim will start abandoning random food and drink (GMs must determine) at 1 item per round. The uranga scoop up discarded items and (40% chance) may actually start consuming these (in these instances this negates their bite attack and 1 claw attack during those rounds; additionally, such attacks are at -1 to hit as they are distracted while eating). The pheromone effect lasts 1-4 rounds and can be re-contracted through subsequent missed saves. Duration of its effects and its penalties are not accumulative.

As with most of the creatures present, the uranga were manifested here by Kungar's use of **The Crystal Generator**. These creatures started as much smaller, less volatile versions that later evolved or mutated into these 6' tall specimens as now apparent.

34. MIND MUCK

Kungar constructed this area by use of **The Crystal Generator** to thwart magic-users and their magic. For every 10' of space here that is traversed a save vs. spells is made. Failing it has a 10% chance of removing from memory a random spell. No spells may be cast in this room. Likewise, employed magic items fail to function here 75% of the time.

35. TLUP-DU-PLOPP

This large 30' high room appears empty except for a vile stench. There are two transport pads to the south. (These correspond to their respective pads on the opposite side of the wall and do not allow east-west transport, only north-south.)

The vile stench in this room is emitted by a creature that Kungar has stationed here as a guardian. Tlup-du-Plopp is a monstrous alien form of putrescence, somewhat akin to slimes and puddings but having many invulnerabilities and of very high intelligence.

It appears as a semi-aqueous and semi-material agglomeration of putridity: grey, green, and brown, mottled with darker and lighter earth tones. Its ever undulating body is 3' high and

amorphous, possibly being at times longer than 8'. It emits an odious stench and its body appears to bubble and churn with numerous pseudo-pods erupting from it, some of them form either rank visages of imps or other servile demons and devils.

It occupies a random location in this room. Roll d10: (1-5) floor, (6-8) walls, (9-10) ceiling. If on the floor or ceiling, there are 30 10' squares of space here, so roll 1d30, etc. to determine its exact ceiling location. If on the walls, roll d4 to determine which of the four walls and a d3 to determine its distance up the wall. If it is at 20' or 30' up a wall, or is on the ceiling, there is no chance for it to be surprised by the party's entering its room and a greater chance that the party will be surprised by it. There is no (normal) chance of sighting it if it is 30' up along a wall or is upon the ceiling. PCs must state that they are looking at these specific locations to have a chance of noticing it in these instances.

If circumstances allow, the monster could elect to shadow targets below it and then drop upon them as a surprise attack, etc. Dropping upon creatures from surprise counts as an automatic ram and engulf attack (see hereafter) and at full damage for the ram.

Tlup-du-Plopp: AC 3; MV 12" (can climb vertical surfaces at $\frac{3}{4}$ speed, moves across ceilings at $\frac{1}{2}$ speed); HD 9+3; #AT 1; THACZ 10; D 2-12 + special; SA Acidic geysers (see below), ram and engulf (see below), evil cacophony (see below); SD +2 or better weapons to hit, immune to **sleep**, mind-affecting spells and powers, poison, paralyzation, cold, concussion damage, and blunt weaponry (only count magic bonus and strength for dmg), takes +25% damage from fire, +50% damage from lightning; AL CE; SZ M; XP 3,324

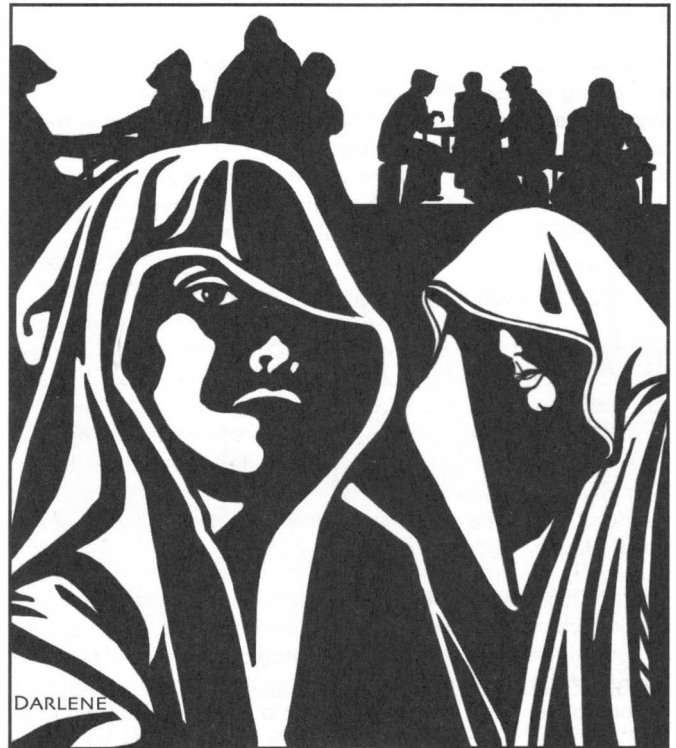
HP 66

Acidic Geysers (2): A 30' long by 3' wide green geyser is sprayed from a cavity in its body and hits all in its path for 1-8+1 acid damage.

Ram and Engulf: Tlup-du-Plopp rushes (must have at least 1" intervening space) and rams a single target causing 2-12 crushing damage; there is then a 50% chance that it will engulf the target causing an additional, combined 1-8 points of crushing and acid damage. This ramming attack must hit to do any damage unless the attack occurs from surprise, that causes automatic ram damage (maximum) and engulf damage (normal).

Evil Cacophony: Tlup-du-Plopp's body always has 2-8 pseudo-pod imp, devil, or demon head visages apparent during any given round. If 4 or more are present their usual harmless babble becomes an evil cacophony that causes mental anguish to those failing their saving throw vs. spells. Failure stuns the target for 2-4 points of damage, reduces AC by 1 for that round, and has a 5% chance of interrupting physical attacks in that round (automatic misses occur). The evil cacophony is pervasive and always occurs first in the initiative sequence.

This evil creature is actually a misappropriated "pet" of the Lord of the Putrid Palace, a powerful demon prince, whose alien form Kungar summoned here by use of **The Crystal Generator**. He named it 'Tlup-du-Plopp' (mainly due the sounds that it makes). It has no treasure.



36. MARRED MEMORIES AND TARGETED TRANSGRESSIONS

Upon entering this room every PC sees many tables whereat as many cowed, shadowy figures as there are PCs are sitting in chairs. One of them at a time addresses a single PC in a sonorous voice: "Your transgression or fear must be confronted for you to pass!"

They say nothing else and remain implacably silent awaiting each singular PC's compliance. Upon agreeing to the ordeal, each PC must go through a calculated mind battle one at a time.

These ghostly, cowed figures are unassailable. Until the confrontations are completed, no one can advance beyond the tables and to the transport pad to the east (note the map) to exit the room. Any attempts to do so automatically and magically reverse their intended course.

Each PC must face a buried fear or past transgression as an illusory ordeal. Players must either supply the substance (the memories) for such or the GM can add to their history and create one from their past. The fear or transgression must be physical (as in a being they fled from or an inherent fear of some type of monster or dangerous situation, a betrayal or a death that occurred due to cowardice, etc.). The situations and illusory relatedness of the combatants and those seeking "redress" in this mind play can be many and varied! Whatever the final outcome every one of them manifests as illusory mind-types that PCs must confront on their own and at the moment — no one else can intervene — indeed, other PCs cannot see these as the entire situation is occurring in a PC's mind! The GM must construct the stats, weapons, armor, etc. in every case and where warranted for each and every illusion confronted. The illusory combatant must be equal to or above the level of the PC confronting them. If a PC loses the confrontation they are reduced to 1 hp but may pass. If they win, all wounds are healed and they may pass. In the latter case the particular regret or fear is forever removed as a burden to the PC's mind.

37. KUNGAR'S INNER SANCTUM

Areas **37a-h** represent Kungar's inner sanctum. The walls, floor, and ceiling encasing this area are magically maintained by **The Crystal Generator** and are impervious to any physical or magical force or power short of divine intervention. They foil any magical attempts to see past them and into Kungar's sanctum. GMs should read the information comprising these keys very carefully as there is a life and death battle ahead for the party!

37a. FOYER AND CARNIVOROUS CURTAIN

The door to this area is teakwood with brass fittings and handle. The interior side is sheathed with lead to prevent srying and magical detections. It is **wizard-locked** at the 10th level and can sustain 50 points of structural damage before being sundered. Upon entering the space beyond it the party finds itself in a small foyer with a floor to ceiling, 20' high, curtain running northeast to southwest cutting across the eastern portion of its space (note the map).

This 15' long by 20' high grey curtain is festooned with many blue, black, and yellow depictions of carnivorous animals, such as lions, tigers, bears, dogs, etc. Its magic is passive. This is **The Carnivorous Curtain** and as long as it exists any carnivorous animal (or simulacrum thereof) within a 150' radius of it attacks at 2 hit dice higher, adds 10 hit points to its base total, and gains a +2 to all saving throw categories.

The curtain can be easily destroyed, negating its magic. It weighs 200 lbs. This item has an xp value of 600 and a sale value of 6,000 gp.

Note: The crystal lions in the next entry are boosted by this magic if the curtain is not destroyed.



37b. CRYSTAL LIONS

Positioned on alabaster pedestals, facing the opening to the northeast, are two crystal lions. They attack intruders entering the main sanctum from the foyer (entry **37a**).

Crystal Lions (2): AC 3; MV 12"; HD 7+2 (9+2*); #AT 3; THACZ 13 (12*); D 1-4/1-4/1-10; SA +2 dmg on all attacks; SD +2 or better weapons to hit, immune to fire and lightning, +2 to all saves*; AL N; SZ L; XP 2,800 ea (or 6,200 ea*)

HP 40 40 *(50 each if curtain at area **37a** is still intact)

* The lions gain these extra bonuses **ONLY** if **The Carnivorous Curtain** (entry **37a**) is still functioning and/or they remain in its magical radius.

Special Note on Rebirth: The crystal lions' link to **The Crystal Generator** guarantees that upon their deaths that they are reborn with full hp 3-12 turns later. Only a **disintegrate** spell, or similar, will negate their rebirth since no matter is then available to be rebirthed. **The Crystal Generator** can be deactivated to stop their re-manifestations (read entry **37h**). These creatures take their orders from **The Crystal Generator** and attack anyone or anything attacking it, including Kungar.

37c. THREE GOLDEN TRUNKS

These 4' long x 3' high x 2' wide wooden trunks are merely painted gold and are not locked. Inside of each are several levels of removable slot-racks containing dozens of glass jars with preserved brains in them. Some jars have general labels such as "panther brain," a few are empty, and a select few have specifically labeled tags such as, "Klebek the Wise", "Fenyral the Astronomer," "Mustus the Malign," etc. Apparently, this is Kungar's pantry!

37d. SILVER TABLE WITH ALEMBICS

This large table is made of pure silver and weighs 2,000 lbs. It is covered in dust and dusty bottles and alembics. It obviously has not been attended to in a while. If the characters closely inspect the bottles, one bluish alembic catches their eye as it appears less dusty than the other glassware (as if it has been used more often than the others).

This is an **alembic of alchemical alacrity**. When used in the final stage of potion-making this decreases the time for decanting by one-third. The alembic has an xp value of 500 and a sale value of 5,000 gp.

37e. BOOK REPOSITORY

Set upon a large wooden bookshelf are three large and impressively bound and embellished books isolated from a smattering of smaller librams (some 35 books, each valued at 1d4 x 50 gp). The 3 larger ones are written in the evil tongue and radiate a continual ominous presence. Any good magic-user or priest in the party will warn not to touch or reference these! Paladins (or other holy warrior-types) will seek to immediately destroy them!

- *Transdimensional Species* by Thalasn of Vestfold
- *Visions Beyond Time & Space* by Droawh Povelftcr
- *Sahagmuht's Star Lanes*

Apparently these three volumes, and a very large collection of bound notes made by Cornelios (copied to Kungar's notes and then the originals destroyed), were the cornerstones of Kungar's research into dimensions. There is also a dark-stained volume bound in tanned hide (possibly human) that contains Kungar's notes and thoughts, but it is written in an alien tongue wholly indecipherable even through the use of spells and items.

Select evil wizards, foolhardy sages, and dread priests would kill for these three volumes as their worth is beyond comprehending. The PCs should find out, if they go bargaining with these, that they are ignored and shunned, as evil circumstances accompany those who possess them.

GMs can create scenarios befitting this information. This may involve many related, and dangerous, future encounters with secretive and powerful beings who not only desire to claim these volumes, but who also seek to kill those who have any knowledge about them!

37f. LARGE BED OF FEATHERS AND HIDES

The party notes a large wooden bed here with many hides and different-colored feathers being used as a "mattress". Directly behind its headboard and against the wall is an ornate staff topped by either a white or a black skull depending on the time of day. This is the **Staff of Gar-Kune** (see **APPENDIX B: NEW MAGIC ITEMS**).

There are two other items of interest here that can be discovered if the PCs diligently search amongst the bedding. Near the foot board is a reddish hide of great luster and craftsmanship. Closer inspection reveals that it is a long coat made from scales of a large reptile and could possibly be red dragon scale. This is a **red dragon duster** that can be worn in place of armor or robes. Besides conferring AC 4 it acts as a **ring of fire resistance**. The duster has an xp value of 4,000 and a sale value of 24,000 gp.

Further searching will yield six large red feathers on the floor beneath the foot board. One of these is a **quill of quickness**. This magical quill allows a magic-user or cleric to inscribe scroll spells in just $\frac{3}{4}$ the normal time required. The quill has an xp value of 500 and a sale value of 5,000 gp.

37g. KUNGAR

Kungar will most certainly be aware of the party's presence in his inner sanctum. He will initially be on the east side of **The Crystal Generator** with two heavy marble-topped work benches to the east and south of him. Kungar will cautiously observe the party from here and, while the party is engaged with the crystal lions at area **37b**, he will cast **psionic sundering** upon them, counting on the noise and distraction of battle to cover his casting. (The lions are immune.)

He will discretely use **ESP** upon party members to discern their intent and, if they appear too powerful, **polymorph** into a kindly old man, perhaps a selfless caretaker of **The Crystal Generator**, playing on their sympathies or thoughts in an attempt to deceive them into leaving he and **The Crystal Generator** alone. If all else fails he will use his remaining spells and physical attacks to destroy the party. He will most certainly fight to the death.

Kungar the Mind Master: AC 4; MV 12"; HD 10 (d6); #AT 2 (claws); THACZ 10; D 1-4/1-4; SA Innate magical abilities, unique spell forms, special cantrips; SD Immune to all mind-affecting spells, 1st and 2nd level illusion/phantasm spells, and any sort of **slow** magic, **hold** or **paralyzation** effects last $\frac{1}{2}$ their duration or a maximum of 10 days if of permanent effect, saves as 10th level magic-user; MR Standard; INT Super-genius (alien); AB Str 12, Int 20, Wis 14, Dex 14, Con 12, Cha 17 (interracial only); AL NE; SZ M; XP 3,494

HP 42

Description: Kungar is a bi-pedal alien-humanoid with a tentacled, octopus-like head. He is accoutered in saffron and tan robes emblazoned with a "GK" symbol surrounded by eight star symbols (representing those realms that the wizard known to him as "Kune" prompted him to seek during their brief meeting).

Kungar's Eye Pendant (see **APPENDIX B: NEW MAGIC ITEMS**) is worn out of sight and beneath his robes and a leather bag tied to his waist by a stout cord. The pendant hangs from a gold chain and has a gold pendant set with a polished tiger eye cabochon (value 600 gp). The bag holds two red dragon and two black knight statuettes, each 3 inches tall, and a folded piece of paper. The statuettes are bronze and may be used to activate the dimensional mirror at area **29** for transport back to **THE STUDY**. The piece of paper is a folded note that reads, "Open the envelope at TG to start EVAC." This is a reminder of his **Final Orders** found at area entry **37h**.

Kungar's hands have sizable talons that he uses in melee. He has used **The Crystal Generator** to enchant one talon on his right-hand (it appears black in color rather than the uniform grey of the others), this in order to be used to cut open the magical envelope containing Kungar's **Final Orders** (see entry **37h** below).

Spell Forms: These are the innate magical abilities useable to Kungar whether through normal ability or those evolved by **The Crystal Generator**. The spell forms and cantrips are listed below are cast at 10th level of ability:

Crystal Missile (3x/Day; Range 160'): Same as **magic missile** cast by 10th level magic-user except that the missiles are made of crystal.

Polymorph Self (2x/Day): Same as 4th level magic-user spell.

Psionic Sundering (2x/Day, Range 60'): An area effect power causing 2-16 dmg (no save) to all those within a 10' radius of the individual initially targeted, the latter who takes full damage from this attack. There is a 10% chance on higher damage (13-16 hp taken) of a minor **slow** and **stun** effect manifesting that slows movement by 3" and reaction rolls by -1 for 1-4 rounds (can be accumulative due to successive missed saves).

Kungar's Ploy (1x/Day, Duration 1 Turn): This was once a spell created by Kungar that has re-manifested as a spell form. When invoked this splits two simulacra images from himself. Treat these images as those of a **mirror image** spell when attackers attempt to target the real Kungar. Each is mentally controlled by Kungar and has the ability to perform independent actions, cast spells, melee, etc. These duplicates immediately reduce the real Kungar's current hp by 25%. The images, though real with all accompanying representations of dress and possessions but only creates non-magical facsimiles of magic or specially empowered items. Each has 21 hp and are limited to casting special cantrips only. They re-

tain Kungar's memories via a mental link with him. The duplicates will not willingly move beyond a 60' radius of Kungar. If they are forced to do so they automatically perish. If killed, a simulacra corpse and all copied physical possessions disintegrate 1 turn later. If Kungar is killed all simulacra automatically die.

Special Cantrips (At Will): These spells are useable as often as Kungar needs, they include: **wizard lock, continual light, detect magic, detect invisible, knock, darkness, 15' radius, ESP, jump, read magic, and comprehend languages.**

37h. THE CRYSTAL GENERATOR

The PCs see a massive crystalline apparatus approximately 10' high and 12' long with many projections, levers, dials, and knobs upon its surface. It is apparently functioning as dim lights and energy fluxes emanate from within it! Set up against the base on the east side is a golden envelope; near the envelope is a piece of folded paper. The envelope contains Kungar's **Final Orders**, instructions on how to shut down **The Crystal Generator**. Next to the envelope is a folded paper with a simple note: "These are your Final Orders, read them! Remember to use your talon to open!"

Due to the pervasive memory draining effect of **The Crystal Generator**, Kungar has had to commit important thoughts to writing. The **Final Orders** also include escape procedures from this realm if **The Crystal Generator** is destroyed or shut down. The gold-plated letter opener found in **THE STUDY** (entry **21g**) and Kungar's talon (from his right hand) can open this envelope. Otherwise, it is indestructible and un-openable.

If opened the message reads, "In order to shut down The Crystal Generator its four dials must be fully rotated to the RIGHT, its four square knobs turned fully to the LEFT, the short levers must be pushed UP and the long levers must be pushed DOWN."

This accomplished, **The Crystal Generator** starts pulsing red rather than white light (read below, **Destroying and Shutting Down The Crystal Generator**).

There is a note written near the end of the orders that reads: "Escape! You have mere seconds! Use the Eye Pendant to go to and seal the dimensional space. Hope that it withstands the implosion (talons crossed)..."

The Crystal Generator has, apparently manipulatable, crystalline parts located on its west side, arranged as a bank: four spheres (dials), four cubes (knobs), and two short and two long prisms (levers). Read Kungar's **Final Orders**, above, for using these to shut down **The Crystal Generator**. Also note **Destroying and Shutting Down The Crystal Generator**, below.

This magical, sentient contraption summoned itself to this dimension due to Kungar's tampering with extraordinary magical formula (that Kungar has now had erased from his memory by **The Crystal Generator**). At some point before Kungar became entrapped in his own devices he began to worry about whether he was in control of **The Crystal Generator**, but as he became more memory-stricken by it, as well as being tempted by the powers he was gaining through its use, he has now all but forgotten about these former worries. He has abandoned all reasonable objectives in lieu of one goal alone — using the power bestowed through **The Crystal Generator** even as it cripples him while doing so.

This device has been used by Kungar, or it has used him, to create many things, including the crystal lions (once real lions that were life-drained by **The Crystal Generator** and then re-birthed as crystalline forms).

The Crystal Generator maintains the crystal lions primarily to guard itself (though Kungar still believes they guard him). As long as **The Crystal Generator** remains functioning the crystal lions will be re-birthed upon death (read entry **37b**).

This strange dimensional device is mostly passive and manipulative. Indeed, its many intricacies have not been fully discovered by Kungar.

The Crystal Generator can sustain 200 points of structural damage before it is destroyed; hitting it is automatic. Upon being attacked its internal lights intensify and send forth a life-draining energy field. This affects all bio forms within a 60' radius about it, draining them for 1-6 points per turn. Beings killed by **The Crystal Generator**'s life drain re-manifest 1 hour later as crystalline forms of their selves and under its control. **The Crystal Generator** is immune to all magical attacks except cold that does half listed damage (no save).

Of course, only beings with supra-genius, alien intelligence (like Kungar), or god-like intelligence will be able to operate it. Even, so long term exposure to it is dangerous as it drains memories, spells, hit points, and stamina at ever-increasing rates. Beings feel fatigued and weakened when near it. **The Crystal Generator** has no purpose for living beings (except Kungar) and considers them potentially inimical. Thus its draining onslaught will even be aimed at non-aggressive interlopers who remain in its vicinity (60' radius) and this will generally kill them within hours.

Assume all such mortal creatures must, at the end of each hour, save vs. spells (at -1 per hour, cumulative) for each of the following or lose: 1-6 hp, 1 point of intelligence, 1 point of constitution, 1 prepared spell from memory, never able to regain that spell again, and 1 important memory (e.g., a command word, where something is hidden, location of a trap or secret door previous know, etc.). If any attribute, intelligence or constitution, or hit points are drained to 0, that individual is killed and re-manifests 1 hour later as a crystalline form under the control of **The Crystal Generator**. Crystalline beings (including Kungar, if slain and rebirthed) retain full powers and abilities and gain +2 to their AC, +2 levels or HD, and +2 damage to physical attacks. Further, they are only harmed by +2 or better weapons and are immune to fire and lightning.

The draining is permanent unless the individual moves outside of the influence of **The Crystal Generator**. Once outside of the 60' radius the losses may be regained by one week of complete rest, equal to the number of hours spent near the device.

Destroying and Shutting Down The Crystal Generator

Upon either physically destroying or deactivating **The Crystal Generator** many things seen and unseen take effect:

- **The Crystal Generator**'s inner light changes from white to red and the red grows in brightness every second over the next 30 seconds.
- With every passing second **THE MIND MAZE** appears to shrink and there are increased reverberations heard, faint at the beginning, but growing louder and longer each second.
- At 30 seconds this dimension implodes, destroying all physical and magical matter present. If the PCs are not either safely sealed in the dimensional space at area **30**; or if they have not exited **THE MIND MAZE** proper via entry **29**, they perish.

Aftermath of The Crystal Generator's Destruction

If the party is sequestered in the dimensional space when **THE MIND MAZE** implodes they feel its disintegration: a very short but shockingly strong jolt that pulls at the sealed door but fails to unhinge it. The GM must now start a countdown, for only 30 minutes remains for the party to navigate from here to the dimensional portal to **THE STUDY** that now resides where the mirror at **29** once did.

Upon unsealing the door and departing the dimensional space the PCs note the following circumstances of a new environment...

The party steps into dark space — beneath, above, and around them — containing fragments of debris still in the process of disintegrating. These pieces float slowly around them, little islands and remnants of shattered and decomposing matter. Many electrical manifestations are seen to the southeast (approximately where Kungar's Sanctum was located); but these appear to be lessening in strength by the moment. To the south is a strong white light — this is entry **29's** dimensional access point to **THE STUDY**.

Surprisingly the party still has footing even though there is no apparent physical foundation beneath them. However, as they begin to move they instantly realize that it is at a sluggish pace (1'/round). They also realize that the air here, moment by moment, is becoming thinner.

The party can beat the 30 round countdown by immediately proceeding to entry **29**. There, 20' distant, they note that the mirror has been obliterated. In its place is a 10' diameter hole emitting a white light. As per entry **29's** description the hole may be entered by one being per round, and they will find themselves back in **THE STUDY**. Thus, characters have 20 rounds to get to the opening and 10 rounds to get up to 10 individuals through it. All beings that do not beat the countdown, perish.

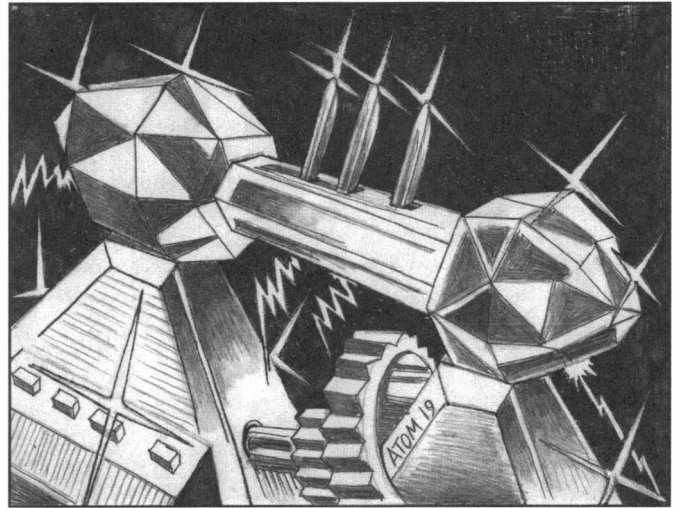
Upon returning to **THE STUDY** the party finds that Cornelios'

ghost has been freed from his picture-prison (due to the destruction of **The Crystal Generator** that enchanted it) and is now wandering, actually floating, about the area. He again thanks the party for delivering his eyes saying, "I can again read my books!" He congratulates them on defeating Kungar and for freeing him. He then suggests that Tick help him as an assistant.

If Tick was safe-guarded in a book and summoned forth, he agrees to his suggestion. If he was not protected, Tick has perished, as he was a special creation of **The Crystal Generator**.

THE LIVING ROOM furniture and other objects cease to animate (the chest at **11** and the sword in **12**) or function (Cornelios prison at **16**, the rug at **25**, and The Cyclops Door at **30**) and return to normal. All other items, including books and items drawn from them, however, continue to exist and function.

Everything appears to be on its way back to "normal"... In a fantasy sort of way...



APPENDIX A: KUNGAR THE MIND MASTER

Kungar is a mind master, a breed of creatures variously named, such as mind slayers, brain flayers, et al., which prey upon all living beings and fight internecine wars. However, mind masters view themselves as being removed from this chaotic fray and have taken to specialized studies predominantly linked to the acquisition of knowledge and the harnessing of magical power, alien or otherwise. Each mind master is reclusive in their pursuits and they rarely interact with each other while jealously guarding what they know and their sources of arcane information. Due to this their numbers are unknown. They still devour brains as a source of nourishment although they prefer living brains as they claim these impart to them select knowledge from its bearer.

Kungar's Background: Kungar discovered **GRAYFALKUN CASTLE™** many years ago and decided to reside here when he determined that it is rife with arcane energy manifested by its two creator-wizards. He discovered **THE LIVING ROOM** and determined that it was a construct of the Wizard-Sage Cornelios and, additionally, that it was adjunct to **THE STUDY**. He entered the latter and killed Cornelios and imprisoned his ghost. He then raided his main library (note entry **37e**, Book Repository). The librams, and the many notes Cornelios had made regarding their contents, introduced him to arcane information about dimensional space and the methods for manipulating it. He subsequently constructed **THE MIND MAZE** from this information and soon after summoned **The Crystal Generator** to it.

The Crystal Generator allowed Kungar to wield magical thought energies to will into being material and magical manifestations. Unbeknownst to him **The Crystal Generator** was actually reading (and draining) his mind and manifesting objects and magic for Kungar as it deemed fit (also read **37h. The Crystal Generator**).

Only Kungar's mind fortitude and maniacal traits have kept him alive and active, though he is slowing in the latter regard and now rarely leaves **THE MIND MAZE** and has all but forgotten about Tick (q.v. area **21c**).

His memory dysfunction has also caused him to forget his spells as **The Crystal Generator** "remakes" his mind for its own purposes — into that of an automaton, though a very resistant one! In rare moments of lucidity Kungar, realized his plight and created "reminders" for himself to later key on, such as his **Final Orders** (q.v.). Those having been written when he still maintained knowledge of how to manipulate and shut down **The Crystal Generator**. Everything regarding his mental facilities has changed and Kungar has both gained and lost powers and knowledge during this make-over. He is slowly being drained of his life essence, just as everything else does when in proximity of **The Crystal Generator**, but can do nothing about it — whether out of ego, hubris, delusion, a lack of sustainable thought and direction, insanity, or a combination of these, only his unforgiving gods can tell.

APPENDIX B: NEW MAGIC ITEMS

The Staff of Gar-Kune (minor artifact)

Note: This is located at area **37f**.

This is an ironwood staff capped with a small human skull (either black or white, depending; see Original Powers, below). It was constructed by, and then gifted to Kungar by, the two "Mad Wizards" who constructed **GRAYFALKUN CASTLE™** (who go by different names at different times). They both approved of Kungar's interest in their castle and his wont to add dimensional annexes to and from it.

The staff is now powerless (but do note its powers below if it is restored) as **The Crystal Generator** has drained its magical essence. This essence (including fully charging it and recharging it) can be restored by plunging it to the deepest part of the Lake of Fathomless Depths and leaving it there for 7 days. How this ritual of restoration knowledge is made known to PCs, and what that may possibly cost, are both up to the GM to determine.

This embellished staff is currently without power but normally holds 25 charges (note recharging it, above). As such, if magic is detected for, it radiates only a faint trace (5% chance per level of the caster to notice this). During the daytime hours (6:01 am to 5pm) the skull adorning it is sparkling white; during nighttime hours (5:01 pm to 6 am) it is dark black. The powers available from the "skulls" depends on the time of day it is utilized. The staff must be held to benefit from the skulls' powers.

White Skull:

Passive Powers (uses no charges):

- **detect evil** 100' radius
- **detect invisible** 100' radius

Active Powers (uses 1 charge):

- **White Bolt of Kune:** The skull automatically discharges a white bolt of concentrated positive energy from its eye sockets against a single opponent within 30' of it. This causes 4-24 points of damage (save vs. spells for half damage). The bolt does an additional 2-12 points of damage vs. chaotic-evil beings.

Black Skull:

Passive Powers (uses no charges):

- **detect good**, 100' radius
- **detect invisible**, 100' radius

Active Powers (uses 1 charge):

- **Dark Bolt of Gar:** The skull automatically discharges a dark bolt of concentrated negative energy from its eye sockets against a single opponent within 30' of it. This causes 4-24 points of damage (save vs. spells for half damage). The bolt does an additional 2-12 points of damage vs. lawful-good beings.

The skulls' powers are temporarily disrupted due to lunar or solar eclipses — 1 full day for any lunar eclipse and 7 full days for a solar eclipse. During this time the staff may be destroyed by conventional means.

This staff is of little worth to those seeking magic unless it is restored; in the latter case it would have an xp value of 4,000 and a sale value of 12-20,000 gp depending upon a buyer's interest.

Kungar's Eye Pendant

This is a magical gold pendant with an inset tiger eye gem. It confers its powers when utilized in the following ways:

- 1) When the tiger eye is touched, all those in a 20' radius about them are transported to within 2' of the Cyclops Door (q.v.) at area **30**.
- 2) When worn it negates the Cyclops Door (its fresco does not animate and attack).
- 3) When the gem is touched to the inside of the closed door, the cracks are instantly sealed and the space is protected against the destruction of **THE MIND MAZE**. Failing to do so implodes the space and destroys all within.
- 4) Likewise, re-touching the inside of the door with the gem unseals the Cyclops Door.

This device was created by Kungar to help in the creation, defense, and maintenance of the dimensional space at area **30**. It has no other functions and, for all intents and purposes, is a mundane, 600 gp necklace after the destruction of **THE MIND MAZE**.



CREDITS

Design: Robert J. Kuntz

Cover Art: Jeff Dee

Interior Illustrations: Darlene, James Holloway, Ed Kann, Andy "Atom" Taylor

Layout & Content Editing: Paul J. Stormberg, Kevin Maurice

Additional Copy Editing: Nathalie Hachet-Kuntz, Kevin Maurice, Dan Miller

Cartography: Stephen D. Sullivan

Playtesting: Kevin Maurice, Tom McMahon, Chris Ortman, Jack Stormberg, Dan Miller

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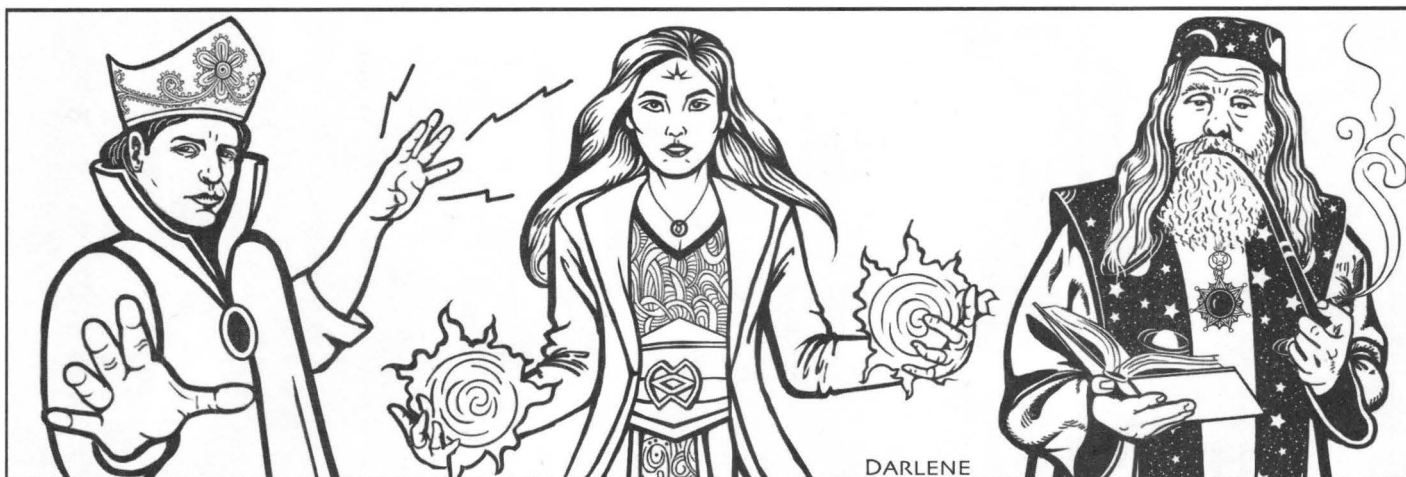
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APPENDIX C: PREGENERATED CHARACTERS

PREGENERATED CHARACTER SPELL LISTS

Norddant (Cleric 7)

1st: **Cure Light Wounds (x3), Detect Evil, Detect Magic**

2nd: **Find Traps, Hold Person, Resist Fire, Silence, 15' rad., Slow Poison**

3rd: **Continual Light, Dispel Magic**

4th: **Neutralize Poison**

Mimjard (MU 7)

1st: **Detect Magic, Comprehend Languages, Magic Missile (x2)**

2nd: **Detect Invisible, Knock, Web**

3rd: **Dispel Magic, Lightning Bolt**

4th: **Ice Storm**

Agexx (MU 6)

1st: **Burning Hands, Detect Magic, Magic Missile, Shield**

2nd: **Detect Invisibility, Mirror Image**

3rd: **Dispel Magic, Fireball**

Nyammo (Cleric 8)

1st: **Command, Cure Light Wounds (x2), Detect Evil, Sanctuary**

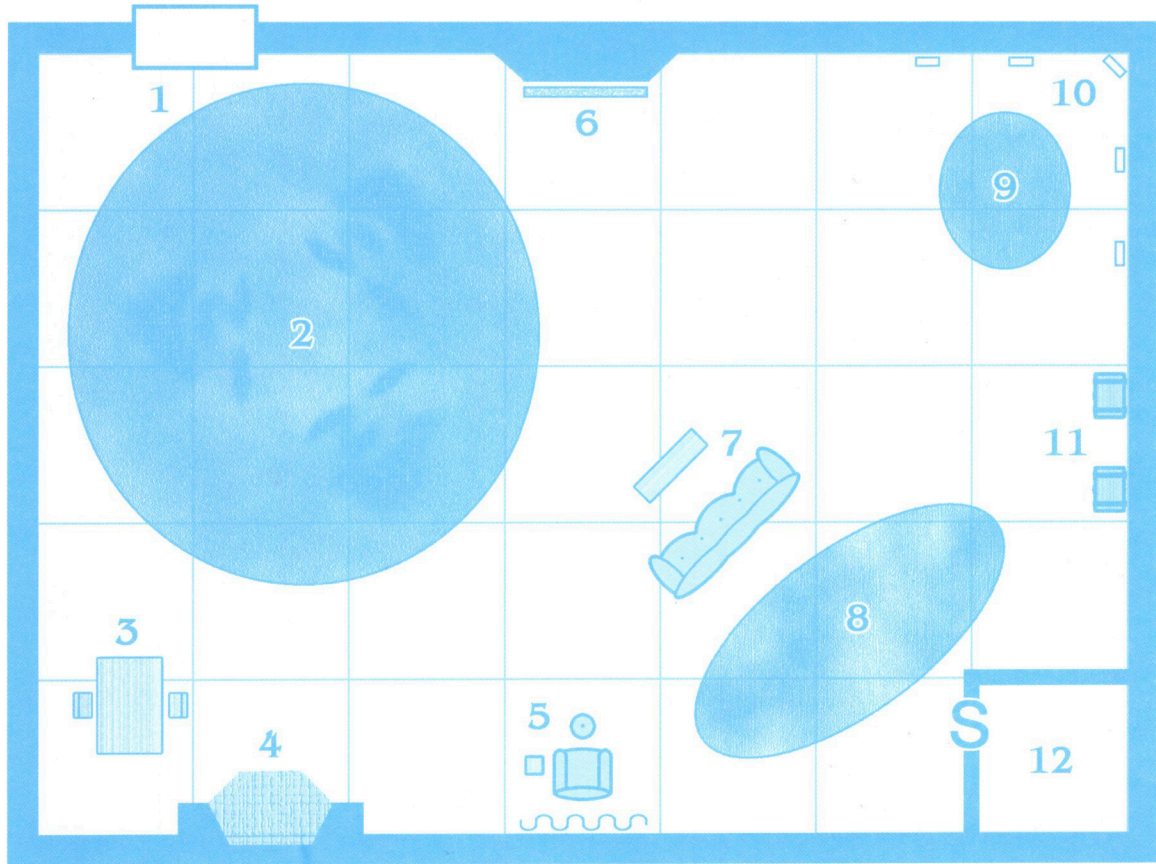
2nd: **Augury, Hold Person, Resist Fire, Slow Poison, Spiritual Weapon**

3rd: **Cure Disease, Dispel Magic, Prayer, Remove Curse**

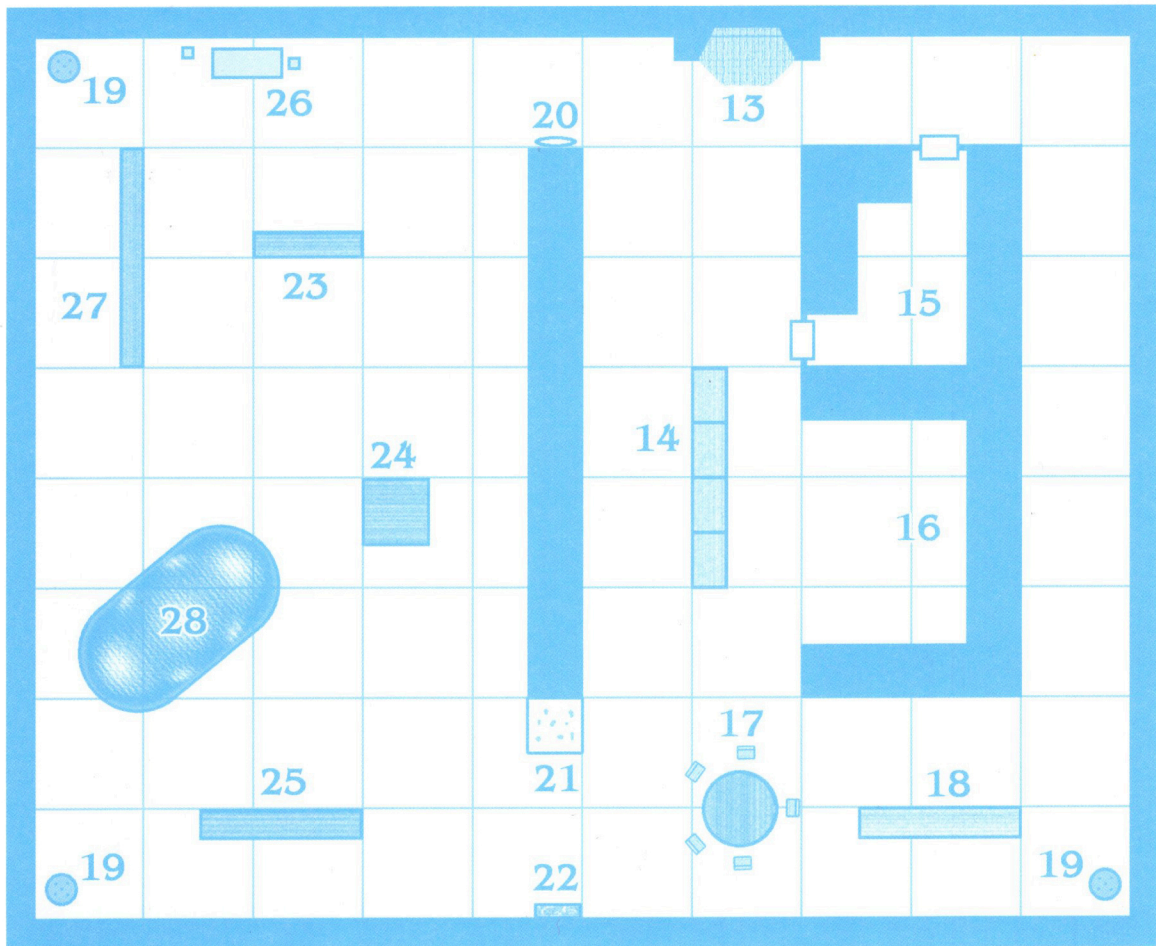
4th: **Cure Serious Wounds, Neutralize Poison**

PREGENERATED CHARACTER STATISTICS

No.	Name (Languages)	Race (Class)	LV	AL	S	I	W	D	C	CH	AC (Type)	HP	MV	Equipment
1.	Nordant (Common, LG, Dwarvish, Halfling)	Human (Cleric)	7	LG	13	11	16	8	15	10	4 (Chain)	34	12"	chain mail +1, rod of striking (23 charges), belt, high hard boots, skin w/ pint of good wine, silver holy symbol, pack (bedroll, 50' rope, large sack, iron rations (1 wk.), flask of oil, torch (x2), tinder box), large belt pouch (gold holy symbol, holy water (x2), tallow candles (x2)), leather scroll tube (parchment sheets (x2), goose quill, normal ink), purse (18 cp, 4 sp, 3 ep, 3 gp, 5 pp, 2 pearls (100 gp each))
2.	Marrdon the Barbarian (Common, N, Orcish)	Human (Fighter)	6	N	18	8	13	18	15	8	2 (None)	36	12"	bracers of armor AC 6, two-handed sword +1, dagger +1, broad girdle, high fur boots, backpack (club, fur blanket, large sacks (x2), standard rations (1 wk.), skin w/ pint of mead, hand axes (x3)), small sack (39 gp)
3.	Boaric (Common, LG, Elvish, Goblin)	Human (Fighter)	7	LG	17	11	12	13	15	12	2 (Chain + Shield)	42	12"	chain mail +2, medium shield, spear +1, dagger +1, broad sword +1, clock, belt, skin w/ pint of good wine, high hard boots, backpack (large sack (x2), iron rations (1 wk.), flask of oil (x2), torch (x2), tinder box, iron spikes (x5), hammer), purse (14 sp, 11 gp)
4.	Mimjard the Magician (Common, LN, Elvish, Dwarvish, Gnoll, Hobgoblin, Orcish, Kobold)	Human (Magic-User)	7	LN	10	17	8	15	9	11	6 (None)	20	12"	ring of protection +3, dagger +3, wand of lightning (8 charges), bone scroll tube (7th level magic-user scroll: read magic, detect invisibility, wizard lock, dispel magic, suggestion, water breathing, remove curse), pack, bedroll, 1 week iron rations, water skin, large sack, torch, tinderbox, flask of oil, potions of healing, levitation, clairaudience), & purse (2 sp, 8 gp, 13 pp, & 5,000 gp diamond).
5.	Derek (Common, N, Elvish, Hobgoblin)	Human (Fighter)	5	N	8	10	13	19	10	15	3 (leather)	24	12"	leather armor, matched pair of daggers +2 , short bow, quiver with 4 silver, 4 iron, & 12 magic arrows +1, cloak & boots of elvenkind , small belt pouch holding (potions of extra-healing & hill giant strength) , backpack (bedroll, iron rations (1 wk.), wineskin, small sack, tinderbox), purse (19 cp).
6.	Aggez Nirya (Common, LG, Elvish, Gnoll, Hobgoblin, Orcish)	Human (Magic-user)	6	LG	14	14	11	13	16	16	6 (None)	28	12"	bracers of armor AC 6, ring of spell storing (fly) , quarterstaff, wand of ice (11 charges), leather scroll tube (6th level magic-user scroll: floating disk, unseen servant, knock, clairvoyance), dagger, pack, bedroll, iron rations (1 wk.), wine skin, small sack, torch, tinderbox, flask of oil), & purse (8 cp, 11 sp, 1 gp).
7.	Kowen the Quiet (Common, LN, Gnome, Halfling, Dwarvish, Goblin)	Human (Monk)	7	LN	15	15	15	13	15	13	4 (None)	24	21"	ring of protection +1, light crossbow of speed +1, 10 normal and 10 quarrels +1 , bo stick, daggers (x3), pack, bedroll, iron rations (1 wk.), water skin, large sack, torch, tinderbox, flask of oil, & purse (1 sp).
8.	Nyammo Petch (Common, LN, Dwarvish, Elvish)	Human (Cleric)	8	LN	15	10	17	12	13	15	1 (Plate + Shield)	35	6"	plate mail, medium shield +1, hammer +1 , belt, high hard boots, skin w/ pint of good wine, gold holy symbol, hooded lantern, backpack (50' rope, hammer, large sack, iron rations (1 wk.), flask of oil (x2), torch (x2)), large belt pouch (belt, belladonna sprig, garlic bud, wolvesbane sprig, gold holy symbol, tinder box, small silver mirror), bone scroll tube (scroll of 8th level cleric spells: cure light wounds, detect magic, dispel magic, cure disease, neutralize poison), purse (1 cp, 4 sp, 2 ep, 7 gp, 1 pp, 3 amethysts (50 gp each))
9.	Rook Seich (Gnome, NG, Common, Dwarvish, Halfling, Goblin, Kobold, Burrowing Mam- mals)	Gnome (Thief)	8	N	12	12	9	17	13	13	4 (leather)	30	9"	leather armor, ring of protection +1, short sword, dagger +2, +3 vs. orcs, goblins, & kobolds , sling, small belt pouch (10 stones, thieves' tools), backpack (bedroll, 1 week iron rations, water skin, 30' rope, 3 iron spikes, hammer, small sack, torch, tinderbox, potions of healing and polymorph), & purse (6 gp, 1 sp, 7 cp).



Map #1: The Living Room



Map #2: The Study

KEY

Door:

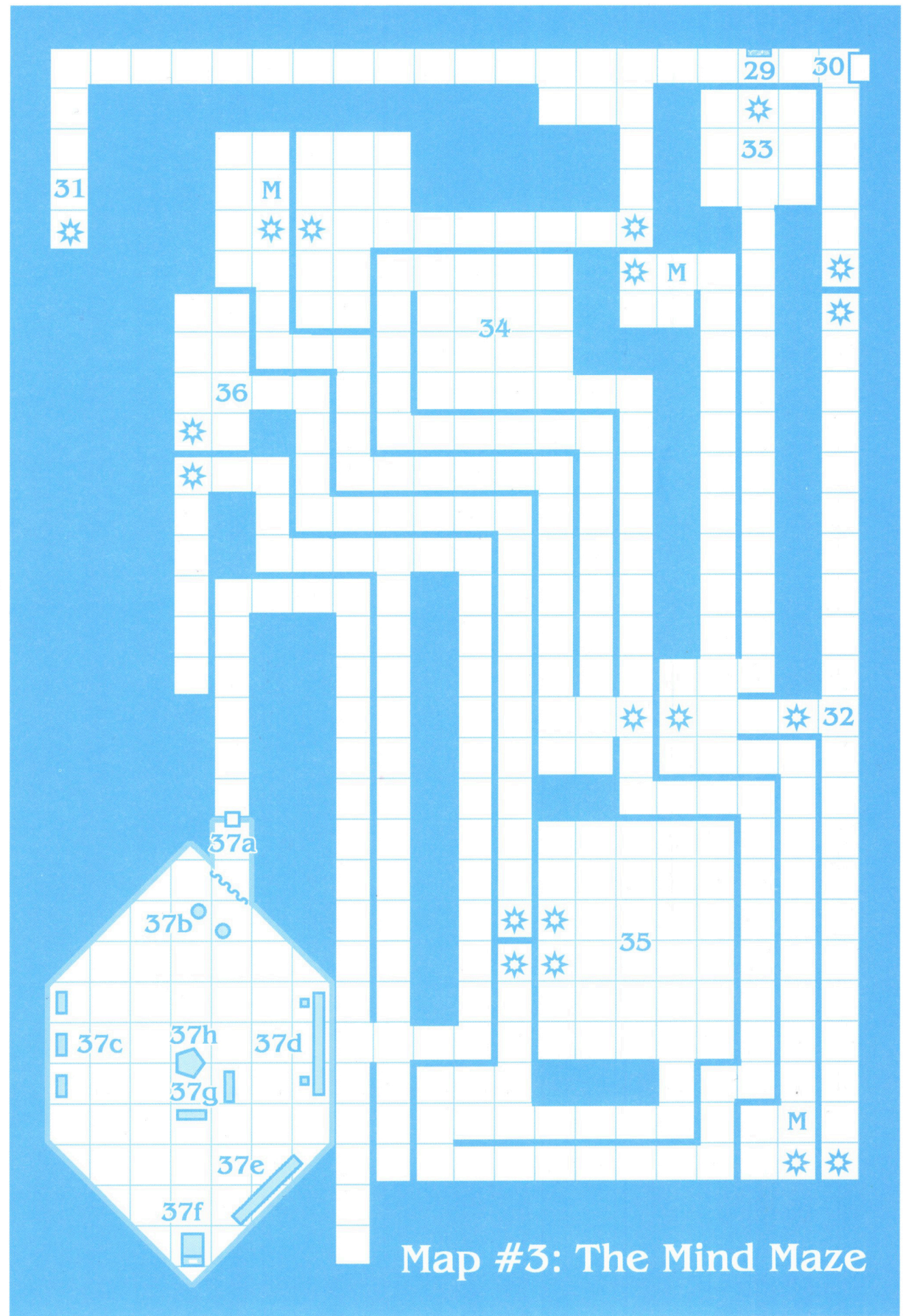
Secret Door:

Tapestry/Curtain:

Transport Pad:

Miasma: M

1 Square = 10 Feet



Map #3: The Mind Maze

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Adventure Module		Levels
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LR2	The Mansion of Mad Professor Ludlow	4-7
LR3	Vengeance of the Giants, Part I: Valley of the Mountain Giant Thane	10-12
LR4	Vengeance of the Giants, Part II: Cloud Gardens of the Ogre Magi Lord	10-12
LR5	Vengeance of the Giants, Part III: Skykeep of the Cloud Giant Overlord	10-12
LR6	Discovery of the Unknown	4-7
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