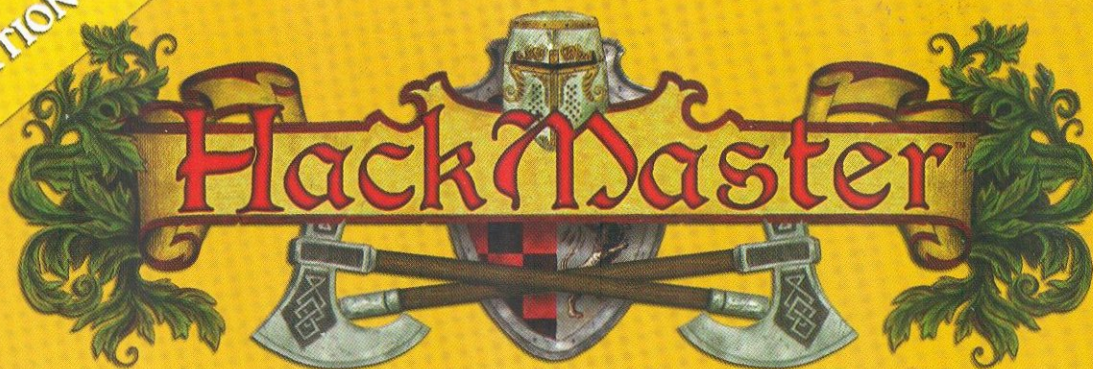
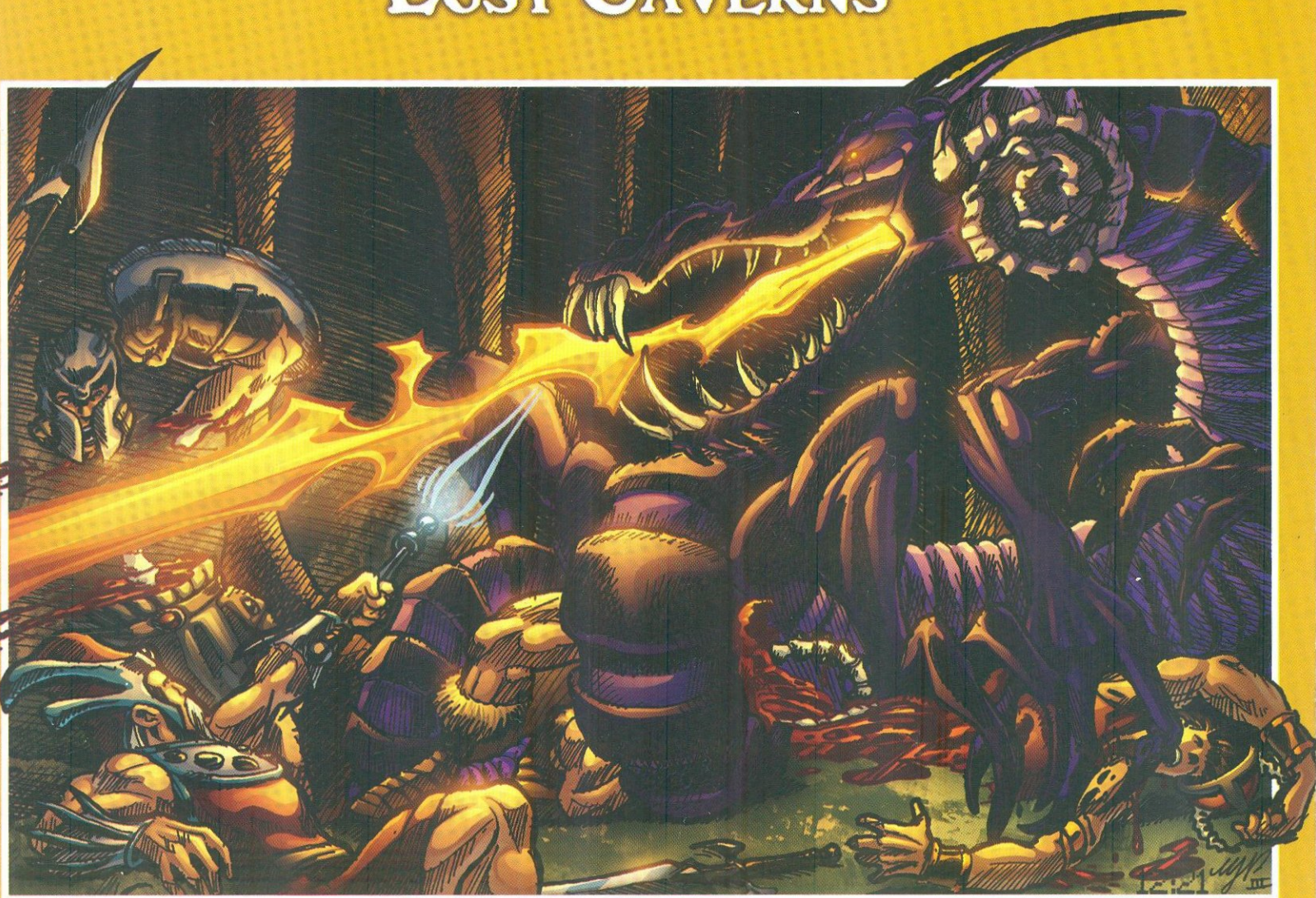


S4

FOURTH EDITION



LOST CAVERNS



AN ADVENTURE MODULE FOR CHARACTERS LEVEL 6-10



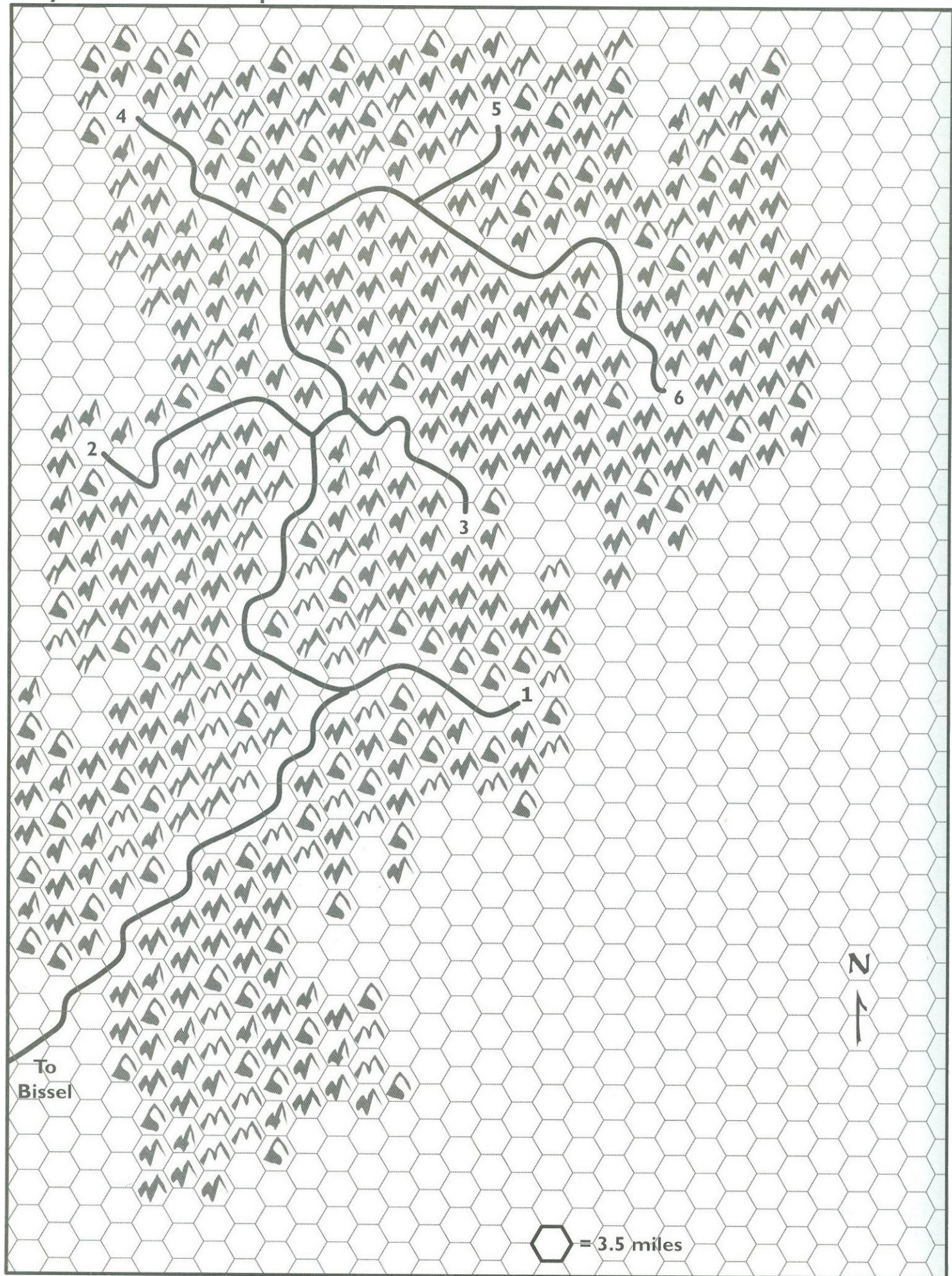
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Player Wilderness Map





Lost Caverns

AN ADVENTURE MODULE FOR CHARACTERS LEVEL 6-10

* GAMEMASTER'S EYES ONLY *

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An Adventure Module for GameMasters of HackMaster: The Role-Playing Game 4th Edition

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This is a work of fiction. Names, characters, places and incidents either are the product of the author's imagination or are used fictitiously, and any resemblance to actual persons, living or dead, events or locales is entirely coincidental.

A WARNING TO PLAYERS

What the hell are you doing? If you plan to play in this adventure and participate in the gore and carnage it offers you, then you should damn well STOP reading now. What are you thinking? The information in ALL HackMaster adventures is strictly for GameMaster's Eyes Only! Attempting to glean cues from this adventure will not only spoil the surprises and excitement of the game but it's unethical. Reading any further will result in harsh penalties and possible banishment from the HMA. Be a man (or woman as the case may be) of honor and put this adventure down NOW! Then step away. And should you choose to ignore this friendly warning then a hex on thee, you scoundrel – A GM's curse on your dice! May they fail you and consign you to an endless cycle of Player Character deaths! May misfortunes hound you every step of the game till the end of time.

{Note: in the event you later receive your GM credentials and thereby qualify to possess knowledge contained herein, this curse can be removed by sending a sincere apology along with a photocopy of your HMGMA membership card and a check for \$25.00 processing and handling fee. Should the HMA, after reviewing the matter, decide to reject your apology, no refund shall be given and the curse will remain in effect.}

A WARNING TO GMS

Fellow GameMasters, despite the above stern admonishment to the players, you know as well as I that player-types love to flock together between adventures and share secret information. If many copies of this adventure are available to the players in your local gaming circle you can bet your lucky tender that some of the secrets of this adventure have already been leaked. Not to worry, as the GM you shall have the last laugh yet. If you suspect that your players are bellying up to the table with information they shouldn't have, you are strongly encouraged to alter sections of these adventures with an eye toward regaining your advantage. Then you can sit back with a smug grin on your face as you watch your players grow wide-eyed with terror as it slowly dawns on them that you are wise to them.

INTRODUCTION

Nearly a century ago, the Arch-Magess Izzlshyzl tasked her evil minions to enslave the lands around her home. The successful conquest brought about the subjugation of the Marches of Perrenland for a decade. Captured treasure poured into the mage's coffers though never sufficient to quench her insatiable demands for jewelry and luxury goods. According to legend, a discovery deep within the Yatil Mountains caused her prestige to soar when magic of unsurpassed power saw the light of day. It is certain the Arch-Magess ruled her dominion from the caverns where she conducted arcane experiments and rituals in order to further increase her already formidable magical powers. Her success and increasing prowess ironically proved to be her downfall.

The demonic Iwüz, having escaped his imprisonment from castle Greyhack, observed Izzlshyzl from afar. Much to his delight, the Arch-Magess' arrogance gave the half-fiend the opportunity to seek revenge on his enemies. As she sought to bend the fabric of reality to move her lair to another world, one with a mediterranean climate, Iwüz subtly manipulated the force of her spell to send his jailors there instead. Because of his meddling, the flawed spell instead transported the entire world of Greyhack to Garweeze Wurld utterly consuming Izzlshyzl's being in the process. Aware of the unforeseen consequences his interference caused, Iwüz fled to a secure undisclosed location to hide from what he'd wrought.

Izzlshyzl resisted obliteration long enough to use the last of her remaining power to ensconce a trove of wondrous items that were hidden deep within the caverns. Legends say this included several fabled magical librams and the powerful lamp called Daoud's Wondrous Lanthorn. What ever else may be hidden there is unknown, as no one has yet to discover the fabled lair.

Recent investigations suggest that the magical lanthorn did indeed exist and that Izzlshyzl possessed it before her demise. Her lair was certainly located somewhere between the gorge of the Volverdyva River and the hills east of the town of Krestible. The realms of Iwüz, Perrenland, and Ker have sent expeditions into the Yatil Mountains seeking the exact location of the caverns; the few that have survived have all failed.

Preparing for Play: The Lost Caverns of Izzlshyzl is an adventure that is likely to require several game sessions to complete. To properly GameMaster the adventure, you must thoroughly read the entire scenario - don't be a lazy slacker and just skim it! By being familiar with each encounter, you won't fumble through the description and your players will enjoy the experience that much more.

Read the entire book first; highlight the parts you believe to be vital and only then gather your group for play. As GameMaster you should enliven the adventure with as much of your own creativity as you wish and add details from your campaign to make it come alive. The details of how the party was gathered should serve as a reasonable starting point. You should also create a background of the realms seeking the treasure. This includes the power and personality of the ruler sponsoring the party's search, the strength of the ruler's political rivals (if any), and the politics of the sponsoring realm. Other nations also want Izzlshyzl's treasure, and would have to be handled at the same level of detail. If the WURLD OF OERTH™ fantasy campaign setting is part of your campaign, the party is sponsored by the Margrave of the March of Bissel. Perrenland, Ket, Veluna, and Iwüz are enemies or rivals of Bissel and might use agents to hinder the party, or send adventurers of their own to get the treasure first. Characters may have to handle these problems long before reaching the caverns themselves.

Extended Campaign Options: At several points in the adventure you have the option to expand the campaign. These areas are: WE2. AVALANCHE!, LCD. THE RIVER EXIT, GC5.STANDING ON SHAKY GROUND, GC9.3. CANYON OF CENTAURS, GC9.4. HALL OF PENTACLES and GC20. THE LADY WITH THE RAZOR BLADE SMILE.

The Map: The GameMaster's copy of the wilderness map shows far more than the players' copy. Each hex is approximately 3.5 miles across. It shows the border areas of Ket and Perrenland, between the Volverdyva River and the town of Krestible, as shown on the map of the WURLD OF OERTH fantasy campaign setting. The trail through the mountains is indicated on both maps. There are narrower side paths not shown on the players' map, lead to lettered encounter areas (A and B), as well as the Lost Caverns. Wilderness encounter hexes, are marked by large dots on the GameMaster's map. Special wilderness encounter hexes are numbered on both the GM's and the players' maps. All these encounters are described thereafter. If the party wanders off the trails, the GM should make an encounter check each morning and each night, with a 1 on d10 resulting in an encounter. Use the WILDERNESS ENCOUNTER TABLE herein to see what arrives.

Movement Rate: Most of the terrain the party travels through is treacherous, rocky, overgrown and in poor condition. This slows the party because they can only travel as fast as their slowest member. A party moves through the wilderness at the following rate:

Terrain Type	Mounted	Afoot
Normal*	40 mi. (13 hexes)	18 mi. (6 hexes)
Major trail (Rugged)*	20 mi. (7 hexes)	11 mi. (4 hexes)
Minor trail (Very Rugged)*	5 mi. (4 hexes)	5 mi. (2 hexes)

The scale used on the wilderness map is 3.5 miles per hexagon (hex).

*Based on being moderately encumbered, using both walking [base 12" movement rate] and mounted [Horse, Medium War] movement rates. Actual player mileage may vary especially for dwarves, gnomes and halflings. For more info on Movement Rates see page 161 of the HackMaster GameMaster's Guide.

Horses: In addition to other equipment or magical items supplied by the party's sponsor, the party has been given medium war horses.

Starvation: If supplies run low, the party will have to hunt for or magically create food. The PC's mountain horses can feed on the grass and lichens growing along the mountain trails. When off the trail, horses must spend every third day grazing. If the PCs or their mounts go without food for extended periods of time they run the risk of starvation. See page 138 of the HackMaster GameMaster's Guide for starvation rules.

Adventuring Characters: This adventure was designed for six to eight characters of 7th-9th level, although it can be challenging for characters as high as 10th level. However, if more than four 9th-10th level characters are

used, monster encounters must be strengthened to balance the party's strength. For this adventure, the effective level of double-classed characters is the average of the two classes, plus two. If one class is three or more levels above the other, take the higher level and add two. If the character is triple-classed, take the highest level and add four. When the original tournament scenario of this adventure was run at GaryCon, it had six characters with the following classes and levels:

Character	Levels
Half-elven fighter/magic-user/thief	5/5/6
Elven fighter/magic-user	5/9
Halfling thief	10
Human fighter	9
Human cleric	8
Dwarf fighter	7

The original tournament scenario had no outdoor adventure. The wilderness adventure portion of the adventure was added to give the adventure more depth. Players seeking the early death of their characters should be quite satisfied with *The Lost Caverns of Izzlshyzl* for there are many opportunities for the foolish or rash to end it all. Caution the players that this is a most difficult and perilous quest. It is fraught with all manners of danger. To succeed, the players must be prepared mentally and know their characters. This is meant to serve as a word of caution to the able player. Those without real knowledge of HackMaster game play, without the ability to handle characters of the appropriate level for this adventure, should see their characters perish swiftly if the adventure is handled correctly.

INTRODUCTION FOR THE PLAYERS:

Your party was recruited by agents of the Margrave of the March of Bissel. He told you there were "political considerations," that he conspicuously did not explain, which prevented him from sending his own commando team to search for Izzlshyzl's trove. This is why you were fortunate enough to have the opportunity to aid him. It is vital that the treasure not fall into the hands of his enemies. Your party's goal is to get the treasure before Bissel's enemies do. The Margrave generously provided you with horses and a captured map, showing the most probable location of the Lost Caverns. To make sure you didn't lose your way, an escort from Thornwood was provided. They led you to a narrow trail that led from the easternmost arm of the Bramblewood Forest, northward into the Yatil Mountains. You now find yourself in the very heart of Izzlshyzl's old dominion.

Grateful to have such a prestigious assignment you readily pledged to repay the Margrave for your horses, as well as any other equipment he provided, out of the monetary treasure obtained. To demonstrate he was a generous liege he only required you to pay a treasure tax of 15% on all money taken. The rest of the treasure, along with any magical items you find, the Margrave will graciously allow you to retain. You were warned under threat of dire punishment not to allow any magical items to fall into evil hands. Should you prove more competent than you appear, he may have more assignments for you in the future.

An examination of your map reveals the track through the mountains has numerous branches. At the end of each track is a number, evidently standing for something unknown. The Margrave's Intelligence Officer was unable relate anything about their significance. The only thing he was certain of was that it's likely that the caverns you seek are at one of the numbered locations. DUH! Obviously, the map is incomplete,

for from what you know of this part of the world, there are mountains where nothing but blank space is shown on the chart. With the aid of this map, you must somehow determine where the treasure is hidden. The more direct your route to the caverns, the lower the probability of injury or death from the many perils of the journey. As you plot your strategy, the Margrave's men are awestruck by your grasp of the obvious.

Along with the map, you received a scrap of parchment, with a bit of doggerel scrawled upon it. This might be a clue, the rantings of a madman, or a red herring meant to lead you astray.

The Verse Says:

The horn of Izzlshyzl/pierces the heart-/Look over your shoulder
Before you start./How many sorrow?/Foolish men,/Because they didn't
turn back then

After a journey of a sennight, your band has reached the foothills of the Yatils without incident. Before you lies a winding path leading into the grim mountains. Behind you is your escort of horsemen, riding south for home. Fortunately, the sure-footed, mountain-bred horses given to you should assure a swift passage to your destination. With the vellum map safely secured, there is naught else to do but proceed with the quest to find the Lost Caverns of Izzlshyzl.

WILDERNESS ENCOUNTERS

NUMBERED ENCOUNTER AREAS

There are six numbered areas shown on both the GM's and the player's wilderness maps. No specific encounters are given for these areas. The GM should choose an appropriate encounter for each area using the WILDERNESS ENCOUNTERS CHARTS listed below. Any creatures chosen to appear in the numbered areas should be encountered only there. Do not choose numbers 1-6 simply because the encounter areas are numbered that way. For example #1 could be the WE20. STONE GIANT'S PLAYGROUND or WE11. FOXY LADY. Encounter. #2 could be WE15. WYVERN'S ROOST or WE13. THE FERMENTED. Encounter area #3 could be the WE19. A DETERMINED DRAGON, or another encounter, etc.

Note: There is one exception to this. If the party is doing poorly, use WE.13 THE FERMENTED HERMIT early in the adventure. If the party is capable and doing well, use it later.

VARIABLE ENCOUNTER AREAS

(the dots on the wilderness map)

Most of the encounters in the wilderness do not occur randomly. The party has encounters at specific points when travelling along the trails. These encounter sites are marked as heavy dots on the GM's map. If the party camps in a hex adjacent to a dot, the GM may decide to give the party a night encounter. Daytime encounters occur whenever the party stops in or passes through a hex with a dot. Variable encounters can be rolled randomly chosen or chosen by the GM, using the WILDERNESS ENCOUNTER TABLE listed below. The animal and humanoid encounters can be used several times, as can the avalanche hazards.

EXPANDING THE WILDERNESS ADVENTURES

The Lost Caverns of Izzlshyzl is an adventure with a great deal of potential that can take many sessions to finish. GMs should consider stressing this to their players, because it is possible to have an enjoyable adventure even before

WILDERNESS ENCOUNTER TABLE

Die Roll	Result
1	Border Patrols
2	Avalanche
3	Treacherous Debris
4	The Pseudo-cave
5	We've Seen Better Days
6	Eghoul Eyrie
7	Swarthy Mountain Tribesmen
8	Rocslide
9	Goblin Band
10	Mountain Marauders
11	Foxy Lady
12	Mountain Dwarf Band
13	The Fermented Hermit
14	Troll Rave
15	Wyvern Roost
16	Hobgoblin War Party
17	Ogre Den
18	Elven Warder
19	A Determined Dragon
20	Stone Giant's Playground

reaching the caverns. The wilderness section includes a wide variety of possible encounters. Some of these can become the basis of several adventures. The gnomes, dwarves, elves, and mountain tribesmen encounters are detailed and these entries can be used to create communities of mountain dwellers. A sample lair map, usable for the gnomes, has been included, should the GM want to fully develop this community. Befriending one of these communities could be of great value, in providing the party with healing, information, or help against bands of raiders. However, getting one of these communities to trust the PCs usually requires that the party fight against their enemies. The patrols do not befriend anyone quickly because it is their nature to be suspicious of all armed travelers.

An encounter with a military patrol could be a challenge to the party. A friendly patrol could tell the party how many "dangerous areas" (variable encounter sites) are on the trail ahead, but not the exact locations. A third possibility is WE B. THE CRAGGY DELLS. If the party succeeds in defeating the brigands there, they could find, at the GM's option, information that leads them to the persons buying Hippogriffs from the bandits.

WILDERNESS ENCOUNTERS

WE1. BORDER PATROLS

The majestic scenery overwhelms your senses as you travel along the mountain track. As the day wears on, your mind slowly wanders back to the mission. Suddenly, you hear the clatter of shod hooves further up the trail.

Give the players two rounds to react to the sound and prepare. Once they've stated their preparations read the following...

Soon, an armed contingent of soldiers comes into view. Their standard bearer holds the banner of [Ket or Perrenland, whichever the patrol is from] proudly before him.

If the patrol can see the players they move to block their path. Otherwise they continue along the trail. If the PCs appear to be taking a non-threatening posture (they do not brandish weapons), read the following...

The patrol's leader turns towards you, clears his throat and barks out. "HALT! Know ye that we have been charged by [Ket or Perrenland, whichever the patrol is from] to rid the mountain of all vermin we encounter. If ye be stalwart souls ye shall have no quarrel with us. However, if ye are spies or criminals we'll put an end to your miserable existence here and now. State your business for interrupting such a wonderful day by being here!"

The patrols from Ket and Perrenland are typical of their kind. Their mission is to interdict brigands and smugglers, prevent raids by humanoid bands and larger wilderness monsters, stop illegal migration, and give advanced warning of invasion or other hostile troop movement. Patrols are suspicious of all individuals encountered. Only the patrol leaders speak the Common Tongue. If there is a lawful neutral cleric with the party, the Kettite Mullah will be accommodating, and even a lawful good cleric prevents hostility. An elf or half-elf of good or chaotic neutral alignment favorably impresses the Perrenlander patrol.

Characters acting in a suspicious or hostile manner will prompt the patrol to attempt to disarm them. Once they are disarmed, the patrol brings them to the nearest border stronghold for further questioning. Simply stating that the party is in the Yatils adventuring and seeking to slay the enemies of humankind generally suffices to obtain a grudging dismissal from a patrol. Kettite patrols come from the south and Perrenlanders come from the north.

Ket Patrol Treasure: In addition to their mundane gear, as listed on the battle sheets, the Kettites have the following items: The captain carries 125 gp, the Mullah carries 40 gp, the lancers carry 30 gp between them, the sergeant has 4 Arrows +2 and 30 gp, the horse archers have 12 Arrows +1 and 60 gp between them.

Perrenlander Patrol Treasure: In addition to their mundane gear listed on the battle sheets, the Perrenlanders have the following items: The commander carries 125 gp, the lieutenant has 40 gp, the horse archers have 12 Arrows +1 and 60 gp between them, the elf fighter/magic user has 60 gp, the elven scouts have 12 Arrows +1 and 60 gp.

WE2. AVALANCHE

Time seems to slow while you carefully make your way through the Yatil Mountains. As you move onward, the air hangs heavy and an eerie silence dominates your journey. Suddenly, far above you to the right, a single sound breaks the soundless reverie. Fortunately, it was only, a falling stone.

Ask the players what they are doing. They can avoid the coming avalanche if they can do one of the following...

- Immediately go back or quickly move further down the trail.
- Use magical means to be transported from the avalanche.

If the PCs do not leave the avalanche site, read the following...

Quickly, a second stone falls and then several more. While you ponder whether they fell on their own or if they were dislodged by a hidden creature, you see part of the mountainside start to slide and rumble down the slope. It's an avalanche!

The party still has a chance to save themselves from the danger of being crushed by an avalanche. Silently count to 10. If your players state they are moving or using magic to leave the area they can avoid danger. If they are caught in the avalanche's wake, the falling rocks deal 10d6 damage to each

party member who fails a saving throw versus paralyzation (although the avalanche is not magical, of course; the save simply indicates the relative danger). If the party backtracks, they have to cross the debris for one hex (see WE3. Treacherous Debris).

The reason for the avalanche is, over time, a major support column in a ruined stronghold, built into the cliff's side, has given way and caused the structure to collapse. Thus, part of the avalanche is worked stone, pieces of furniture ancient cooking pots, etc. There is nothing of value in the rockslide. However, a side trip up the mountain could provide great reward, a possibility for additional adventures and even the starting point of a dungeon crawl, if you so desire.

WE3. TREACHEROUS DEBRIS

When you negotiate a tight turn on the mountain trail, the aftermath of danger past unfolds in front of you. Up ahead lies the debris of what must have been a terrible avalanche. It appears to be traversable, although it may slow things down some. Apparently, this has been here for some time, as a skeletal arm protrudes from the debris in an apparent last act of defiance. Whoever perished in the rockslide apparently, when he could not free himself, expressed his anger at the hand fate dealt him in the only way he could.

An old avalanche has partially blocked the trail at this point. It requires half a day to safely get past such a place. If the party attempts to cross the debris quickly, each of them must make a saving throw versus petrification. Those that fail the saving throw slip and fall, taking 10d6 damage. The skeletal arm is connected to the crushed body of a tribesman, who perished here long ago while foraging for food. His corpse has no treasure.

WE4. THE PSEUDO-CAVE

Any doubt that you are mere trespassers in a foreign world of unforgiving stone soon fades as you worm your way along the treacherous mountain trails. Slowly, but steadily, the massive stone canyon walls seem to close in upon you as a light drizzle begins to fall. The sky above struggles to hold back the elements but eventually yields to their fury as torrential rain thunders down upon you. Fortunately, you see a cave up ahead.

The cave is the home of a Cave Chameleon. Times have gotten desperate for the poor creature as the local fauna have begun to recognize its true nature. It recently ambushed the Goblins [see WE9. GOBLIN BAND] but they fought back tenaciously. Thinking it dead, the Goblins left the creature's body for scavengers. Severely wounded, the creature dragged itself to a location many furlongs up the trail. While a plump adventurer would be a welcome meal, the Cave Chameleon is open to brokering a deal provided said arrangement involves plenty of food. Because of its history with Goblins, it hates the vile bastards and tends to have a more positive reaction to anyone that has slain one. The monster likes to hear about the demise of Goblins. The more painful the death, the better.

WE5. WE'VE SEEN BETTER DAYS

While traversing the wild, natural beauty of the Yatil mountains, you wonder how you could have spent so much time in "civilized" lands. The majesty of the mountain peaks rises up before you beneath a crisp, azure sky. Gazing upward, you see the remnants of a rainbow, fading from the sky. Water has pooled in several small puddles but the gravel trail does not seem to be any worse for the soaking. While pausing to breathe in the fresh air, a peculiar aroma assails your nose. There must be a wet dawg around somewhere?

Originally, the Gnolls were hired to hunt elves but fell upon hard times when their employer perished in an ill-fated attempt to parlay with a dragon (this was the dragon in encounter WE 19. A DETERMINED DRAGON). They encountered the dragon while fleeing from a band of angry dwarves they tried to ambush (WE12. MOUNTAIN DWARF BAND). Since then, they've been harassed by Ogres, hunted by the swarthy tribesman, fought another group of mountain dwarves to a standstill and several of them escaped being the main course at the Troll rave.

They were caught out in a rainstorm earlier today and are just now beginning to get their fur dry. The miserable creatures are in a foul mood and are strongly considering offering their services to the Hill Giants (WE10. Mountain Marauders). Only the Goblins appear to pose little threat to them. Having only been encountered in small patrols, they appeared to be too weak for the Gnolls to care about. The PCs have the unfortunate luck of meeting them while they need to seriously vent some anger. Unless their scouts are surprised, there is a 2 in 6 chance they are not seen by the party. In that case, the Gnolls lay an ambush. If more than one-quarter of their number is slain, without equal loss to the party, the monsters flee over the trackless mountainsides.

Treasure: In addition to their mundane gear listed on the battle sheets, the Gnolls have the following items: The subchief carries 11 gp, the archers have 1 gp between them, the polearmsmen have 10 gp between them, the swordsmen have 3 gp between them as do the scouts and the axemen have 2 gp between them.

WE6. EGHOU EYRIE

Whether created by natural means or by sculpted by arcane means, the cliffs which surround you rise nearly straight up and seem to scratch the sky. At one time, there must have been a large bird of some sort, nesting somewhere nearby, as you occasionally see an old, moldy feather at the base of the cliff.

A clutch of Eghouls have built their nests in mountain caves high up in the peaks. If the party camps below them or makes hostile gestures, the undead eagles plummet to attack once the sun goes down. Scaling up to their nests requires spells, mountaineering or a thief's climbing ability. It takes half a day to climb up and return. These creatures were one of Izzlshyzl's last experiments. The undead avian monstrosities were left to survive on their own, when her attention turned to the magic that led to her cataclysmic demise. They have been terrorizing caravans and travelers with their nocturnal hunting ever since.

In an attempt to create a more competent minion, Izzlshyzl gave her foul creations the power of speech. Unfortunately, all their undead minds could manage was to parrot the speech of others. They can also throw their voice from up to 200 feet away. This has led the beasts to heckle approaching foes with words and phrases they've overheard their victims say. Typical phrases include, "Hey, over here [with the voice thrown to the wrong mountain top], Who's yer daddy?" or, "Look out behind you!" Similar comments are common, as are blood curdling screams, maniacal laughter and sobbing. They use their power of speech with their voice throwing ability to unnerve potential intruders.

Treasure: A clerical scroll of 3 spells from 1st – 4th level (your choice) lies in the Eghoul's nest as do six petrified eggs that are worth 100 gp each.

WE7. SWARTHY MOUNTAIN TRIBESMEN

The last few minutes have seemed eerie and troubling. Throughout the day, you've heard calls of strange beasts. Fortunately, they seemed to be coming from some distance away. On more than one occasion, you've had the feeling that you're being followed.

The players are on a precarious shelf. If they move forward, read the following...

After traveling past a narrow and particularly treacherous part of the trail and making your way to safer ground, you see a massive, savage looking man who is surrounded by other men dressed in pelts and leather remnants. For the moment they simply glare at you. Their apparent leader then breaks out into song in a deep, bass voice...

"This is our land and we guard it proud. No scallywags or gurdy men here are allowed. Tell us your tales of might and fame. This is the land of heroes not one of shame.*

These men's men brook no sissyness and look down upon anyone who is weaker than they are. If the PCs do not put up a strong front when dealing with the tribesmen, they are ignored because no REAL man would talk to such gurdy men. Diplomats are spat upon. Raw intimidation is needed here.

The Swarthy Mountain Tribesmen are out patrolling for potential raiders – particularly humanoids. They are neutral and come from area WEA.GNOME VALE. The chief of the tribesmen is a feudal vassal of the gnome lairds. The Swarthy Mountain Tribesmen are highly suspicious of strangers and attack weak-seeming parties showing any signs of wealth (nearly anything is wealth to these poor mountaineers who barely keep their families fed). Because of their poverty, they are easily bribed with money, weapons or similar gear. The PCs can enlist them as allies against known raiders or to attack another area [other than WEA. GNOME VALE] in order to gain great wealth, provided the pickings are easy. They will not serve anyone but the gnome lairds for long and will not explore caverns. The gnomes in the vale are the only humanoids that the Swarthy Mountain Tribesmen men call allies. If the party asks them why they trust the gnomes, they are told their allies are stout souls who are worthy of their friendship. The truth of the matter is that last winter the tribesmen nearly starved to death. Swallowing the last bit of his pride, their leader went to the gnome encampment and offered to swear his fealty to the gnome laird in return for his protection. Seeing through their ruse and the obvious plight the men were in, the laird agreed to the treaty and helped the poor souls through the winter. They have been staunch allies ever since.

Treasure: In addition to their mundane gear listed on the battle sheets, the Swarthy Mountain Tribesmen have the following items; the chief carries 6 gp and the sub chief has a +3 Bolt for his heavy crossbow.

WE8. ROCSLIDE

Fate has decided to test your ability to adapt to hazards thrown your way. The trail ahead is choked with debris and is nearly impassable. With care and of course a good deal of luck, you might be able to avoid backtracking and cross this danger without harm.

If the PCs look closer at the debris read the following...

As you observe the debris, you see what looks like tooled stone among the rocks. Looking closer, you can see a huge stone eye half-buried in the rubble. To your left appears to be part of a stony wing and to your right there looks to be a sculpted beak.

An old avalanche has partially blocked the trail. It requires half a day to safely get past such a place. If the party attempts to cross quickly, a saving throw versus petrification must be made by each member. Failure indicates that the individual slipped and fell, taking 10d6 damage. If the PCs dig through the stones, they will find pieces of what appears to be an enormous statue of a bird. Perhaps the remains of a ceremonial marker denoting Izzlshyzl's inner dominion? In truth, long ago at this spot, Izzlshyzl turned a

Roc to stone in flight. The beast's momentum carried it forward where it careened into the cliffside and caused the rockslide.

WE9. GOBLIN BAND

Finally, you have come upon a decent stretch of trail and traveling is easy for a change. The path appears to have been well traveled.

Both troublesome and dangerous in numbers, these evil humanoids seek to rob unsuspecting travelers or raid unprepared homes and settlements. The Goblins are working their way northwards towards the Catspur Mountains, hoping, eventually, to reach the Vesse Forest. They are led by Lazy Eye Louie. The Goblin lord's left eye tends to drift to the left. He is sensitive about this. The misbegotten Goblin talks with a lisp and does not take crap from anyone who comments on his disabilities. However, he is no fool and if his band is convincingly attacked, or takes one-third or more casualties without hope of immediate victory, they stop fighting and flee into the trackless mountains. Should their morale break, they drop the several sheep carcasses they had poached from the gnomish holdings and flee.

Treasure: In addition to their mundane gear listed on the battle sheets, the goblins have the following items: The leader carries a 100 gp gem, the sub leaders have 24 gp between them, the regulars have 18 gp between them and the skirmishers have 12 gp between them.

WE10. MOUNTAIN MARAUDERS

The weather has been excellent for the past few hours and you've made good progress along the trail. It even looked that you might be able to pitch camp early and get some real rest for a change if your luck continued. Unfortunately, the trail turned treacherous and the path ahead is littered with huge boulders.

Ask the players what they plan to do. If they travel forward, read the following...

Moving carefully, you weave your way along the path when two HUGE humanoids step out from a crevasse. Quickly, a third one slides a short way down the slope behind you to block your escape. One of them points at you and growls, "Hipdlok musgav indatr rakonis!

The large humanoids are Hill Giants. If the any of the PCs speak Hill Giant, they understand the message to be, "Do as you're told and give us your gold!" The giants live in a cave nearby and attack anything that appears to be to be weak. Being true bullies, they have been ambushing weaker souls just for the sheer fun of it. Typical antics include...

- Speaking in gibberish and then becoming quite upset when the PCs can't understand them.
- Forcing a random victim to stand upon a boulder and sing sonnets about the giant's prowess.
- Suspending PCs over the edge of the mountain while holding on to their undergarments (a wedgie).
- Demanding the PCs eat vile things, such as sheep's innards, spoiled foodstuffs, crunchy insects, and things no sane person would savor.
- Basically any fraternal hazing or football team initiation antics are fair game.

As long as the PCs grovel before the giants, pay substantial bribes and entertain them they will eventually be allowed to move along. Those that are poor sports or are boring to the giants are attacked. It should be noted though that while the giants do well when the odds are in their favor, they are craven

cowards at heart. If the party appears strong and acts very confident, their would-be tormentors allow them to pass because it wouldn't be worth their time to deal with them anyway. It's lucky for the PCs that the giants have more important things to do. If the giants look to be in serious danger, they flee.

Treasure: In addition to their mundane gear listed on the battle sheets, the Hill Giants have the following items: In a nearby cave they keep 2,300 gp, 3,600 sp and 1,900 cp.

WEI1. FOXY LADY

There are two variants given for this encounter. Which one you use depends on whether the PCs are traveling or looking to set up camp. Each has its own read aloud text.

If the PCs are travelling:

Even the most exiting of journeys have their dull moments. For several hours, all you've seen is cold, unforgiving stone, beneath a gray, sunless sky. Then, as you pass by several fallen boulders, your ears are assailed by ... music? Yes, you defiantly hear music, of some sort.

Allow the PCs four rounds to react to the music. Once they've decided upon their actions and if they have decided to hang around they see four monks playing musical instruments and an exquisitely beautiful elven female walking up the mountain. The elf is a Foxwoman who has entranced four monks to protect her. One monk walks in the front of the group is playing a flute. The other three monks are playing finger cymbals. Two monks walk on either side of the elf and one follows behind. The music is played at 4/4 time and goes like this.

First the flutist plays 1/8 note x 4, 1/2 note (after playing the ? note the procession raises up on one foot and takes a step backwards before proceeding forward).

1/8 note x 2, 1/4 note. 1/2 note

1/8 x 4, 1/4 note then a 1/2 note.

Then the rest of the group plays the following notes on finger cymbals:

1/2 note x 3, 1/8 note x 2

The flutist and cymbal players repeat the tune until they come to a stop, several feet in front of the PCs, to talk. They wear the holy symbol of Lenore (Prince of Time, Master of Tedium). Once the procession stops, the monks take up a protective stance to guard the elven woman. She pauses and tells them, in common, to halt.

After the PCs relax, the Foxwoman asks them why they are here and works the following information into the conversation.

- She is the chosen of Lenore.
- She is to be sacrificed to her gawd tomorrow, at the top of the summit.
- They were traveling from Perrenland and wish to find a safe place to camp before climbing further up the mountain. The PCs may camp with them, if they wish. She understands if they do not want to.

While she is talking, she tries to use her charms on the PCs. Ideally, they'll choose to camp with her, as she hopes to have more time to capture them. If the party appears to be weak and wishes to move on, she has her monks attack. She allows strong parties to move on and hopefully, can charm one or two of their members, into staying with her troupe.

If the PCs are camping for the night:

For some time now, all you've seen is cold, unforgiving stone beneath a gray, sunless sky. Finally as dusk approached it is finally time to bed down for the night. While you start to make camp your ears are assailed by music. Yes, you definitely hear music of some sort.

The Foxwoman and her entourage are traveling as above and approach the PC's camp. Ideally the creature hopes to initiate a conversation in order to join the PC's camp. She tells them it is too late in the evening to safely search for a campsite and they misjudged how soon night would fall.

She can assume the form of an elven woman, half-fox/half-elf shape or a large silver fox shape. She has a den hidden, near where she encounters the PCs. If she gets the entire party under her control, she slays any gnomes and dwarves immediately. The other PCs remain alive, as long as they amuse her. Her treasure is scattered in the back of her lair. It consists of: 4,000 cp, 5,000 sp, 100 pp, a piece of jewelry worth 500 gp, a **Potion of Flying**, a **Potion of Healing**, a **Potion of Levitation** and a **Potion of Sweet Water**.

WEI2. MOUNTAIN DWARF BAND

For several hours, you've been plodding along winding mountain trails without seeing even a bird flying overhead. As you pause to catch your breath in the thin mountain air, the austere beauty of the Yatils almost puts you at ease. Suddenly, your reverie is brought to an abrupt halt, when you hear the sound of running water up ahead. A mountain stream! Fresh water at last!

Ask the PCs what they wish to do. The stream ahead bisects their path. If they linger in the area for more than rounds, they hear a baritone male voice booming down the trail. When the singer pauses, a troupe of crooners with gravelly bass voices completes the cadence. Their iron-shod boots pound out a steady beat as they march forward.

The baritone sings in continuous 1/4 notes with the first note of each line being in a normal tone of voice with each word becoming deeper.

The troupe starts with a 1/2 note, then two 1/8 notes, three 1/4 notes and a 1/2 note. They start each line with a deep voice and each note is higher than the last.

Baritone: "From rock to stone o'er flesh and bone..."

Troupe: "Here we come to save the daaaay!"

Baritone: "Through fire and foe we onward go."

Troupe: "Evil best flee out of our waaaaay!"

Baritone: "With swords at their flanks we'll break their ranks..."

Troupe: "Dwarven courage never swaaaays!"

Baritone: "Hobgoblins have fear your death is near"

Troupe: "Craven cowards we will slaaaay!"

Baritone: "When the day is done our victory's won"

Troupe: "Revenge will be ours todaaaay!"

If the company sees the PCs their leader brings his troops to a halt and he asks the intruders if they be friends or foes

A company of sturdy Mountain Dwarves is bent upon wreaking revenge on a tribe of Hobgoblins. The Hobgoblins have established an encampment in the mountains nearby. The dwarves turn a deaf ear to any talk that would prevent or delay their revenge. They ignore any party of neutral or good aligned characters or anyone else who does not hinder or attack them. If the dwarves are attacked, they fight fiercely until their leaders are killed (at which time they retreat while fighting).

Treasure: In addition to their mundane gear listed on the battle sheets, the mountain dwarves have the following items: The noble is armed with a **War Hammer +2** and a **Short Sword +1** the elder wields a **Mace +1**.

WEI3. THE FERMENTED HERMIT

As you plod along the steep mountain trail, an odd cackling comes from up ahead. Every so often, the bizarre laugh is broken by a slurping sound.

Ask the players what they wish to do. If they want to investigate the trail ahead read the following...

Advancing to investigate, you see a gaunt, dirty, disheveled, man, sitting on the ground next to a cave. He looks at you through matted hair and wears a tattered cloak over a hair shirt. Rough leggings, a soiled loincloth and wooden sandals, complete his attire. With the look of a crazed philosopher he gazes at a half empty green bottle as if it were a living thing.

If the PCs do not take hostile actions or leave the area read the following...

The grubby man struggles to focus his eyes and gets up with the grace of a listing ship. After slowly gathering himself, he speaks. "Yew, what type of rude, nosybody interrupts a man and his mistress!" Not waiting for a reply, he quickly lifts up the bottle and takes a hefty swig. He grimaces while swallowing and snaps at you. "Well, yew did bother me for a reason, didn't yew?"

Those that get within arm's length of the hermit can tell the man bears the smell of old ale. This seemingly harmless old coot has the psionic power of Mass Domination, at the 19th level of mastery. He can Dominate 5 creatures, each of 20 HD or 20th level. He uses his power only if attacked, severely threatened, or abused. Those attacked, must save vs. spells at -4 or obey his commands. Orders that conflict with a character's alignment or suicide commands are not obeyed. Anyone Dominated obeys his commands for 95 non-melee turns (approximately 16 hours). The time of a character's obedience is reduced 1 turn for each point of Intelligence, Wisdom, or Charisma above 14. The hermit is not evil and only seeks to drink the day away while pondering the meaning of life in mountain solitude. He has been given drink by the mountain dwarves in return for his wisdom. If the party pesters him with questions, he is happy to give them directions to aid them in finding their goal – just to be rid of them. He can impart this information immediately:

1. A tall mountain is called Izzylshyzl's Horn.
2. The Lost Caverns of Izzylshyzl are said to lie south of that peak.
3. A narrow track does go to the caverns, for when Izzylshyzl ruled, there was much coming and going to and from the caverns.
4. Rumor has it that the caverns are a nexus of planes and many odd monsters now inhabit the caverns.
5. There are at least two levels of caverns in the place.

If the party trades some valuable item (which the hermit keeps in store for some future deal) some drink and a small amount of food and perhaps a new cloak, the fellow gives them a page from the journal of the lone survivor of a failed expedition to the caverns. The parchment says:

"The small cave was the secret, for in back, hidden by (here the text is blurred beyond any reading)... and we descended. There was no certain path, so we (smudged)... and this is told of above, for it is where Yaim and Brelid met their end. Our persistence paid. The right way was beyond and narrow, so (writing covered with dark stain)... earn lies straight pas (more stains)... -pe the span swiftly to plunge to doom where the wat- (here smudges and stains obliterate several lines) ... They were right. It is more dismal here than above. Only the

two of us su- (blotch) ... We pray that the lucky (smudge) is true, for we are now going to attempt entry fo- (large, rusty smears have wiped out the next words) ... of no help. I managed to escape. Why did we (here, the remaining few words are smeared and unreadable, save for the last word) ... -o beautiful."

WEI4. TROLL RAVE

You've been traveling through a vale between mountain peaks, for the last few hours and finally, have come upon a clearing where you might be able to settle in for the night. As you take in your surroundings, a gawdawful sound assaults your ears.

The PCs have not been seen by the trolls up ahead, so they have plenty of time to take actions. If they decide to investigate the sounds read the following...

Drawn by a morbid curiosity to find out what could possibly create such a horrid noise, you see something that makes your blood freeze in shock. A horrid old Troll sits behind a campfire beating, a small breastplate with a bone and is making a wretched attempt to sing a ballad to...to...to TWO HALF-NAKED FEMALE TROLLS! OH GAWD, YOUR EYES! At least the poor bastard strapped to the spit over the campfire, will be out of his misery soon. You'll need years of therapy. The female Trolls "dance" around the campfire, as their mac daddy, leers at the eye candy. Shudder.

Bards and minstrels in the party must make a save vs. petrification or suffer a -2 to all their rolls for an hour of game time, due to the severe trauma and possible psychological scars. If the PCs close for battle, the Trolls must make a save vs. death magic or be stunned for one round. These are all Common Trolls. The singer occasionally turns a spit, on which a small humanoid (possibly gnome or halfling) is tied. Currently the Common Trolls are unaware of the PCs and the "singer" continues his song.

The gnome is the last of a scouting patrol and goes by the name of Murlych D'Varghan. He was sent with his group of scouts by Laird Furduch Na'Gwaylar to scout the mountains. While on this mission, they were ambushed by the Trolls. If rescued, he is understandably very grateful and will offer the hospitality of his people to the PCs if they escort him home.

WEI5. WYVERN'S ROOST

Your mind wanders while hiking the mountain trails. It is easy to feel small and fragile when you're all alone among the elements. Still, you're here for a reason and dedication to the quest keeps you moving. Up ahead, you see movement near a cave far above you.

Like nearly all living creatures do at some point in their lives, these deadly Wyverns answered the call of their kind and settled in to renew their species. Woe be to anyone who attempts to disturb them in their nest. Due to parental instincts, they receive a +2 attack bonus to defend their young (yet unborn). Scaling up to either nest requires spells, mountaineering or a thief's climbing ability. It takes half a day to climb up and return. Their recent activity has made them enormously hungry. They spot PCs travelling below their roost 50% of the time. If the party is using horses, they will automatically know something edible is below them. There are no young in the nest at this time but astute PCs notice the female of the species looks bloated. She's retaining water and will lay an egg in two weeks.

Their treasure consists of: 3 Wyvern eggs worth 700 gp each, a suit of elven chainmail, 3 Arrows +1, 450 ep and 10 light pink rhodochrosite gems worth 20 gp each.

WE16. HOBGOBLIN WAR PARTY

You are assailed by a cold wind as you tromp along the narrow mountain path. The way here is covered with small, shattered, stones and other debris. Apparently, some time ago, the elements dislodged a small rockslide. Being careful, you inspect the debris before crossing it so as not to trigger another rockslide. Apparently, someone, or something, has recently crossed here. It could pay to be cautious.

Some people aren't too picky about whom they employ and thus this malevolent band of Hobgoblins found themselves in the employ of Ket. They have been given orders to prevent, or failing that, report human movement along the Kettite border area. Of course, these creatures attack nearly anything, especially if they think they can easily win. If they take 20 casualties without causing equal losses, they flee. Currently they've been dodging dwarven patrols in hopes of leading them into an ambush where they'd be easy pickings.

Treasure: In addition to their mundane gear listed on the battle sheets, the Hobgoblins have the following items: the war chief has 70 gp, an ivory necklace worth 230 gp and a 100 gp gem, the sub-leaders have 27 gp between them, the guards have 61 gp between them, the spearmen have 52 gp between them, the infantry has 144 gp between them.

WE17. OGRE DEN

The word "treacherous" best describes the mountain trail you travel upon. To your left is the nearly smooth mountainside and on your right, an eighty foot drop to the next ledge below. Fortunately, the shelf you've been traveling on widens and ascending the mountain should be easier. Then, as luck would have it, a large boulder blocks the path ahead. With caution you should be able to climb over it.

The Common Low Ogres are dangerous, unwashed and on the lookout for easy prey. They are currently holed up in a cave, hidden by the large boulder that blocks the party's path. If the PCs try to climb over the obstacle the Common Low Ogres attempt to push the large boulder (and anyone on top of it) off the shelf it rests upon. Any PC that is on the boulder when it is pushed must make a saving throw vs. wands or fall off the shelf and take 8d6 damage from the fall.

Inside the cave there is a crude table, benches, a great skin of beer, bags of miscellaneous food (cheese, dried meat, etc.), six piles of leaves, ratty bedding materials, and little else. Hidden in a 10-foot high nook, in the back of the cave, is an old leather bag, which holds their treasure. It consists of: 900 ep, 20 pp, 6 gems worth 50 gp each and a **Potion of Rainbow Hues**.

WE18. ELVEN WARDER BAND

A clear sky greeted you as you boldly met the day. For most of the morning you've traveled onward, past treacherous obstacles and steep slopes. Then, after rounding a corner, you see smoke rising up ahead and the howling cries of a tormented soul tears at your ears.

A band of Grey Elves have captured a rampaging Common Troll and are dispatching the wretched creature as the PCs approach. The elves patrol the mountains near the eastern edge of the Yatils to give advance warning of a humanoid raid to the inhabitants of the Volverdyva river valley. They are very cautious and thoroughly question anyone encountered. In combat, the Elven Wardaws attack the right flank with the handlers using their spear unit in support. The archers fire against the other flank, and the guards are used as a reserve force. If needed, the leaders attack the center or the left flank. When faced with obviously, overwhelming odds, the elves disengage and retreat along the trackless mountainside.

Treasure: In addition to their mundane gear listed on the battle sheets, the elves have the following items: the captain is armed with a **Dagger +1**, a **Longsword +1**, a jeweled bracelet worth 600 gp, and 127 gp, the aide wears **Elven Chain Mail +1**, wields a **Mace +1** and carries 63 gp, the lieutenant wields a **Spear +1** and has a ruby worth 120 gp, the archers have 36 gp between them, the guard infantry has 48 gp between them, the spearmen have 72 gp between them and the scouts/animal handlers have 60 gp between them.

WE19. A DETERMINED DRAGON

Good fortune seems to have smiled upon you, as a relatively safe path through the mountains presented itself. Then, while you were about to cross through a small valley between the peaks of two jagged mountains, a shadow passed overhead. Far above you a huge, winged, creature glides among the clouds. After making another pass, the beast descends onto the side of the mountain on your left. There must be a cave up there, somewhere.

The dragon moved here several years ago, after being driven from its former lair by a more powerful wurm. The embarrassment left a foul taste in the Spiny Blue Dragon's mouth as it slinked off to lick its wounds. Bitter and seeking revenge, the beast waited for opportunity to redeem itself. Then, as life often does, fate dropped opportunity into the dragon's claws. While looking for prey, the dragon stumbled across what was left of a wounded band of Gnolls limping back to their lair. Seizing the moment, he attacked and quickly cut off their master, a magic-user, from his minions. Facing sure death, the spellslinger pleaded for his life and offered to tell his tormentor of a lost treasure trove which contained items of great magical power. Intrigued with the possibilities, the dragon allowed the bleating human to continue. Relieved and gaining hope, the human continued his tale and told of his comrades' adventure into the lost caverns and the tragedy that befell the last group of adventurers who attempted to steal its wealth. Having finished his tale, the



hapless soul noticed for the first time that the dragon had grown strangely quiet and had the slight trace of a smile. Realizing the story had not saved him from impending doom, the weary, wounded spell caster lowered his head and muttered a short prayer to his gawd as death claimed him. Since then, the beast has watched for signs of adventurers and has raided the surrounding lands in ever-widening sweeps.

The dragon speaks with a slight British accent, talks about itself in the third person and wishes to be treated in the royal manner it feel it deserves. The dragon is aloof to those it feels superior to (i.e. everyone) and enjoys playing cat and mouse with its victims. The longer a potential meal can amuse the beast, the longer it lives before its demise. The dragon does not cast spells.

It has just awakened from a long nap and was aloft riding on the thermal currents scouring the land in search of prey. The beast's lair is nearby, a narrow-mouthed cavern of considerable size. One day, when it amasses enough power it will avenge its humiliation and drive the usurper from his true home. Then, it shall bask in the worship of lesser beings once again. If faced with combat, the dragon tries to get aloft. He then attempts to swoop down and strafe the strongest looking party members with lightning bolts. He will, however, save one for emergency situations. Upon expending his 'ordnance', he will land and rend victims with teeth and claws.

The dragon's treasure consists of: 8,000 cp, 5,200 sp, 2,750 ep, 800 cp, 55 pp 15 gems worth 10 gp, 7 gems worth 50 gp, 4 gems worth 500 gp a jeweled cup worth 650 gp, a silver dagger with an ivory and lapis handle worth 400 gp, a Scroll with six clerical spells (Know Alignment, Dispel Magic, Remove Curse, Tongues, Cure Critical Wounds and Gate) the scroll is inside an electrum tube worth 130 gp and a Javelin of Lightning.

WE20. STONE GIANTS' PLAYGROUND

For most of the day, you've been traveling under a clear sky. After rounding the next bend in the trail, you hear something that sounds like thunder though the sky remains clear. Looking ahead, you see the remains of an old rockslide.

As the PCs what they wish to do. If they stay in the area, read the following.

A boulder caroms down the slope and shatters against the cavern wall. As the dust begins to settle, you hear a disgusted snort, followed by laughter. Then another boulder comes hurtling down the slope.

A pair of Stone Giants have molded the debris from a minor rockslide that once obstructed the pathway into a place for their amusement. They have cleared the are, to make a broad path on the ground and spend their free time bouncing boulders down it. The field is littered with rock fragments and boulders of all sizes. When the PCs arrive on the scene, the giants are sending rocks down the path and trying their best to make the rocks bounce off the sides of the path.

It's the display of skill which shows the athlete's prowess after all. If the PCs call out to them, the giants stop throwing rocks to see what has come their way. If the giants believe they are in danger, they scoop up stones next to them and hurl them at intruders. This continues until they are engaged in melee or the PCs flee.

If the party converses politely with the giants, they find them friendly but cautious. If offered food and drink, the giants are willing to trade a scroll they cannot read for coins or gems. The lowest price they will accept is 2,000 gp in goods and/or coin. Of course, they ask for far more at first (a bit more than the interested members of the party could afford) and bargain down from there. They will not let the characters look at the scroll long enough to determine the spells it holds. The giants have a cave about a mile away and have hidden their treasure there.

Their treasure consists of the following: 8,000 sp, 5,000 gp, 2 gems worth 50 gp each, a Scroll of two magic user spells (Shocking Grasp and Zarba's Crushing Hand).

WEA. IF IT'S NOT GNOMISH, IT'S CRAP!

As you travel down the mountain's slope, the air is fresh and you catch the scent of wildflowers. It's nice to see non-threatening things such as birds and butterflies fly over head for a change. Over the serene backdrop, a time-hardened voice pierces the day. "That's it lads!" He barks, in a heavy brogue. "Heave too and we'll pull this stout bastard out by the roots!"

Ask the players what they wish to do. If they to continue onward read the following...

A closer inspection reveals a team of five gnomes up ahead who are trying to uproot a dead tree. As you observe them, they give out a loud cheer of triumph as it finally pulls free of the ground.

If PCs do not hide themselves and the gnomes can see them, read the following...



McFalls 03

As the gnomes congratulate themselves on a job well done, their taskmaster looks in your direction and sigh. "We have slid upon hard luck me boys. It appears we 'ave adventurers in our midsts." Slowly, with a determined step he walks in your direction.

Ask the PCs what they are doing. If they do not attack the gnomes, read the following.

As the gnome taskmaster advances, one of his crew spits in the dirt. "Feh! Adventurers are tougher to get rid of than this diseased old tree!" Another old sod clears his throat and joins in. "Aye, yer far too hard on the newbies. They might be deserters, highwaymen, bed wetters, flatworms or a multitude of other creatures that are far more honorable than adventurers!" When he finishes the rest of the crew breaks out in laughter and catcalls. The taskmaster continues walking in your direction.

The taskmaster does not have any weapons drawn. If the PCs allow him to approach them read the following...

The insults continue to fly as the foreman closes the gap between you. He glares in your direction and speaks. "Well out with it! Are you adventurers seeking to loot our clan or be ye worthwhile souls interested in making an honest living?" Before you can answer he points at the armor and metal weapons you carry. "We'll be a needing to look at those also. 'Ei're they gnomish made or 'ei're they Crap!"

The wooded valley, is home to a large clan of Gnomes, who are unusually reclusive and take great pride in all things gnomish. They have established individual dwellings in natural caves, along the northeastern edge of the valley. Their caves are usually improved with interior rooms of finished stone or burrows that run to choice glens. There are several ponds and springs in the vale where the gnomes raise sheep and goats. The pass leading into the vale is well guarded. Their settlement resembles a Scottish feudal society and they speak with a heavy brogue. They value the fruits of their own labors over all others and deem them flawless unless presented with obvious proof of superior goods. They hold their crafted items in the highest esteem and all others are CRAP! It is an honor to be given anything worked by these fine craftsmen. The gnome's treasure is stored in great iron chests, in a room hidden by a secret door, and guarded by several stone traps that only these gnomes know how to avoid. If the gnomes are attacked and the pass cannot be held, they fall back to their caves and burrows to make a stand in the cave complex of the Laird Gwaylar. There are additional forces in Laird Gwaylar's cave.

If the PCs have Murlych D'Vaghan with them, they are welcomed with open arms into the vale as heroes (after enduring a good hazing to test their mettle, of course), for rescuing him from the trolls (WE14. TROLL RAVE). They are treated to a feast in their honor and in remembrance of D'Vaghan's fallen comrades. Otherwise, the party is not attacked and can win the favor of the gnomes if they can take the verbal abuse from the tree removers without resorting to violence. If the party is of good alignment, they are permitted to enter the vale and use it as a place of safety and rest. Victorious veterans of battles with evil humanoids such as Ogres, Trolls, Goblins etc., are befriended. The gnomish priests tend to them, healing the party's wounds and diseases, and supplying food. They will tell a trusted party the general whereabouts of the caverns. The gnomes have a fair knowledge of the locale and can point the caverns out on the blank area of the party's map. For particularly heroic actions, the gnomes reward the party. They have the following treasures which they may bestow:

1 Man-sized Shield +1

1 Man-sized suit of Chainmail +1

1 Potion of Diminution

Their chief cleric also has a **Raise Dead** scroll that he will use to save a party member slain in battle against enemies of the gnomes. If asked, the gnomes refuse to accompany the party on its quest. (An exception: If you determine that the party is too weak to succeed without aid, you may allow one or two gnomes under 5th level to agree to an adventure as full partners.)

Treasure: In addition to their mundane gear listed on the battle sheets, the gnomes have the following items: The chieftain wields a **Short Sword +1**, has 207 gp in coin and has a jeweled scabbard worth 100 gp, the lieutenant carries 39 gp, the cleric has 126 gp, the bodyguards have 40 gp between them, the illusionist has 62 gp, the archers have 80 gp in coin between them, the polearmsmen have 20 gp between them, the advanced guard/runners have 30 gp between them.

Laird Furduch Na'Gwaylar wields a **Spear+2**, has a gem worth 125 gp and has 123 gp in coin, his captain has 36 gp, his lieutenants have 52 gp between them, his archers have 60 gp between them.

The chieftain of group two wields a **Short Bow+1**, has a broach worth 125 gp and has 40 gp in coin, his lieutenant has 28 gp, his first cleric has 42 gp in coin, his second cleric has 52 gp, his archers have 60 gp between them.

Laird Gwaylar wears **Plate Mail +1**, a **Shield +1** and wields a **Longsword +1**, he has a gem worth 300 gp and carries 115 gp in coin, his sergeants have 45 gp between them, his chief cleric has 147 gp in coin, his under cleric wields a **Mace +1** and has 105 gp in coin, his lesser clerics have 72 gp between them, his infantry has 140 gp between them, his militia has 120 gp between them, his animal handlers have 7 gp between them.

The captain of Group Four wields a **Short Sword +1** and has 100 gp in coin, his lieutenant has 81 gp, his sergeants have 54 gp between them and his infantry has 240 gp between them, his slingers have 60 gp between them, his militia have 300 gp between them and his illusionist wields a **Dagger +2**, wears a **Ring of Protection +2** and has 25 gp, his guards have 60 gp between them.

WE B. THE CRAGGY DELLS

A cold, crisp, day greets your journey through the mountains. Slowly but cautiously, you travel down an old mountain path. Then, while pausing to get your bearings, you hear a bestial howl of pain from the vale below. In mere moments, all is silent again and you're left with the mountain's serenity.

The dish-shaped valley below the PCs has a rugged beauty with rock spires and jutting mesas rising from it. Between the rock formations are a series of meadows and dells. Most of the valley is covered with lush grasses but a few scattered shrubs and an occasional copse of trees dot the landscape. Game is common amidst the dells of the valley. The towering peaks serve as home to a herd of Hippogriffs. This group consists of a male and his harem. There are eight nests with a total of three fledglings in one pair of nests and four eggs in two others. This flock nests at the far southeastern edge of the valley. A group of renegade humans and Orcs, led by a particularly vile half-orc, is currently camped in the WE B. THE CRAGGY DELLS. They have been capturing Hippogriffs and fledglings to sell them later to certain powerful individuals who have promised to pay well for the creatures. Their band consists of ruthless souls lead by a half-orc by the name of Scirvelly (The Boss), who rules his minions with an iron hand. Good hunting, coupled with the fact that those who complain about how Scirvelly runs things tend to disappear, usually keeps grumbling to a minimum. The Scirvelly gang's encampment is near the center of the valley, with the gang's 26 light riding horses (the Orcs all walk, except for the chief) hidden in a cave. Tents are pitched haphazard-

ly. The bestial howl the PCs heard is from the Orcs whipping one of the Hippogriffs.

The Orcs and some of the men sleep beneath overhanging ledges. The encampment is fairly well concealed and the cooking fires are in a small cave. The guards are lax during the day but alert at night. If the party of adventurers enters boldly, making noise or taking no precautions, Scirvelly's gang has the normal chance to surprise and surrounds them when they attack. The Boss is a bit berserk, so as long as he is alive and leading the attack the rest continue combat. As soon as the Boss is slain or otherwise out of the fray, his gang scatters and flees. About one-quarter mile away from the camp is a cavern. The renegades have used boulders and heavy logs to make it into a prison pen for captured Hippogriffs. There are a number of Hippogriffs penned inside and three of them have actually been tamed to a point where they could be controlled by a bold and skillful rider trained on aerial mounts.

If the adventurers find the Hippogriff pen and are able to communicate with the captured beasts, they discover that the creatures will not attack if freed. They have sufficient intelligence to recognize benefactors. If the PCs make extra effort, it is possible to get the three partially tamed Hippogriffs to remain behind as potential mounts for the party. These animals must be coaxed and fed well by the adventurers. The fledglings stay if fed and cared for. They will gain full movement ability and normal AC in two weeks. They also each gain another Hit Die. They do not attain full size and can't be ridden for another year. At that time, each gets its final Hit Die. The fledglings consider the party to be friends (and providers) and stay with them if they are fed and cared for properly.

Treasure: In addition to their mundane gear listed on the battle sheets, the assassin and his crew have the following items: The boss wears **Splint Mail +2**, wields a **Crossbow of Speed** with 3 Bolts +2, the tips of two of the bolts are covered in Class D insinuating poison. He also has a jeweled earring worth 350 gp, a jeweled silver brooch worth 1,200 gp, 2 gems worth 150 gp each and has 118 gp. His number two man has a **Shield +1**, a **Rope of Entanglement**, 11 gems worth 75 gp each and 30 gp, his number three man has a 200 gp gem, a belt buckle worth 75 gp and 26 gp, the guisarme-voulge wielding brigands have 96 gp between them. The Orcs have 80 gp between them.

THE LOST CAVERNS OF IZZYLSHYZL

THE LESSER CAVERNS

The tracks you've been following lead to a cavern with an entrance that seems like a fanged maw. The top is jagged and there are rising cones of stone below. The cavern is 40 feet wide, 70 feet long and over 20 feet high in the central area. It has obviously seen heavy use at one time. The walls and ceiling bear the soot of ages past and bits of broken furniture, along with ruined, discarded gear, are scattered about. At the back of the cavern is a smaller cave, 20 feet wide, 30 feet long, and 15 feet high. The northernmost end of the cave has a 10-foot wide passage, slanting steeply down. Steps have been roughly hewn in its floor, to allow easier passage. The tunnel leads down into the heart of the mountain. It is about 130 feet long and has some 60 broad stairs, each with a drop of one foot.*

At the end of the passage is the entrance to the lost caverns, where the real adventure begins.

General Notes: All of the passageways and chambers, in both the LESSER CAVERNS (LC# first level) and the GREATER CAVERNS (GC# second level) are natural, with few signs of mining. The floor is generally smooth and worn-looking, although there are some rugged places with fallen stone or stalagmites. Ceiling height varies from 10 to 15 feet in 10-foot wide passageways in the LESSER CAVERNS, and a 13 to 20-foot height in the GREATER

CAVERNS. Passageways 20 feet wide or wider have ceilings 21 to 32 feet high on both levels. The same is true for smaller caves and chambers. Caverns larger than 40 feet by 40 feet have walls about 15 feet high and domed ceilings. These have a height of about two-thirds the longest dimension of the cavern, (i.e., a chamber 40 feet by 100 feet would have a maximum height of about 65 feet at the central part of the cavern). Any exceptions are noted in the encounter text. The rock formations in these caverns are quite colorful. Stalactites descend from the ceilings of most areas. At the entryway, the walls and floor tend towards drab grays and gray-browns, but further along the stone is red, yellow, green, and blue. Some areas have sparkling mica or quartz, shining, low-value, onyx deposits, or mineral strata of various colors making the place look like a wonderland in torch or lantern light.

There are frequent shelves and ledges where strange lichens and fungi grow. Some of these plants give off a very faint, pale gray luminescence. This glow is not sufficient to see by, but eyes adjusted to the darkness can spot movement within 10 feet by its radiance. There are also some areas where sand and compost allow for the growth of huge fungi of all types, some looking similar to Shriekers and Violet Fungi, but they are not actually of either species. These areas of growth occur where there is plentiful water seepage from walls and ceiling. The caverns are quite damp. Floors are slick in places, and characters moving rapidly have a 1 in 6 chance of slipping. Characters who slip must make a Dexterity check to avoid falling.

Small rivulets and pools of water are found every 100 feet or so. The pools support small, pale creatures such as crayfish and fish, as well as crickets, beetles and other insects. Characters who listen closely can hear a number of small sounds, which are mostly associated with the insects and other small life inhabiting the caverns.

WANDERING MONSTERS

In the Lost Caverns of Izzylshyzl, there are no true random encounters. If the party is near a lettered or numbered encounter area and making a great deal of noise, or merely waiting quietly, for more than one turn, there is a 1 in 6 chance that the monster nearby comes to investigate – providing the creature could normally leave its lair to move about for some reason. Of course, if the party is off in a dead end side passage, staying quiet, and showing no light, then, there are no monster encounters at all. Nevertheless, you should conduct periodic checks, as if the possibility of encounters existed. This should keep the characters "on their toes." Occasionally, pretend to consult the adventure and inform the party that they have seen a large number of bats, a few giant rats, many normal rats, huge nightcrawlers (3 to 6 feet long but without attacks), or various large-sized slugs and grubs. All are harmless. These are the usual prey for the larger creatures inhabiting the caverns.

KEY TO THE LESSER CAVERNS

LCA. I'LL NEVER GET THIS SMELL OFF ME!

The tunnel ceiling descends here to a mere 8 feet above the surface of the water of the Xarantes River. (In the caverns area the ceiling over the river is at least 15 feet high, and in many places, it is over 30 feet high.) The river is from 20 to 40 feet deep and filled with fish of many sorts. The river twists and turns for over a mile; and then, at a point where a chimney rises some 60 feet to the outside world, the water level goes to the ceiling. Further progress along the river is impossible. Those with the mountaineering skill, thieving climbing skill or appropriate magical ability may climb the vertical shaft. The exit is about one mile west of the entrance to the caverns. Over time, dead things, vile creatures and failed magical experiments have found their way into the river, leaving it with a taint. Any living flesh touching the water in the river will smell like vile, dead fish when exposed to air. No amount of bathing removes the smell and a Cure Disease, Limited Wish or like magic, is required to be free of it. Until then, characters suffer a 1d4 penalty to their Comeliness score.

The Watchers of the Depths: Surprisingly, there is at least one creature that calls the foul waters of the Xarantes its home. Over time, residual magic caused some ordinary electric eels to evolve into the mysterious Watchers of the Depths. These secretive creatures prowl the Xarantes and on occasion, haunt the depths of Lake Unglar. What they're searching for is anyone's guess, but the creatures seem drawn to magic items and beings that have the ability to cast spells. A school of twenty of these creatures swims the river and if an item of +2 or greater enchantment or a spell caster of 5th level or higher is

submerged into the river, there is a 10% cumulative chance per round that 1-2 of them sense the disturbance and stray from the school to investigate. Once they appear, no new creatures appear. Occasionally, one of the creatures gets caught in the current and is swept out to the lake. The chance for them appearing in the lake is the same as for them appearing in the river. There are six Watchers of the Depths in the lake. They are cautious in area LC14. UNDERGROUND LAKE and actively avoid area LC20 BLACK WATER. While inquisitive, the creature is not crazy.

LC1. ENTRY CAVERNS

After descending the long flight of steps, you travel north about 20 feet into a natural chamber some 70 feet wide and 50 feet deep. You passed by a narrow passage on the left (west), because your light has reflected off something in the chamber ahead that you wished to explore. Looking about, you see several weird faces, carved in bas relief around the walls of the cavern. In fact, there are six such visages hewn from the rock itself. Each face is by the side of one of six tunnels, leading off in one direction or another, from the cavern to the unknown.

Although, each face is slightly different from its fellows, all are strange and doleful looking: one has dawglie ears, another with protruding tusks, a third, drooping wattles, etc. There seems to be no relationship between the size of the passageway and the stony visage beside it. Nothing else in the chamber seems remarkable. There are a few stalactites on the ceiling above and a few, have fallen to the floor, amid a handful of stalagmites.

Each of these bas-relief carvings has an animated mouth, with a Lewd Magic Mouth magically bound to it. If the PCs come within three feet of any of the mouths, the one closest to the PCs, moves and speaks and says with a bass, mournfully dire tone; "TURN BACK ...THIS IS NOT THE WAY!" This will be repeated endlessly, each time the same or another individual comes within three feet of this mouth and only stops when a PC comes within three feet of another mouth.

The rest of the mouths speak when someone comes within 3 feet of them. They say the following (use one of the comments listed below for each mouth. After a mouth speaks, it becomes silent until addressed again).

- "All right, you primitive screw-head! Why are you bothering me? You're going the wrong way!"
- "Oh, you don't like the way we talk? THEN, GO BACK TO YOUR MOMMY!"
- "Do they sell man armor where you bought that?" [use female adjectives when talking to a female PC]
- "Get owdah here kid, yer boddering us! Any fool could see, yer wastin yer time going dis way".

The mouth in the far southeast beside the 2-foot wide southern passage begins to cry, after the other mouths have spoken. If asked why it is crying, it tells the PCs that nobody ever talks to it. That's okay though. It was GOING to tell the PCs something important but now it forgot what it was. After this, all the other mouths say that only they know the correct path.

If any PC member watches any of the stone mouths, they notice that it has something glittering within it. Each mouth has a gem in it. The colors are, from left to right, amber, purple (amethyst), pale blue (aquamarine), deep red (garnet), olive green (peridot), and dark pink (tourmaline). Regardless of which is taken first, the first gem is worth 1,000 gp. The others, although just as large, but flawed, are worth 100 GP each. The stone faces were crafted from is very hard and nearly impossible to break. Each mouth bites for 1d10+2 points of damage. If anyone attempts to take the gem within it, the bite automatically hits any PC reaching inside of it. A Command spell or a demand for the gem will avail nothing.

If any of the mouths are asked to give up their gem, it says, "AAAAH" and slowly unrolls its tongue with the gem being on the tip. Right before the gem is available to be grabbed, the mouth spits a Lugi Spit Demon at the nearest PC and laughs hysterically. If threatened, it apologizes but the two mouths closest to the demon, spit at the PCs and also laugh. On the following round, two more mouths spit a demon at the PCs and join in the laughter. The only mouth that does not spit a demon is the one on the far southeast, next to the 2-foot wide southern passage.

Once five Lugi Spit Demons have been spit out, the mouths finally become totally silent. If they are asked which way is the correct way to go, all of them but the one facing the far 2-foot wide southern passage says, "It's MY way or the highway!" The one on the southeast, next to the southern passage does not answer this question unless it is specifically asked. If this happens, it says, "Isn't it obvious?" Once this mouth speaks, the magic fades from the mouths and the gems can be taken from them safely.

Attacking the mouth or casting spells that would damage or alter them also causes the demons to be released to attack the PCs, if they have not been released already.

LC2. STREAKED CAVE

A small cave lies before you. It appears to be 20 feet or so wide by roughly 30 feet in length. The walls and floor are covered with streaks, blotches and scrawled words written in the common tongue. Further examination reveals them to say such things as "For a good time go to HackMoor", "Joe wuz here" "Izzl's lost her shyzl", "Succubi have more fun" and "If the cavern is a rockin' don't come a knockin'". There seems to be no exit.

Lying in the northernmost section of the cave is a humanoid skeleton (an escaped slave). The floor to the cave is weak, due to a Common Bulette's tunneling under it. If more than 400 pounds of weight is placed on the floor, it collapses. The PCs fall 20 feet into the jaws of the monster. The collapsed area is the same size as the cave above. The monster came to this area from the south and there is a tunnel going south, from the cave-in that leads to the surface. The cave above is the nest of a Speckled Arvanger. This monster made its nest in a dead Lurker Above that had become entangled in the roof of the cave. If the PCs survive the battle with the Bulette, the Speckled Arvanger tries to pick off wounded members. It has no treasure.

LC3. SLATE CHAMBERS

This squarish cave appears to have been naturally carved from slate and shale. The flat, gray and blue-gray stones seem to absorb light and there are several weapons scattered around on the floor of the cave. A spear, a battle-axe, a bastard sword, and a pair of daggers lie upon the floor.

A Clay Golem lurks in the small alcove, in the northeastern part of the cave. It blends with the walls and is camouflaged until it steps out. As soon as the monster sees intruders in its lair, it goes berserk. Once the party is confronted, the creature Hastes itself and begins double-speed movement and attacks. Any damage dealt by the monster also leaves a clay-colored skid mark on the garment or armor of the victim. This is due to flawed materials used in the construction of the golem. This monster has no treasure, but one of the daggers on the floor of the cave is a Dagger +2 Longtooth.

LC4. A CRAPPY PLACE TO BE

A large, high-domed cave looms before you. Its floor is covered in guano. The cave is populated by many beetles, spiders and a few normal rats. The sound of flowing water comes from somewhere in the north end of the cavern.

The original floor of the cave has eroded nine inches due to seepage from the Xarantes river. A steady supply of guano from the Mobats living above the floor has filled the depression. The top few inches of guano has dried to a point to where it can hold up to 700 pounds in a 15-foot diameter area. PCs walking across the floor find that some of the guano has stuck to their feet as they walk. By the time they cross the cave they are an inch and a half taller due to the bug-ridden guano stuck to their feet. If more than 700 lbs of weight is placed in a 15-foot area, the surface of the guano cracks and the PCs sink into the nine inches of goo below. Seepage from the Xarantes River has kept the guano in this state. If the PCs get the guano cleaned off them, they still need a Cure Disease, Limited Wish or like magic to get the dead fish smell off them from being exposed to the water of the river.

Eight Mobats have taken this cave for themselves after devouring the many smaller bats which once dwelled here. They hang from the ceiling 40 feet above. When the party enters, the creatures swoop down one at a time. The first attack has a 50% chance of surprising the chosen opponent. The monsters attack in rotation, one at a time, each voicing its piercing screech. After they all have attacked once, there is a chance that several will attempt to attack at the same time on the ninth round and thereafter. Roll 1 d6, with a result of 2, 3, or 4 indicating the number of creatures swooping to attack. Attacking in this manner gives the bats the "crowded flying conditions" AC.

On the north wall of the cave, 30 feet up, is a broad, projecting ledge. A tunnel leads to the underground river beyond, the surface of the water being about 40 feet below this opening. (The Mobats use this place to take off on their forays for prey, flying up and down the waterway, catching fish and any other prey.) Their treasure is scattered along is the ledge and consists of 1,312 gp. It takes the mountaineering skill, a thief's climbing ability or some magical means to reach the stone shelf.

LC5. LITTERED CAVE

The cavern floor before you is littered with bones. A low mound of dung lies near the middle of the cavern floor. Near the southern end of the cave is a crushed Minotaur skeleton and two leather sacks. The floor and ceiling are fairly smooth.

A Lurker Above is attached to the ceiling. The monster is quite hungry since it has not eaten in a long time and attacks as soon as anyone moves beneath it. The skeleton is that of a Minotaur. One of the sacks has 102 sp and 167 pp. The latter is beneath the silver and a hurried examination means there is a 90% chance of the platinum being mistaken for silver. The other sack holds 281 gp. There are five gems embedded in the belly of the monster worth 100 gp each but they are not seen unless the party turns the monster over.

LC6. DA PECH NODE

The running scenes of forms and figures which extend from the floor to the arched ceiling have been chiseled into the cavern walls. Intermixed with the flora and fauna one would associate with the underworld are strange, bizarre, almost alien things. The work is bas relief of a caliber superior to that of the stone faces (from encounter LC1. ENTRY CAVERNS). The cavern floor is littered with stone chips and fragments. You note a worked shaft about 4 1/2 feet high and 2 feet wide running northwest from the far end of the grotto.

If the party lingers in the grotto for three or more rounds, they hear a rhythmic clanking sound of metal on stone. If they shine light down the small tunnel, they alert and arouse seven Pech.

These creatures are masters of stone work and born with the souls of bards. Because of their love of working stone, they turn the execution of their labor into a rhythmic work of art. Sample rhythms include "Chain Gang" by Sam Cooke, "Workin' in a Coal Mine" by Devo and "Personal Jesus" by DePêche Mode. They are busily working to cut a flight of stairs up into the mountain where they know there is a large, sealed cavern. Light causes them to shout in all of the languages they speak (Dwarf, Gnome, Goblin, Common, and their

own tongue): "Yo moron, out wid da light, will ya!" They come to investigate and are somewhat friendly if the party complies with their request. If more light is used, the craftsmen become increasingly angry and hostile. Several rounds of light (1d4+4), brings them out to attack the light source. If it is a Light spell, they have a Wall of Stone spell to secure themselves against its rays and then continue to work to get to the new cavern. If the party shows them any courtesy, they are relatively friendly and will even aid the explorers against the Clay Golem (LC3. Slate Chambers) if offered 2 or more gems or 1 piece of jewelry each. They have no treasure.

LC7. FUNGI CAVERN

The walls and floor of the cave sport a variety of small and medium-sized fungi growths. Some of them could easily pass for Shriekers. There are several large, whitish forms amongst the fungi. It appears that several passageways radiate from this cavern.

This cavern is the favorite feeding ground of five Giant Cockroaches. Many of these creatures live within the caverns, but this is a preferred spot and five are always here. If combat ensues in the fungus cavern, the monsters in area LC8. THE STINKING CAVE come to investigate in three rounds. Scattered about the fungi is the following treasure: Bracers of Defense AC 5, an emerald worth 600 gp and 5 gems worth 10 gp each.

LC8. THE STINKING CAVE

Waves of stench emanate from the cave ahead of you. It is filled with rotting leaves, pieces of chitinous material, dung, and who knows what else. The reek from the mess is disgusting. Littered among the filth are the skeletal remains of several humanoids. A lone skull stares from the debris as a grim reminder of those who have lost their lives in the pursuit of greed. There are at least three larger heaps of rotting vegetation and sticks which are visible from the cave entrance. They might be nests.

Four female Common Trolls lair here. They maintain the fungi cavern areas to assure themselves regular meals of Giant Cockroaches. Fish also fall prey to them and on occasion the monsters venture outside the caverns for prey. Every so often, heaps of debris are taken from their lair so it can be spread around in the fungi cavern to encourage continued growth of the fungi. If they hear noise from area LC7. FUNGI CAVERN, they come out to investigate or feed, for they are almost always hungry. Amidst the litter in their den is their treasure. It consists of a **Potion of Healing**, a **Potion of Vitality**, and a quiver with 9 arrows: 3 broken arrows, 2 normal ones and 4 Arrows +1.

Before entering combat the Trolls fling handfuls of their dung-ridden fungi-food at any female PCs. Normally the Trolls would eliminate the PCs and use them for food. However, the lack of male companionship causes them to strike male PCs to subdue because they have "other" uses for their intended mates. After all, they can always be used for food later. One of the Common Trolls has recently decided she was the leader of the group and has taken to wearing the carapace of one of the dead Giant Cockroaches as a helm because she considers himself to look more fearsome while wearing it. Any successful attack on the leader has a 25% chance of shattering/cleaving the carapace instead of causing full damage (the attack only does 1/2 damage to the wearer). If this happens the Troll wearing the carapace goes berserk on the following round (she receives a +2 bonus to hit and damage).

LC9. BAT FLAMBE'

You note numerous, small fungi covering the walls of the cave and a fair amount of the sandy, guano-strewn floor. The oddly colored growth seems to match the multi-colored minerals of the walls of the area. A faint squeaking and rustling sound comes from somewhere inside. In the center of the cave is a large depression. It is also covered in guano.

Izzlshyzl used this cave for summoning nefarious creatures to do her bidding. Due to countless hours of mixing arcane materials in the depression, the ceiling and the stalactites have been coated with a green residue. This is **HIGHLY** flammable. The residue has gotten on the Bats' fur over time as they roost there. If any of the PCs entering this area are carrying any source of open flame (torch, lantern etc.), they ignite the bats when they attack. This sets off a chain reaction which kills all the Bats and does 10 + d20 damage to all in area LC9. The fire from the chain reaction causes the coating on the stalagmites to burn away entirely. Nothing can be salvaged from it. Any PCs caught in the blaze loses any exposed hair (this includes their normal hair as well as any exposed facial, arm, chest, leg hair, eyebrows, etc). The effect while comical is not permanent and lost hair may grow back normally. If the PCs do not use a source of flame while in here, the creatures, of course, do not burst into flame. They roost along the ceiling of the passageway and leave when night falls, in order to feed outdoors. Their guano feeds the abundant fungi which fills the cave.

The party has to move very quietly and with little or no light in order to avoid frightening them. If the party frightens them, they fly around the entire cave, flying into people. This extinguishes all torches and lanterns (after the explosion) and spell casting is impossible. A light they cannot extinguish, such as a magical sword or a Continual Light spell, causes them to frantically swarm over the light source. Swarmed PCs suffer spell failure (characters must succeed at a Wisdom check to avoid failure), impeded attack ability (-2 to hit) and partial blindness (-2 to hit for creatures that rely on sight). The creatures have no treasure. However, if they were not set aflame, the coating on the stalactites can be harvested to make ink, which when used to write any Fireball scroll, increases the damage by +1 per die.

LC10. THE UNSTABLE TUNNEL

The tunnel before you sports a multitude of fungi growths and the time forgotten passage is eerily quiet. Perhaps this area of the caverns is uninhabited.

This part of the tunnel is highly unstable. If any of the PCs travel past the number 10 on the lesser caverns map, count slowly to ten, silently. Once you complete the count, the tunnel collapses. The collapsed area includes the square containing the number 10 and extends 10 feet to the north and south. The falling rocks kill each party member in the affected area who fails a saving throw versus spells (although the tunnel collapse is not magic, of course; the save simply indicates the relative danger). The debris may be cleared from the cave-in at a rate of one foot per turn if 2 PCs of more than 14 Strength each, are doing the work. If the PCs use excavation tools, they can clear a 1 1/2 foot by 3-foot section per turn.

LC11. THE LONG GALLERY

The cavern widens into a gallery of considerable length and a height of well over 40 feet. Some smaller types of fungi grow here also. Telltale squeaking and fluttering sounds comes from above. The walls are dotted with round indentations spaced along either side of the gallery. There appear to be about a dozen of them.

The gallery is filled with bats, as in area 9, although these bats do not have the flammable properties of those in area 9. It is also the home of sixteen



Giant Land Lampreys. These blood sucking creatures feed on bats and other creatures, which come to eat the fungi along the sides and wall of the tunnel. The creatures are very long and can strike up to 8 feet from the wall. When the party is about midway into the area of their colony, eight monsters begin striking. If more than four of them are killed, the others slither out of their den and attack. They have no treasure. The entrances to the colony area are indicated on the map by small dots along the walls of the corridor. The holes lead down 5 feet to a cave underneath that has a foot of water in it. This water is not connected to the river and does not cause the creatures to reek. The Formian Giant from area LC12. A FACE ONLY A MOTHER COULD LOVE arrives six rounds after hearing a disturbance.

LC12. A FACE ONLY A MOTHER COULD LOVE

One look (and especially one smell) tells you that filthy, Ogre-like monsters would be well at home here. The cave looks to be irregularly shaped and appears to have no other entrance. Bones, skulls and other trash are strewn about the cave. Near its center is a flat rock that appears to have been used as a table. The remains of some creature lies upon it, as if the poor beast was being carved for dinner. A carcass with a great knife stuck in it lies next to an old cooking fire. At the far end of the cave, you see two large, moldy piles of old hides and skins. There appears to be nothing else notable in the chamber.

A Fomorian Giant dwells here and is hiding behind the piles of hides and skins. He often captures Giant Lampreys, to add variety to his diet. The giant pursues intruders - particularly tasty-looking ones - as long as possible. It tries to corner prey in the northern dead end. The monster stores its treasure under one pile of hides and conceals itself behind the other. His treasure consists of a **Cloak of Poisonousness**, a normal cloak, a pair of **Boots of Levitation**, a pair of **Boots of Dancing** (close examination of the boots of dancing, reveals small metal plates on the toe and heel of the soles. Otherwise they appear to be **Boots of Elvenkind**), 1,357 gp and a beaten, copper bowl worth 750 gp each and two ivory tusks worth 600 gp each.

LC13. THE BASSACKWARD BOAT

Before you lies a wooden boat which rests on a shelf of stone. It is 14 feet long and with a 5 feet beam. The craft has three oars inside it. The boat is unusual because it tapers to a point at both ends and because the hull is crafted to resemble a large sea bass. However it appears to be swimming backwards as the fish's head is facing the rear of the ship. The swiftly flowing river beyond is dark, looks quite deep, and is about 20 feet wide. The current flows northwards.

The boat is strongly magical but can be rowed normally, with the third oar used to scull and steer, if desired. Movement upstream is at 3" per round, downstream speed is 3" drifting or 9" rowing. There is a small mast and a rune-embroidered sail under the planks of the deck. There are also three long planks to make the bottom inside flat, for the hull is sharply tapered.

If the mast is stepped and the sail raised, the boat moves normally until a command is given: GO! and the boat moves at 18" per round, up or down current (depending on which way it faces); STOP! and the boat stands motionless in even the swiftest of currents. Steering is easily done with the sculling oar and there are oarlocks at either end of the craft. The wood is from an usk tree, exceptionally well seasoned and crafted so as to be as hard as bronze. If a Detect Magic spell is cast upon the boat, it reveals an Alteration and Evocation dwomer. The magic allows the boat to shrink down to 10% of its size providing the proper command word is known. (See GREATER CAVERNS, area CG19. GREAT IRON DOORS, for this command word.).

LC14. THE UNDERGROUND LAKE

The river pours into a high-vaulted cavern and exits into a miniature, ebon-hued lake. Its water is fairly still and is probably very deep indeed. Great stalactites reach down from the cavern's ceiling which is some 50 feet above you. Every so often droplets of water break the serenity of the pool's surface. There are four streams of water entering and exiting the lake. It appears that there are four dry passages as well.

While the party moves over the surface of the underground lake there is a 1 in 10 chance each round that one of the six Piercers above, drop on the party and attack. The creatures are able to breathe water for a short period so they feed on the PCs and then emerge from the water to reattach themselves to the cavern roof. Because they are not made of flesh, they do not reek from having been in the water. Due to the movement of the boat on the water, there is a 50% chance the creature hits its intended target (a party member) and a 50% chance it hits the boat. If the boat is struck, there is no damage; but there is a 1 in 4 chance that the shock and rocking motion causes any character to tip over into the water (the PCs may make Dexterity checks to avoid this). If an attack occurs over the center area of the lake, see below.

A Giant Snapping Turtle is asleep at the bottom of the lake, bloated after devouring a large Watcher of the Depths. It remains sound asleep unless there is considerable noise directly above him, or unless some bright light penetrates the water to the 90-foot depth where it sleeps. If awakened, it swims slowly up to the surface to detect things to attack and eat. There is a 90% chance that anyone able to see down into the water will detect *something* coming up. If the creature is not detected, there is a 1 in 10 chance that its surfacing will overturn the boat. Once on the surface, the creature attempts to kill and eat every party member. Once part of the turtle is above the water, it is apparent that it reeks, due to contact with the water. Characters knocked into the water are subject to normal swimming and drowning rules (Hackmaster GameMaster's Guide page 167).

The lake has nearly sheer sides and is 90 feet deep in the center. There are many large white crayfish, 6 Watchers of the Depths (who are attracted to magic), and aquatic life in the water, carried into the lake by the river. They are sometimes carried out by the current and fall prey for the giant turtle or other monsters living in the caverns.

LCB. MAIN RIVER OUTLET

The current is strongest here for almost all of the water that flows into area 14 flows out along this passage. A drifting boat will be drawn out as indicated by the current lines on the map. Note: there are also such current lines for the other water exits.

LCCE. AN UNUSAL BRIDGE

An arch has been sculpted from the natural stone to resemble an octopus. Three tentacles and the head of the massive beast lay on the east side of the bridge and the remaining five tentacles span the river to and from the bridge and steps.

The bridge radiates evil in a 5-foot radius. If any good aligned being comes within 10 feet of the bridge, it starts to "sweat" an oily residue and the eyes of the beast open. Their stony gaze follows any good aligned PCs, until they are 20 feet away from the bridge. If there is more than one good PC the eyes follow the first one it sees. Any good or neutral PCs crossing it need to make a Dexterity check or fall into the water. If a PC slips and falls into the water a snide, disembodied snickering reverberates through the cavern. The "sweat" dries up for evil creatures who walk across the bridge and leaves dry areas for them to step.

LC15. TASTES LIKE CHICKEN

Apparently this cavern was inhabited some time ago. The rotten stench of droppings or possibly the reek of something decomposing fills the air. Twigs and odd bits of cloth litter the back of the cave. A number of oddly, shaped pieces of rock are also visible. Some appear to be rather finely crafted sculptures of small animals – rats, bats, a small subterranean lizard, etc. The rest are broken pieces of similar statues.

A mated pair of Cockatrices have made their nest here. Their nest (the litter of twigs and cloth) is at the back of the cave. Because there are two eggs in the nest, the Cockatrices are very aggressive, immediately attack any intruder near their lair and pursue any creature they see. If the quarry has disappeared from sight, the cockatrices pursue on a 1, or 2 on 1d6, but they only move at half their normal speed. Their treasure is scattered amidst their nest and consists of a silver tube with a Scroll with two magic-user spells (Slow, Stone to Flesh and Phase Door written at 17th level), a large green peridot, worth 2,000gp and a Lens of Detection.

LCCW. WESTERN BRIDGE

The ornate bridge before you arches to about 15 feet in the center as it reaches over the river. Many strange forms and shapes in bold relief and Gargoyle-like monsters leer from it. Off in the distance a distant thundering can be heard.

The thundering is the sound of a vast, underground waterfall, some 100 feet in the distance. If the party is afloat and goes beyond the bridge, the river's current pulls them over the falls, to certain death, no matter how hard they row. However, the magic boat from area LC13. THE BASSACKWARD BOAT keeps the party from going over the falls, if they have learned to control its movement. As the party drifts within 10 feet of the bridge, the GM should slowly count to 10. If the party does not know how to operate the magic boat, they must lasso the bridge to halt their movement toward the falls. If the party fails to lasso the bridge by the count of 10, they drift to position LCD. THE RIVER EXIT and go over the falls.

LCD. THE RIVER EXIT

The party exits here unless they have some supernormal means to save themselves. The water is about 100 feet deep here and drops over a granite ledge to fall 400 feet to a lake below. If the PCs fall to the water below the plunge kills them. However, the magic boat found in LC13. THE BAS-

SACKWARD BOAT can be commanded to go up the falls. Its sailing power is that great. If the boat does go over the falls, its occupants tumble out unless they are lashed to the craft.

Unless you have an extensive map for an underground adventure ready, it is suggested that a party so careless and foolish as to pass unwillingly over the falls and down to the area beyond be considered casualties of the Lost Caverns of Izzylshyzl or at the very least run into an impassable area.

LC16. RAINBOW CAVERN

A high-domed cavern rises above you and displays the colors of the rainbow upon its walls and floor. The many stalactites above hang like colored icicles. Over time various mineral deposits in the rock have seeped into frozen curtains, cascades, and many other fantastic shapes. The floor has numbers of humps and stalagmites of varied hue and strange forms. In the center of the chamber, is a heap of coins and metal bars.

This is the lair of the Gorgimera, Chossos. The creature has recently shrugged off the effects of a Charm Monster spell that Izzylshyzl cast upon him long ago when he displeased her. He is slightly disoriented, hungry and very angry at being held against his will. This anger pales, however, before his bitter disappointment in his virility problems. It seems that large paws and huge claws do not necessarily indicate male prowess. The beast lives in dire fear that its "shortcoming" will be discovered and he will be ridiculed for it. To compensate, he tries to appear as fierce as possible, makes fun of other's flaws and tries to dominate conversations. In short he is a total bore at parties, always hits on available (or otherwise) females and Izzylshyzl probably charmed him to shut the damn fool up.

The monster is likely to be mistaken for a Chimera, which it strongly resembles. Chossos despises the fact that he looks similar to a common Chimera almost as much as he is mortified by his masculine inadequacy. This monster has a lion, a dragon, and a gorgon head. He is far more intelligent though, than most Gorgimera, and attempts to lure prey into the range of its breath weapons. When the monster fights, he uses his dragon breath first, then charges his opponents and uses its gorgon breath. The beast then melees, and if he takes considerable damage (50%), the gorgon breath is used again, followed by a blast of dragon's fire. If any enemy still stands after that, the creature attacks with fangs, claws, and horns.

His treasure is scattered about the floor. It consists of 7,000 sp, 9,000 gp, 800 pp, 21 base 50 gp gems, 2 base 500 gp pieces of jewelry, a *Potion of Green Dragon Control*, a *Scroll of Protection from Elementals*, a *Bag of Holding* (2,500 gp weight maximum) and a *Horn of Fog*.

LC17. BOULDER HEAP

The well-rounded boulders here look as if some giant had stacked them up for use in a time of need. They are all about the right size for a fire giant to hurl. They appear to be carefully placed here. It is as if a skilled craftsman - an anal retentive soul with too much time on their hands - wanted to make the heap look "just right"...

The rocks look suspicious. Chossos piled them here to block the entry to the lower level to keep anyone attacking from that direction from taking him by surprise. The rocks can be tumbled and rolled aside without difficulty. If this is done, the party sees stairs going down to the west. (Note: these stairs are the only entrance to the GREATER CAVERNS.) In moving the boulders, the party notices that one has an odd, blue-green cast to it, and is definitely lighter than the rest. The odd boulder can be smashed open with a hammer, mace, or similar instrument. It is hollow inside and contains a tablet. The tablet is the Graven Glyphs, a magical warning, to those bold enough to enter the lower area of caverns. The warning is found in a different part of the caverns each time a party enters the caverns, but it can always be found. With the tablet is a *Ring of Protection +1*. The Graven Glyphs read:

In the center lies the gate
But the opening is sure to vex
Many are the guards who wait
As you go to the middle hex
Randomly sent to find a way
Back to a different iron door
A seventh time and you may stay
And seek the glowing prize no more
You have won old Izzylshyzl's prize
Her hoarded cache of magic
And freed the one with yearning eyes
Whose lot was hunger tragic

The GM should read the verses slowly, with pauses between each quatrain, and then tell the party that the glyphs have faded into nothingness.

LC18.A HASTY REFUGE

While traveling down the time lost tunnel, your eyes have been greeted by a variety of all too familiar fungi and molds. From up ahead you hear the sound of labored breath. Perhaps someone or something has retreated there to hide.

If the PCs go to explore the sounds they ear read the following...

As you investigate the situation further, a battered dwarf steps gingerly out from a cave up ahead. Upon spying you he immediately straightens up and tries to look formidable. In a shaky but menacing voice he speaks. "Aye, that'll be far enough for you. For all I know you could be fib-nibblers, or hob-gobblers, screechens, leechens, drakens, galgons or seechens. I stand tall; I stand true, though my limbs be black and blue. My sworn duty is to protect a comely lass, so it be me you must pass.

The PCs can see the dwarf has several gashes in his armor and a couple of bandaged wounds. If they appear to be non-threatening (they put away their weapons and approach in a calm manner) the dwarf will grudgingly let them pass. In the cave behind him is an attractive human woman (17 Comeliness) who is lying unconscious on a worn bedroll. Two other women, clad in scale mail, attend to her. The dwarf tells the PCs that they received the wounds in a fight with a Fomorian Giant (he blames the giant in area 12). Two of their companions fell to buy time for the others to escape. Since they have no cleric and are in no shape to travel, they decided to hole up here. The PCs may, "If they have to", stay in the cave. If they have magical healing, things are so much the better. If asked about the LC10. THE UNSTABLE TUNNEL, the dwarf tells them his racial skills got them by the passage safely. Should the PCs go into the cave, the trap is sprung.

These "beat-up adventurers" are actually Dao. These evil creatures from the Elemental Plane of Earth have used their Change Self spells to dupe victims into believing their story. If the party enters the alcove area, the "dwarf" casts a Wall of Stone spell to seal off the area then the rest of the Dao attack. If the party hesitates, the monsters come out and the "dwarf" casts the Wall of Stone so as to seal off the whole chamber. If the fighting goes against them, the monsters cast Rock to Mud under the party to mire them in the goo. The Dao can move at a 6" speed through mud. Invisibility is used to get behind adventurers and gain an attack advantage. If things go badly, they eventually attempt to move through the solid rock of the walls to escape with their lives. If forced to surrender, any of the Dao are able to grant a Limited Wish to a member of the party and then twist the meaning of the wish so as to make their escape. All of their "treasure," is in a large sack in the westernmost part of the cave. Amidst the brass junk and cheap stone ornaments in the sack is

a bottle with a captured Djinni. If this fellow is freed, he performs but one service for the party to include smashing down a Wall of Stone, if needed. He will not accompany the party afterwards.

LC19. THE SMALL LAKE

The narrow watercourse has brought you to a flooded cavern where many tiny rivulets carry the water away to places unknown. There is an island in the center of the underground lake. Even from this distance, you can see sparkles of something interesting scattered over the rock of the isle.

This is the Isle of Rebuke. If any living Man-sized or larger creature sets foot on the isle, a body heat activated Magic Mouth speaks. A peal of loud, ghastly laughter, echoes in the cavern. As the gales of derisive mirth end, a great voice yells out: "INSIGNIFICENT FOOLS! You are in a DEAD END. DEATH awaits you here. FLEE, while you still can. Go back to the south and take the way the water enters or stay here and DIE the worthless death your ignorance deserves! You were stupid to enter at all, so you will probably stay here. A deserved fate for foolish MORTALS! Your DEATH will keep you from polluting your breed. How could your mother let such FOOLS live long enough to embarrass her? FLEE before you meet your DOOM!" The surface of the island has gems scattered about it.

Three rounds after the voice speaks, it becomes evident that a round object is rising up through the water. It is roughly 5 feet in diameter with 8-10, stalk-like appendages on top. It rises from the water, reeking from its decay and floats over to the PCs. When it is within 15 feet of the PCs, stress from its journey up from the depths causes it to explode. This is a dead Gas Spore. After it explodes, the Lacedons in area LC20. Black Water (see area LC20 for their tactics) attack. Scattered across the surface of the island are 3,000 gems worth 1 gp each.

LC20. BLACK WATER

The water surrounding the islet, is particularly dark. You note that there seem to be some sort of dark particles suspended in it that make it look inky.

Six Lacedons dwell in a shallow cave 20 feet below the surface of the water, at the northern edge of the cavern. They will hear the magical voice speak if anyone sets foot on the islet and then release the Gas Spore. Once the dead spore starts to rise the Lacedons they follow its at a distance of 30 feet to surround the isle in 6 rounds. The monsters then clamber up onto the rocks and attack. The water surrounding the islet is about 30 feet deep. The party is only able to see about 5 feet into the murky water. The Lacedons are not affected by the water's effect to make flesh reek.

Their treasure is scattered about the floor of their lair. It consists of 1,000 ep, 2,000 gp, 6 base 100 gp gems, 2 Potions of Water Breathing, and a Battle Axe +2, +4 vs. undead and Negative Material Plane Creatures.

LC21. JONESING FOR MUNCHIES

The cave before you is striated with veins of crystalline minerals. Light reflects off them and makes the place quite beautiful to look at. Although, none of these formations appear to be valuable, some of them are quite large and wonderful to behold. The cave appears to be blind to the west, but there are three passageways in the eastern portion, where you entered.

If the PCs enter the cave, read the following...

As you enter the cave you hear a faint, wispy voice behind you. "Pssst! Over here."

Allow the PCs a chance to react. If they turn to face the voice, read the following...

Looking in that direction you see an earthen creature with three arms evenly spaced around its torso. The whisper comes from a gaping maw on the top of the beast. It pauses for a moment as if looking to see if the coast is clear and then starts to quiver slightly. "C'mon, I know you're carrying. Hook a buddy up. I NEED metal. Be easy about this and nobody has to get hurt."

Give the PCs a chance to respond to the creature. If they do not move away from it, read the following...

As you pause to ponder the pathetic creature two more of the elemental beasts rise up from the floor on the opposite side of you. They appear to be very upset and one of them yells at your new acquaintance. "GERLACK, we should have known you'd try to bogart the goods. With a dismayed look, Gerlack slumps and begins to whine. "Blast it. They always horn in on my deals. LOOK, give us what we want and no one has to get hurt. That's right, we want the metal baby. I mean the primo stuff, you know, the platinum, the gold...maybe a touch of electrum if it's quality goods. But, NO WAY are we taking any of that iron crap people usually try to pawn off on us. Give it to us. Give it to us NOW!"

Three Xorns from the Elemental Plane of Earth, have come here to do a bit of gourmet dining. They enjoy chewing some of the crystals but are craving precious metals. Naturally, they demand some from the party – especially platinum or gold – as a nice dessert. Eventually, they settle for 100 coins each, even if they are copper, silver, or electrum. If nothing like this is offered, the Xorn attacks the PCs to get any metal they have for they can smell any metals the PCs carry and it's driving them crazy. If the Xorns are forced to flee or are killed, the party discovers the monsters have stacked up a pile of 18 gems worth 500 gp base value along the north wall.

LC22. RASTA MARID

The cavern before you is filled with water. There is a slight current that flows to a very low cut in the west wall. Apparently excess water escapes from the chamber here. Beautiful stalactites descend from the ceiling, and as in most other areas, the walls are streaked with multi-colored rock formations. There is a humanoid form visible in the depths. Dark, shadowy, tendrils sway and weave in the water around it's head.

The Marid, Kasdu'ul, lies in an enchanted slumber in the center of the pool, under 15 feet of water. He can only be awakened by a Dispel Magic spell or similar magic. This automatically works if cast upon him. To actually come within 10 feet of Kasdu'ul, however, each individual attempting it must overcome an Antipathy spell.

The Marid looks to be an islander and speaks with a Jamaican accent. The tendrils the PCs saw in the water are his dreadlocks floating in the current. He is cautious if awakened but certainly does not attack those freeing him from Izzlshyzl's enchantment if they do not irritate him. If they mention Dao, he is definitely inclined to assist them with an Alter Reality spell on their behalf, providing the party defeated the Dao. If offered a large bribe of treasure, (10 or more gems, a substantial magic item, etc.), the Marid is 75% likely to give the party Water Breathing ability for one day and escort them to

any location along the underground waterways, should the party choose to explore them. He does not otherwise serve and is not particularly grateful to the party. He certainly defends himself if attacked. (If the GM desires, this encounter can be expanded by creating an underground level for the party to explore after the Marid has granted them **Water Breathing** ability.)

LEVEL TWO, THE GREATER CAVERNS, can only be entered from area LC17. BOULDER HEAP, above. The level is detailed hereafter.

THE GREATER CAVERNS

CLUES IN THE GREATER CAVERNS

Caves and caverns are real tests of playing ability, when the GM referees them properly. Mapping and moving through them is a challenge. When confronted with the Teleportation corridors in area 19, players may become disheartened, if they have not had considerable experience in similar situations. If the players are unable to deal with the situation, the GM may place certain clues that can be found with monsters that have other treasure. Each clue should be one of the following lines, written on a piece of parchment and found in a scroll tube, of little or no value:

Going south takes you southwest.

Going north takes you southeast.

Travel southeast and you are south.

Northwest brings you north.

Travel southwest reverse that.

From northeast you go northwest.

Nothing else should be said when the clues are read. After being Teleported a time or two, the players should realize the meaning of the clues and still be challenged by the situation.

START

The party descends the stairs from area LC17 of the LESSER CAVERNS. After traversing a long flight of 879 steps, (each step about 3 feet broad and 1 foot high), they reach the bottom (X on the map). The GREATER CAVERNS are not much larger than the ones above, although the ceilings are higher. Their name seems to come from the oppressive sense of depth and alien quality, of these stone chambers. The party of explorers can now go, in any one of four directions.

GCI. A NIGHT AT THE GREATER CAVERNS

The chamber's low-domed ceiling literally drips with stalactites. Including the tunnel you occupy, there are eight tunnels leading from this cave. The still air of this place reeks with a mixture of odors from rotting refuse, and growing fungi which creates an even more unpleasant stench. The thick fungi growth seems to be deliberately cultivated, for a compost of manure and other substances is spread over the floor. Some of the fungi appear to be Shriekers. As you approach you hear... applause?

If the PCs choose to investigate, read the following...

Taking a closer look you see several Troglydtes sitting in a semi-circle while another stands on a rock addressing the crowd. As you look on he speaks...

"Thank you, it's great to be here. Remember tip your waitress and you'll both be happy. Seriously though, have you all seen Chossis, the Gorgimera lately? I think he finally broke the charm and now he's pissed. What a case of small guy syndrome. The poor fool didn't realize that having large paws and huge claws doesn't guarantee they'll have a big hammer if you know what I mean." As he pauses the crowd roars.

"Please you're too kind. The other day I ran into a Fomorian Giant. Sheesh! If they ever needed a poster child for safe sex he'd be set for life." The applause continues and one of the audience wipes a tear from their eye as they laugh. You've been a great audience but I gotta go. Let's have one for the home boys!" The Troglydte comedian raises his fist and punches the air. The crowd follows and a loud Woo!, woo!, woo! Reverberates through the cavern.

If the PCs hang around read the following...

Suddenly the comedian grows deathly still and the crowd is silenced. With a serious look on his face the comedian speaks... "Alright, who's the joker that bathed this week? He then sniffs the air and looks in your direction. Aw hell no! Folks we've got surface dwellers among us!" Quickly he looks back and yells. "Hey ABBOTT!"

A tribe of 18 Troglydtes have made their lair in the five, small tunnels radiating from this cave. On occasion they entertain themselves to get away from their boring everyday lives. All the adults except the bouncer are watching the show. The non-combatant young are back in the small passages because the comedian plays to a mature audience.

Abbot appears one round after he is called for. Abbott is the "bouncer" and also is the champion of the Troglydtes. When their "champion" appears from its den, along the north passage from of the area, the other creatures pause for a round as he steps into the fray, croaks his horrible challenge, and wades into the enemy. Immediately as he attacks, the party sees an **Illusion** of a horde of huge Troglydtes pouring out from the same direction the Troglydte champion came from. This Illusion is generated by the champi-



on's sword. On the next round, the actual trogs enter the combat. Only at this point, do these creatures begin exuding their revulsion stench, for their hero brings them into an immediate frenzy. The males hurl javelins and close to melee.

Because of the small area and the great ardor for battle, their hero arouses, characters must make three successive saving throws versus poison in order to be safe from its effects. There is no treasure in any of the lairs, save that of the hero. There are four unhatched Troglodyte eggs in the largest lair. Each egg is worth 1d4x100 gp, if sold on the open market of a town or city. The hero wields a **Cursed Broadsword +1**, has one piece of jewelry worth 100 gp and a crystal flask with a **Potion of Extra-Healing** in it. (The flask alone is worth 250 gp.)

GC2. TEMPLE TO THE TROGLODYTE GAWD

It is obvious by taking one look around this gruesome, macabre cave that something awful was trying to transform this place into either a burial crypt or a trophy room! The vaulted walls of the chamber are lined with limed-over corpses. The whole circle of barely distinguishable forms creates a lower tier. A fresh ring of calcified corpses, seemingly standing upon the heads and shoulders of those beneath, decorates the cavern walls at a height of about 12 feet or so. What at first seemed to be rock formations, at the base of the lower ring of petrified bodies, is evidently many similar remains; dwarves, gnomes, halflings, elves, the shorter standing, while the taller kneel or sit. The steady drip and splash of water from the ceiling, down the walls and over the stony corpses has created a pool of water in the northeastern portion of the cavern. It flows out a tunnel there. In the center of the room is a pair of calcified humans who have been contorted into the shape of an altar.



Originally the Bodak that dwells here was summoned to serve Izzlshyzzl. After her demise it wandered the caverns aimlessly and eventually made this gruesome place its home. The creature resides within the small cave where the pool runs off and drains away. This grotesque thing has long dwelt in the **GREATER CAVERNS**, and has spent several years carefully decorating its "parlor". The grim remains of the fallen humanoid enemies have been placed a danse macabre motif. It stands amidst the calcified "art" and is 90% indistinguishable from the limed-over corpses due to its pearly, gray-colored skin and featureless body. Only its eyes give it away. The monster attempts to slay as many of the party as possible without being detected. Once seen, it charges the party seeking to use its gaze to slay them all. The Troglodytes (from area GC1. A SMALL CAVE WITH MANY TUNNELS) worship the fiend, from afar, as a gawd. Only their leader dares to see his "gawd" in the flesh when he brings prisoners to him as a sacrifice. The monster does not attend the comedy shows because he does not grasp the Troglodyte humor and he does not want to accidentally slay his sheep.

On rare occasions, a Troglodyte is sacrificed to the monster when there are no readily available captives. In addition to lives, the Troglodytes also sacrifice treasure, so that the back of its lair is full of valuables, which it and the trogs have garnered over time. This consists of 187 cp, 3,440 sp, 207 ep, 4,196 gp, 289 pp, 20 gems (50 gp base value), 14 pieces of jewelry (100 gp base value), a **Potion of Diminution**, a **Potion of Poison**, a **Potion of Polymorph Self**, a clerical scroll with four spells (Resist Fire, Remove Curse, Raise Dead, Heal; written at the 12th level of spell use), a magic-user's scroll with six spells (Write, Fool's Gold, Magic Mouth, Dispel Magic, Distance Distortion, Statue; written at the 15th level of spell use), a **Scroll of Protection from Possession**, a **Ring of Warmth**, **Bracers of Defense AC 7**, a **Candle of Invocation** (chaotic good), a **Serpentine Owl**, a **Short Sword +1**, a suit of elf-sized **Scale Mail +2**, and a **Spear +2**.

GC3. THE BLUE BAWLER

A huge cave lies before you with many shelves and ledges lining its walls. An abundance of stalactites hang from the roof, and a several stalagmites are scattered on floor below. As in most of the caverns you have viewed seen thus far, there is a multitude of fungi growing here. Many small creatures feed on them, as well as each other.

If the PCs take a closer look at the cave they see that there are many bones scattered about. The Behir, Llewdd, lives a sad life here. Long ago, he came to ask a boon of Izzlshyzzl in return for his services. If the magic-user agreed, she would either locate a mate for the beast. In return for her efforts, the Behir would make his home here and guard her caverns for the rest of his life. The poor creature was driven to this extreme because he believed himself to be the last of his kind. During his long, lonely life in the caverns, he has slowly gained knowledge and wisdom from what he experienced. For his kind, Llewdd is a very smart fellow, but sadly out of touch, slightly gullible and desperate for the touch of a saucy Behir female. Since Izzlshyzzl's demise he has been severely depressed and irritable. He has not left his cave for some time and is seriously considering some interspecies dating. Currently, he lies in wait on a ledge near the entrance to his chamber about 15 feet up the south wall waiting for some morsel worth dining upon. Although Llewdd has no treasure he knows of there is a **Periapt of Proof Against Poison +3** inside his stomach. The sly monster tries to direct powerful characters to the "vast treasure" to the west (area GC4. THE UNFINISHED AUDITORIUM) in order to save his skin or merely to avoid a conflict that he fears losing.

GC4. HOW DO YOU SPELL RELIEF?

A large gallery of partially tooled stone lies ahead. It stretches some 110 feet from the east to the west and 30 feet from the north to south. Parts of the walls in the north and south are made of finished stone. Columns support the many ledges and shelves about the chamber. The columns feature sculptures of beautiful, scantily clad women who hold long swords in each hand. All of the sculptures are in various stages of completion and are spaced 20 feet apart. There are numerous, colorful

rock formations here, including both stalactites and stalagmites. The many forms of fungus growing here compete with mineral deposits for the eye's attention. Nature has sculpted the deposits into a phantasmagoric series of shapes: here a spired deposit which could be an Efrete castle, while over there is a pocked toadstool which could be mistaken for some hunched monster. Many rats, insects and bats call the caverns home. On occasion rivulets of water run down the walls. In the center of the cavern is a small pit. Metal glints on the floor – coins!

On the south wall of the auditorium there are three of the women/columns that are finished and six others are close to being complete. On the north wall, six of the women/columns are whole and five have barely been started. The arched ceiling is about 30 feet high, at either end. The center of the ceiling forms a dome which is nearly 60 feet high. The statues appear to have been made by the same artisan that made the Guardian Golems in area GC9.2 FEM FATALES. The pit is 5 feet by 5 feet by 5 feet and located in the square marked with the 4 on the GREATER CAVERNS map. There is a foot of rubble and cinders in it. Originally CG4. AN AUDITORIUM was to be finished as a massive summoning chamber to bind powerful creatures to her will. Twenty Guardian Golems were to protect the auditorium. However, due to a shortage in quality labor, poor time management and a blown spell which caused her demise, Izzlshyzl never quite found the time to finish the task. She had cast several of the preparatory spells to start the process and this is why the cavern radiates enchantment magic. Only her Margoyles guards remain. Four of them are evenly spaced along the roof of the auditorium. Their stony bodies appear to be part of the cavern itself. Currently the monsters are bored with their present situation due to the lack of victims as their part of the caverns is seldom visited. Sooo, one can't really *blame* them if they want to play with the PCs. Currently they are seeking to take advantage of the occasional rivulet of water that runs down from the ceiling to occasionally "relieve" themselves on a PC. As long as the PCs do not leave the chamber and do not figure out what is happening they are not attacked. Once they are discovered or the PCs try to leave the chamber the Margoyles attack.

On the floor of their lair are: 107 cp, 89 sp, 64 cp, 284 gp, 59 pp, 10 gems (10 gp base value), and 3 pieces of jewelry (50 gp base value). On a ledge 20 feet above the cavern's floor, in the bulge in the southwestern part of the chamber, are a pair of Wings of Flying and a Horseman's Pick +1.

GC5. STANDING ON SHAKY GROUND

The large cavern ahead is terraced. The floor rises and drops in a manner which appears to make it impossible to move across it without using great care because the stone looks to be moist and slippery. The walls are striated with bands of color. A large number of stalactites reach down from the curved ceiling.

Waiting in the alcove is a Common Umber Hulk. This monster recently burrowed up through a pipe of blue clay. The shaft the creature came from is indicated by a small "X" in the northern alcove of the cavern on the GREATER CAVERNS map and slants down. It dives for several score feet, then levels and gradually rises for about one mile, intersecting four small caves along its route to the outside. It emerges on the north face of the mountain.

The monster is very hungry and attacks immediately. If the party manages to examine the monster's lair, they notice a band of blue clay, which was not disturbed by the umber hulk. It is small, and if they dig it out (about three rounds time) they find a round diamond worth 5,000 gp. (The Common Umber Hulk's tunnel and the caves it intersects are not shown on the map of the caverns. The details of the tunnel are given so that the GM can use it to create additional encounters or another adventure if desired.)

GC6. A FORGOTTEN ALCOVE

The cave before you is fungi-filled, as is usual, with many of these caverns. Several tracks are visible in the growths and it looks as if various creatures have gathered or grazed upon the fungi. There are no other remarkable features.

A huge Subterranean Lizard clings to the wall to the west and rushes forward to attack, surprising the party on a 1-4, unless they are silent and show no light. This monster is both hungry for flesh and angry because its mate was recently slain (by the Bar-Igura which the reptile justly fears). The lizard has a den at the far end of the chamber and has no treasure there or elsewhere.

GC7. SINKHOLE SURPRISE

The most notable feature here, other than the smooth walls and ceiling, are the large, round boulders scattered around a great sinkhole in the center of the cave. Perhaps at one time water filled the cave but later drained away when the sinkhole opened.

The sinkhole goes straight down 75 feet, jogs northeast at an angle of about 45 degrees. It then jogs downward for another 35 feet, narrows to about 4 feet in diameter and plunges straight down another 100 feet into an underground stream. Lying in wait, some 60 feet down, is a Beholder Director by the name of Sahdren. The creature has lost his mount, is sleeping, and does not awaken unless there is a loud noise in the cave above. Anyone going into the sinkhole to investigate or casting spells within fifteen feet of it alerts the monster to their presence.

GC8. CAVERN OF STALAGMITES

This large chamber is over 60 feet high and has many shelves and irregular rock formations along the walls. Numerous stalactites hang from the stony roof far above, some of them are of great size and exceptional beauty. The floor is littered with occasional stalagmites, and there are several massive formations in the center of the cavern, each of them is well over 20 feet high.

Crouching atop four stalagmites are four Bar-Igura. They have changed their coloration to match the stone. This makes them 95% impossible to detect before they leap to attack the party. As many as possible spring down and attack immediately. Those unable to do so use their power of *Invisibility* to move undetected to a position behind the combatants and then *Telekinetic* the smaller members of the party causing them to collide with others and hamper their fighting. Those in melee, after attacking normally, use *Fear* on the second round, attack the next, then use *fear* again, etc.

If the combat is turning against them, the Bar-Igura cause *Darkness*, retreat to a position amid the rock pillars, and then jointly create a *Spectral Force* illusion of a dozen Type I demons flying into the cavern and swarming towards the party, to attack. During this distraction, they use their *Change Self* power to assume the forms of mountain dwarves and pretend to enter the cavern and help the party to fight the illusory Vrock. (If they were badly out-matched, the Bar-Igura do not return to the fray; and attempt to slip away in dwarven guise.) Once they join the party, the monsters again attack by surprise.

Each demon wears its own treasure. The first, wears a bracelet of gold and rubies of 4,500 gp value. The second has a platinum neck chain of 600 gp value. The third wears an electrum necklace with a gold pendant (a *Necklace of Missiles* with a single missile equal to a 9-die Fireball) with a seeming value of 400 gp. The fourth has a jade ring worth 550 gp.).

GC9. GLOWING GROTTO

An irregular cave lies before you and unusual forms of fungi or lichen grow here. They appear to radiate a soft, bluish light akin to Faerie Fire. The light is reflected and possibly enhanced by many crystalline growths around the periphery of the floor, jutting from the walls, and along the arch of the ceiling. The overall effect provides a pervading luminosity that bathes the entire grotto.

Any members of the party who enter the Teleportation area (shown on the GREATER CAVERNS map) seemingly disappear from view. This happens to all who enter the grotto because it has been dweomered to instantly Teleport entrants to one of four places in alternate dimensions that are similar to, but not the same as, the entrants' own. The Teleportation is random. It is quite possible to have members of the party in each of the four possible dimensions. Use a four-sided die to find out which area a particular individual or group is sent to. The means of returning to the caverns is given in the descriptions of the areas that follow. Characters who successfully return find themselves in area GC9. GLOWING GROTTO, just outside the Teleportation area.

GC9.1. THE SHADOWY LABYRINTH

As you enter the grotto, there is a brief flash, then, everything goes dark. You hear snorting sounds and sense the smells of oxen.

Visitors Teleported here are in for trouble because two Minotaurs prowl the labyrinth. They are mounted on oxen. The monsters guard the entrance of the labyrinth to prevent anyone from returning to the GREATER CAVERNS. They attack any intruders immediately. While mounted, they only attack with their flails. If their mounts are killed, they run back into the maze to stalk and ambush intruders as they know the labyrinth very well. The beasts fight to the death, to keep people from exiting the maze.

Their treasure, as well as the only way back to the caverns, is inside the labyrinth. The treasure room has a locked iron box with a poison needle trap (save vs. Class N poison or die). Inside the box are 1,000 gp and a **Battle Axe +2**. If the party steps through the exit arch they are immediately returned to area GC9.1 THE SHADOWY LABYRINTH, just outside the Teleportation area.

GC9.2. THE FEM FATALES

As you enter the grotto, there is a brief flash then everything goes dark. When your eyes grow accustomed to the light, you find yourself in a nearly featureless room. In the center of the room is a sculpture of three nude women wielding scimitars.

Individuals Teleported here arrive in a nearly featureless room with no visible means of exit. Inside the room is a sculpture of three nude women wielding scimitars. The sculpture appears to have been made by the same artisan that made the statues in Area GC4. HOW DO YOU SPELL RELIEF?. The women in the sculpture are actually Guardian Golems, who immediately animate and attack. Once the golems are defeated, they crumble to dust and the three characters closest to them are Teleported away to area GC9. THE GLOWING GROTTO. Once the Teleportation is complete, three new Guardian Golems appear and attack anyone remaining in the chamber. The consequences could be quite grim.

GC9.3. CANYON OF CENTAURS

As you enter the grotto, there is a brief flash then everything goes dark. When you can see again you find yourselves in a canyon under a merciless sun. You also are not alone.

Characters Teleported here are stranded in a box canyon under an extremely bright, glaring sun. Six Centaurs surround them. The two leaders have light lances, two archers have composite long bows and two soldiers wield stars. If the party members attack, they fight the Centaurs at -4 on the first round and -2 the next round, due to the bright sunlight. If combat is initiated, the archers each fire two arrows and the others charge. Neutral or friendly parties that do not attack are asked to aid the Centaurs to escape from the box canyon.

Ten feet above the canyon floor, there is a gully on one wall of the canyon. If the PCs can get the Centaurs up to the mouth of the gully, they can climb up the rest of the canyon side. Unfortunately, there are no rocks or loose material to make a ramp but there is a huge oak tree. The tree is magical, and cutting it down is a labor of days. No matter how many party members cut its trunk, they should be exhausted before the oak is hewn through. Upon resting, they awaken to find the tree nearly healed. It takes 12 full days to chop it down.

The best way to escape is to have a party member climb up into the gully. Beyond, at a distance of 30 feet, it is filled with debris and rocks. A large stump holds the whole mess back. If it is moved, a small avalanche of rubble pours down the gully and forms a ramp. If this is accomplished by hand, the person doing so takes 10d10 points of damage (he may make a save vs. petrification to take half damage.). If a rope is fastened to the stump, the Centaurs can haul it and loose the cascade of rubble. The party members cannot do so without help from the Centaurs.

Around the neck of each Centaur is a horseshoe on a silvery rope. If a character unties one of the horseshoes, he and all other party members within a 10-foot radius are Teleported back to area GC9. THE GLOWING GROTTO. They arrive at the edge of the Teleportation area along with everything they carry and wear. Unless the party uses the horseshoes carefully, there may not be enough to Teleport everyone back to the caverns. If the party does not discover the secret of the magical horseshoes, they are stranded in the Centaurs' world. The GM can provide alternate means of returning them to the caverns. If the party chooses to explore this alternate dimension, the GM should create adventures in this area. The Centaurs' world is similar to the world of Greek mythology.).

GC9.4. HALL OF PENTACLES

As you enter the grotto, there is a brief flash then everything goes dark. After a brief period of disorientation, you find yourself in a seemingly endless, dimly lit, pillared hall.

Teleportation to this area brings the party into a dim, seemingly endless hall filled with pillars. They are in an open area, with a star shaped ceiling above. Each separate party member is trapped within a pentacle of glowing, blue-green metal inlaid in the stone floor. They are confined as surely as the strongest prison. The metal of the pentacles can not be touched or affected by spells.

Occasional footsteps can be heard in the distance but no creature can be seen. Distant chiming and a strange chanting are periodically heard but the captives can detect no difference in light nor note any hunger or thirst. Time seems to drag, and fly, all at the same moment. The imprisoned individuals can remain here forever, just as they are, only other captives join them. One minute of time here is equal to 10 minutes of the captives' time, in their own reality.

If one captive can Levitate (a Fly spell does not work), they can attempt to escape. In addition to normal forms of magical Levitation, inscribing a pentagram within the pentacle enables the inscriber to slowly rise up, to the multi-peaked, star-shaped ceiling. There, set into the polished marble, are five small pentacles, set in a star shape. Touching all five pentacles at once causes them to lose their power to imprison for five rounds. If four are touched, the individual doing so, is sent back to area GC9. THE GLOWING GROTTO. Touching one, two or three of them, sends the individual to the corresponding numbered area (noted above). There are small pentacles above each prison pentacle and in order to escape, each captive must Levitate and perform the correct action. If the pentacle-prisons are deactivated and the captives choose to wander around in the hall, the GM may devise encounters. The hall might

be part of the stronghold of a clerical order or a powerful magic-user or anything else the GM wishes to create.

The only means of returning to the Lost Caverns of Izzylshyzl is by using the pentacles as described above. If the party chooses to leave the hall, they will be stranded in the alternate dimension until they return to the hall. The GM must create a scenario if the party wishes to adventure in this dimension.

Alternately, a compassionate GM may wish to show pity on the players if no one has the ability or skill to break free of the prison. Be sure to insult them appropriately (unless you failed to describe the situation properly, in which case you should give yourself demerits until you can redeem yourself). If you wish to take this route, read the following when the players appear to give up, on hope of escaping.

After what appears to be an eternity of hopelessness, a slight glimmer of light appears before you. Slowly, it gains mass until it's ethereal, shifting light patterns are all you see. Softly it speaks to you. It tells you that it does not like this place, as the prison causes a disturbance in what should be natural.

The PCs are given a choice by the nimbus of light (which is actually Alphandir the Time Elemental). They may either stay here for eternity or lend some of their allotted time to the elemental's need and be freed. If they accept, the PCs are sent back to are a GC9. THE GROWING GROTTO. PCs taking this option find themselves either aged ten years or aged five years and appear in the grotto five years in the future (50% of each, but you may check once for all the PCs who do so).

GC10. JAGGED CAVERN

This small cavern is unremarkable save for splintered bones and broken skulls scattered about. One complete skeleton, still wears a cloak and appears to have its backpack on. Possibly it was once a adventurer.



Resting in the cul-de-sac to the west are three loathsome creatures. These horrible, half-human, half-fly things are Chasme (also known as Fly Demons). Upon detecting the presence of the party, they fly out to attack buzzing all the while, to cause sleep. Initial attacks upon non-sleeping individuals are by pincers and proboscis (with the droning buzz continuing to cause Sleep). Any successful hit also causes Fear, unless the victim saves vs. wands. If getting the worst of the battle, the demons fall back into their lair area. Two of them Levitate chunks of stone to drop on the party (stones attack as 7+ 2 HD monsters and cause 2d6 damage) while the other attempts to Gate in another demon.

The Chasme do not bother to collect treasure, but the skeletal body in the cave has some and wears a Cloak of Elevenkind, as well as Boots of Elevenkind. Its dagger is broken, but in the backpack are four vials of holy water, 203 pp, and a scroll with three illusionist's spells (Color Spray, Nondetection, and Maze; written at the 11th level of spell use).

GC11. CAVE OF THE SKULL

There is a strange box in the center of an otherwise ordinary cave. Atop the box is a skull, probably that of a human or an elf.

A Trapper lurks in this cave. This huge monster envelops anyone coming within 3' of its center. If brought below 20 hp, the creature scuttles to one side, after releasing its trapped prey, seemingly offering its treasure in return for sparing its life. The creature is covering a silver box, atop a large carpet, in a depression in the ground. The carpet is a Rug of Smothering. Inside the silver chest (value 750 gp) are 9 rubies, worth 100 gp each, a Potion of Plant Control, and 2 Jars of Karnaac's Ointment.

GC12. PILLARED CAVERN

The stalactites and stalagmites have grown together to form columns that extend from the floor to ceiling. The ceiling is only about 20 feet high, which made it easier for the pillars to form. The mineral deposits in the cavern are particularly bright.

Hiding among the calcite deposits, south of the entry, are two Ropers. If a victim is dragged to the Roper's mouth, bite damage is automatic. A victim has a chance to break a Roper's strand equal to the normal chance for opening doors. Six points of damage from an edged weapon are enough to cut a strand. Roper #1 has 1 x 50 feet, 2 x 40 feet, 3 x 30 feet strands. Roper #2 has 1 x 40 feet, 3 x 30 feet, 2 x 20 feet strands. The effects of the Ropers' strands last 1-3 hours, but are negated immediately by Slow Poison, Neutralize Poison, or by Karnaac's Ointment. The long duration of the weakness is due to extremely potent venom.

GC13. LARGE CAVERN OF ROTTING FUNGI

The dank, stench of rotting fungi growing in the cavern, assails your nose. There are parts and pieces of virtually every sort of fungus and mushroom growth imaginable strewn about the cavern.

Two Shambling Mounds lair at the far end of the cavern. They shamble out to attack if they hear noise or detect light as they always seek a refreshing change of diet. In their den is a heap of indigestible shiny objects their "meals" have left behind: 75 cp, 397 gp, a silver tube worth 125 gp with a scroll with five magic-user's spells (Darkness 15' Radius, Forget, Fly, Animal Growth, Cloudkill; written at the 9th level of spell use.), a Potion of Clairaudience, and a Brooch of Shielding.

GC14. THE DOORWAY TO MY DEMISE

Realizing she needed a secure place to perform her most powerful summonings and experiments, Izzlshyzl carved from solid rock what proved to be the last place she would draw breath. Hidden behind magical geode portals are remnants of her power and an imprisoned, lost soul who saw her downfall.

The chamber before you has been worked significantly more than others you've encountered. Most of the stonework appears to be smooth to the touch. Four immense geode slices adorn the cave and appear to sprout from the wall. Someone or something has polished them and left behind a testimony to geological beauty.

Any dwarves viewing the room must make a saving throw vs. spells or suffer a -1 penalty, when saving against any of the geode's effects. The geodes are six feet in diameter and while they reflect light, they seem to capture a portion of any light shown on them. The geodes extend four inches from the wall. Touching any of the geodes causes the following magical effects to occur.

GEODE A: I AM STRONG, I AM INVINCIBLE!

Touching this geode, gives the PC that touches it the feeling of immense power! A failed save vs. wands reveals to the PCs that they have been taking far too many foolish precautions. In light of this fact, the victim of a failed save, suffers the following effects for the next 20 turns:

- They remove any shield or helm they are wearing.
- Under no circumstances will the afflicted face any foe other than head on.
- They have contempt for anyone who doesn't realize their greatness. Such fools are to be ignored and the affected PC will go off on their own, to meet their destiny.

GEODE B: TURN THE OTHER CHEEK

Touching this geode gives the PC a feeling of great humility. A failed save vs. breath weapon causes the victim to feel ashamed of their past combats and for the next 30 turns, they suffer the following effects:

They effectively are 2 levels lower for the purposes of combat and spell casting as they go out of their way to give their foes an "honorable" fight (regardless of the foe's power).

They always allow their opponent to go first at the start of a combat out of common courtesy to an honorable foe.

GEODE C: ENTRY POINT TO IZZYLSHYZL'S SANCTUM

This is the way into Izzlshyzl's lost summoning chamber. Anyone looking closely at this geode can see the faint, shadowy form of a humanoid figure. The figure does not move and close inspection reveals that it is made up of small, dark particles no more than an eighth of an inch across. Anyone touching the geode must make a save vs. spells. Those that make the save have the option of moving into the geode or staying where they are. Once a person starts to enter the geode, they may not stop. Those that fail their save, or choose to enter, trigger the following effect. For a brief moment, a wail emits from the surface of the geode. The cry sounds as if someone's soul had been ripped away. As the person enters the geode, the dark particles pass through its surface. This is the remains of the last person who got trapped within the geode. The wail was their cry of anguish, as they perished. Those that fail are trapped inside the geode like a fly in amber. When their air runs out, they suffocate. Over time, as their remains wither, they take on a shadowy appearance.

At this point, a PC that voluntarily entered the geode has three choices. They may attempt to travel through to the other side, return to where they came or stay where they are. PCs that pass through to the other side find themselves in a musty cavern that has a slight ozone smell to the air. There are three tunnels leading off from the cavern. Behind them is a geode, similar to what they passed through, originally. The main difference with this side is that the surface is clearer and they can see the room they came from.

If the PC wishes to return to where they came from, they must make additional saves vs. spells. If they wish to explore the tunnels, go to ENCOUNTER 14.1, TO GO INTO THE UNKNOWN.

GEODE D: BAD HAIR DAY

Touching this geode causes the PC to feel a tremendous sense of dread. A failed saving throw vs. death magic causes the victim to view themselves in the geode and see their reflection to be hideously ugly! For the next 5 turns, they flee from the chamber and try to get back to the surface. They attack anyone who tries to restrain them and receive a +2 bonus to hit and damage while doing so.

CG14.1 TO GO INTO THE UNKNOWN

Now that the PCs have breached Izzylshyzl's geode defense, they have a chance to find out what happened to the lost mage. However, she has not left her sanctum unguarded.

Tunnel A: THE PARAGOLEM

Before you lies a tunnel of tooled stone. There is an eerie silence here.

If the PCs travel down the tunnel, read the following.

At the end of the tunnel, a large slab dominates the room. There are several broken leather straps and rent sheets scattered about its surface. The floor is covered with the ichor of dried liquid, shattered flasks and broken shelves.

Lurking in an alcove is a Paragolem (see Appendix #1: New Monsters). This creature was one of Izzlshyzl's last works and not fully controllable at this time. She had planned on delving into the problem after completing a spell. This was not destined to happen though as the casting destroyed her. The monster recently broke free of its bonds and is currently unable to function, due to its flawed design. If anyone enters this room, the beast fixates on their destruction and attacks until it, or the intruders, are destroyed.

Tunnel B: THE CRYSTALLINE MIRROR

Before you is a rough hewn tunnel. The air is very still here and you could almost swear you could hear your heart beating.

If the PCs travel down the tunnel, read the following.

The tunnel leads to a modest cave, which is roughly 20 feet in diameter with a ten foot high ceiling. A large, 8 foot crystalline pool dominates the cave. Its surface is as smooth as glass.

The crystalline pool is a scrying device Izzlshyzl used to study the planes. Anyone touching the pool's surface will learn that it is very solid. Currently it is set to view a demi-plane linked to the core of Garweeze's World. Those who look directly into the surface of the pool see a hellish panorama of molten stone and fire. Immensely huge (100 foot tall) elementals war among themselves in constantly changing tunnels of molten rock. If any of the PCs view the mirror for more than ten rounds, they draw the attention of one of the demi-plane's denizens who reaches toward the source of the scrying. Fortunately, for the PCs, it cannot actually reach through the pool to grab them.

It is possible for the foolhardy to penetrate the surface of the pool and travel to the demi-plane. The following spells allow a PC to pass through: Blink, Dimension Door, Emergency Teleport at Random, Limited Wish, Gate,

Teleport, Teleport Without Error and Wish. Spell-like effects that duplicate any of these spells also work.

Anyone passing through the pool's surface will be confronted by one of the demi-plane's denizens, the massive Core Giant (see Appendix 1: New Monsters). The tunnels are 130 feet tall on the average.

Tunnel C: ONE SUMMONING TOO MANY

The air in the tunnel before you has a slight chill to it and seems to hang heavy.

If the PCs travel down the tunnel, read the following.

The tunnel leads to a 30 feet diameter circular room which has a 15-foot high ceiling. Unlike the other rooms in this area, the room here has been finished with dressed stone. There is a jade circle of stone, about ten feet in diameter, inlaid in the center of the floor. Across from the room's entry point of the room is a hideous statue and the whole room is covered in a soot-like substance except for a roughly humanoid shaped, clean spot to your left.

If the PCs inspect the room, read the following.

Looking about the room, your eyes are drawn to the statue. You could almost swear you saw one of its eyes move.

McFalls 03



This is where Izzylshyzl's arrogance led to her demise when a powerful spell went horribly wrong. The soot is from the explosion. The humanoid shaped spot on the wall was where she was thrown back to before she was destroyed. Close inspection of the jade circle reveals that it has several cracks and fused areas. The jade is now worthless and the circle is too flawed to safely summon anything. The statue contains a trapped Earth Elemental who saw everything unfold. It has been trapped here for longer than it can remember. The only freedom allowed to the creature was that it could manipulate the face of the statue which allows it to speak. The creature is angry at its predicament and bitter towards those that walk free. However, it is intelligent enough to know the PCs may be able to aid it through magical power they may possess. The creature also knows that the waters of the Xarantes River can free it. If the PCs can bring a gallon of water from the river and pour the water on the creature, the enchantment is broken and it is freed. It can trade the following information for its freedom. Under no circumstances will the elemental divulge more than one or two items of information before the PCs free it. Once freed, it is grateful and tells the PCs the rest of what it knows, before returning to its home plane.

- It was here that, at the height of her power, Izzylshyzl met her demise.
- She had attempted to send her realm to another world with better weather and to conceal her lair from her enemies.
- Unbeknownst to her, something demonic hid within the walls of her sanctum.
- The demonic force tried to alter Izzylshyzl's magic to bend it to its own purpose.
- The result of her altered spell was to bring Greyhack to Garweeze's World.
- Feedback from the flawed spell slew Izzylshyzl and the demonic force fled.
- In her last moments, the Arch Magess sent some part of her power elsewhere before she was obliterated.

GC15. LARGE, IRREGULAR CAVERN

This is obviously the lair of some carnivore for there is a litter of bones and refuse in the northwestern portion of the cavern. A large, black rock rests in the middle of the area.

The rock is actually a Rhinoceros Beetle. The monster is held in place, by a thick iron chain that allows it about 15 feet of movement in any direction. It is the guard of the cavern's other inhabitant – the mighty Hill Giant who is the beetle's master. The Shambling Mounds nearby do not attack the giant because his beetle would quickly devour them. If intruders come, the giant immediately releases the beetle, scoops up a boulder, steps into an alcove, and attacks the intruders when they arrive. The insect does not attack him but it attacks any other creatures entering the cavern, for it has been carefully trained to do so. The giant hurls 1-4 boulders and then attacks with his huge club. Noise from the Shriekers in area GC15. FUNGI CAVE alerts the giant to the presence of intruders. It has a large leather sack containing 1,276 gp. He wears an ivory necklace that weighs 50 pounds (value 200 gp), and the belt he wears is fashioned from a Giant Weasel pelt (value 875 gp).

GC16. FUNGI CAVE

The entire cave is filled with large mushrooms and other fungi. From the compost on the floor, it is likely that the fungi are deliberately cultivated.

Eight Shriekers grow here, along with the other fungi. The Hill Giant in area GC14. LARGE, IRREGULAR CAVERN grows and cultivates the fungi. He takes special care the Shriekers, because they warn him of approaching danger. The Shriekers are also food for the giant, his beetle, and even Shambling Mounds in area CG13. LARGE CAVERN OF ROTTING

FUGNI. If noise from this cave lasts for more than four rounds, the giant releases his guard and they both move to investigate the disturbance. It takes them three rounds to arrive.

GC17. GREAT CAVERN

A great cavern looms before you. Its ceiling is perhaps 70 feet high at its peak. Heaped along the west wall is a mound of coins and other treasure.

Here lives the horrid Dracolisk. This monster is resting but not asleep. It lairs here and uses the southeastern passage to raid the countryside. The passage slopes upwards, running for about one-quarter mile to another larger cavern which, in turn, has an opening in its west face that is 40 feet off the cavern floor and about 300 feet up the mountainside. Its treasure is: 1,106 cp, 5,018 sp, 98 ep, 111 gp, 988 pp, 7 base value 100 gp gems, 5 pieces pearl necklaces worth 100 gp each, a jeweled sword scabbard (value 1,850 gp), and an ivory case worth 300 gp containing a Wand of Magic Missiles.

GC18. CAVE CHAMBER

A large cave lies before you. It appears to have been untouched by tools or burrowing creatures.

If the PCs explore the cave, read the following.

You feel a sense of peace as you enter. The low ceiling is pleasantly colored as are the many-hued walls. A small trickle of water splashes into a basin-like pool, about 2 feet off the floor. For some reason, you feel safe here.



This cavern is a special **Antipathy/Sympathy** area created long ago by one of Izzlshyzl's enemies. It served as a haven for those seeking to overcome her evil. It has an Antipathy effect on all evil creatures. This also affects any party members who are of evil alignment. It also causes a special Sympathy effect on all things of good alignment. Monsters do not enter this cave regardless of their alignment. Party members of good alignment are attracted to this place. They can rest and recuperate here. They do not have to make saving throws in order to leave. The party also can find mushrooms near the fountain pool. There are 12 reddish ones, which cure 1 point of damage, 7 purplish ones, which give infravision capabilities in a 90-foot range for 1 d4+4 turns, 9 yellowish-gray ones which give an immunity to poison for 1d6+6 turns, and many brown ones, which are wholesome and satisfying food (each equivalent to about one meal, or one-third of a human's normal rations for one day).

GC19. GROTTO OF THE PATRON GAWD OF FOOLS

The silent grotto sitting before you appears to not have been disturbed for quite some time. A peculiar, dark gray stone idol watches in silence over the chamber. The relic stands 10 feet tall and has been roughly chiseled into a humanoid shape. Only the idol's head is close to being finished. Its sculptor has crafted a contorted mask for the its face instead of more normal features and the fiery, glittering eyes have been fashioned from inset gems. To either side of the idol are strangely shaped, copper weapons. One is similar to a fauchard-fork, the other is a large sword with a wavy blade and leafed tip. Each rests in a brass stand.

The inset gems are jacinths. A successful religion skill check, reveals the statue was intended to look like Omadilarra (the gawd of music, revels, wine, rogues, humor and tricks). The idol is actually a Stone Golem. This creation of Izzlshyzl is made in the guise of an idol to lure intruders their doom. As soon as one or more humans or demi-humans enter the cavern, a Magic Mouth spell cast upon the golem speaks:

"WHY HAVE YOU DARED TO DISTURB MY REST?

ALL FEAR MY WRATH AND QUAKE BEFORE MY GAZE! [brief pause]

YOU MAY SAVE YOURSELVES BY LEAVING AN ITEM OF MAGICAL POWER AS AN OFFERING WORTHY OF MY BENEVOLENCE.

SHOULD YOUR GIFT PLEASE ME YOU MAY TAKE YOUR CHOICE OF THOSE, OTHERS HAVE LEFT TO STAY MY CATAclysmic WRATH.

KNEEL BEFORE ME YOU INSIGNIFICANT WORMS AND PRESENT YOUR OFFERINGS. PRAY THEY IMPRESS ME SO I DO NOT DESTROY YOUR SOULS!"

As the mouth utters this, a huge chest (made of mahogany and silver, and measuring three feet tall, four feet wide and two and a half feet deep) appears magically in the hands of the statue. The idol grinds stonily as it places the huge chest at its feet. The lid magically opens and inside are several swords (the same type the PCs primarily use) in scabbards, a dagger, a mace, an axe, a javelin, a pair of boots, a cloak, a scarab, a brooch, an amulet, several tubes (which would be the correct size to protect scrolls), a small box and a coffer, a bag, a helm, six flight arrows, a long bow, a rod, two wand cases, four rings, a flask, two bottles, a jug, a pair of gauntlets, a set of bracer, eight gems and two pieces of jewelry. In fact, all of this is an illusion that has been programmed to begin as soon as the Magic Mouth speaks. The illusion has all components necessary to make it seem totally real and draws all eyes to it. Unless the members of the party state immediately that they are attempting to disbelieve the illusion, their minds are affected by desire and greed caused by the illusion. This translates to a -4 modifier on further attempts to disbelieve, and requires the characters to save vs. spells at -4 in order to cast Detect Illusion or Detect Invisibility spells. This remains in effect, even though the party is able to hear the golem moving and feel the vibration caused by its movement as it steps backwards and moves to a position which blocks exit from the cavern. The golem becomes invisible as soon as its Magic Mouth

ends and the Programmed Illusion begins. Unless some character detects the Illusion or the invisible golem, the party is trapped. The golem then waits for opponents to come to it.

All of the treasure in the place is illusory, and the copper weapons are absolutely useless against the golem – or just about anything else, due to their soft metal and inferior construction. The golem's 2 jacinth eyes are worth 10,000 gp each and are the only valuables in the entire cavern.

GC20. DOORS OF DESPAIR

You see a pair of riveted iron valves. Each door is 9 feet wide and 21 feet tall. From the look of the hinges set into the stone, each of these great doors must be at least 1-foot thick. On each valve are many leering, demonic visages in bronze. Their eyes bear down menacingly upon all who attempt to pass through them. Weird symbols form a crabbed, tracery around the border of each great, iron portal. In the center of each, is a rune inscribed plaque.

If the PCs wish to read the runes, read the following.

lzzlshyzl's treasure rests within. Her curse is on any who disturbs it. Seek no further to steal it, nor to free she who is imprisoned here, for a fate worse than death is sure to come to those fools who violate this circumscribed place.

The metal gates open outward, up to four characters may try at one time to open the door. Three characters must make a successful roll to open doors.

CORRIDOR OF RED MARBLE

Beyond the iron doors is a corridor with walls of crimson marble with dark red streaks the color of coagulated blood, running through it. A thick black carpet runs from the entry to an obsidian door some 40 feet distant. Above you is an arched ceiling of black marble. The walls and floor are polished and dust-free. From the entrance, you can see the gleam of silver hinges, studs, and a ring set in the far door. A dim, red glow seems to come from the ceiling and the eerie light pervades the entire passage way.

A painting shows a 14-foot long wooden boat with a lovely black-haired lady at the tiller smiling under a stormy night sky. The painting is of the magical boat from area LC 13. LEDGE SHELVING TO THE UNDERGROUND RIVER. The boat in the painting has a word painted on the prow, it reads, "SHRIMPKIN", which is also the command word that will shrink the magical boat. (Note: the GM might consider placing the painting in the first corridor the party enters, though they must enter all of them to get to area 21.).

As the party moves down the corridor towards the obsidian door at the end, they feel a tingling in the air – almost as if of perceptible magic. The ebony portal's silver hinges are kept magically bright and oiled so the slightest tug on the ring swings it open. As this is done, the iron valves inexorably close. At the very instant of the wooden door's opening, the party sees a brief flash of golden radiance, and then they are transported to a 30-foot square area in the GREATER CAVERNS. Each such area is lettered, and the door opened has a corresponding letter. Thus, each time an obsidian door to the nexus is opened, the party, including all in the corridor leading to the door, disappears from there and reappears elsewhere in the caverns, after which the obsidian door closes. This Teleportation cannot be avoided. All of the six inner doors must be opened once in order to enter area 21 although this need not be done in sequence.



The nexus prevents any magical scrying or entry by spell such as Teleport, Wall Passage, or even Wish. No sight nor hearing can penetrate the area, save by actual experience of the characters. They must tug open the iron gates and do likewise with the inner door. Each of the six inner doors must be opened once individually. The seventh time any of the doors is opened, the party is able to enter the room beyond.

GC21. THE LADY WITH THE RAZOR BLADE SMILE

You stand before a ledge of green, serpentine stone in the doorway of a brightly lit room. A decorative, openwork screen stands at the end of the ledge. Other doors in the room open onto ledges like the one before you and each has its own screen. The chamber is spherical with the doors and ledges symmetrically arranged along the equator of the sphere. The upper hemisphere forms a dome of lapis lazuli as dark as the night sky, at the top, and as pale as a twilight horizon at the equator. The lower hemisphere is pale green at the equator running to deep, flickering green flames at the bottom of the bowl but does not radiate any heat. The sides of the sphere are perfectly smooth and look as if they cannot be climbed or walked on.

The screen before you is carved from rare wood and inlaid with ivory and mother-of-pearl. A jeweled lantern on a golden chain, hanging from the center of the dome, is visible through the openings in the intricate carvings. Within the lantern a steady amber flame burns. Crystal lenses set in the lantern's framework magnify its light. The warm and comforting light from this lantern makes the very air seem to dance, with motes of sunlight and moonlight combined. The lantern hangs above a broad stone dais. Atop the dais is a block of rose-colored marble, six feet long, three feet wide; and three feet high. On the dais surrounding the marble block

are small carpets and a pair of beautifully, fashioned stands, upon which rest rare porcelain vessels. At the foot of the marble block is a low table with a crystal bowl filled with a rainbow of gems. At the head of the block is a silver tripod with a small brazier, which emits a tiny plume of sweet-smelling smoke.

Atop the marble block is a slab of white alabaster inlaid with gold sigils—moons, stars, and strange symbols. A woman sleeps on the alabaster slab. The sleeping maiden is armored from toe to neck in gold chased plate mail. A long bastard sword rests atop her body, its quillons below her breasts, its point near her feet. The woman's gauntleted hands are crossed over the sword's pommel. Her pale face seems composed. Her lips are bright red and her raven-hued tresses are lustrous. A helmet with plumes as black as the maid's hair rests on the slab, just above her head.

If you wish to investigate further, you must either slide down the smooth sides of the sphere or use some form of magic to move through the air, to where the warrior-maid lies.

The sleeping warrior-maid is actually an Executioner Vampire who was once a great fighter. This is Drelnza, Izzlshyzl's daughter. She is Izzlshyzl's "treasure" and a guardian of the dead Arch-Mage's wealth.

She rests in a form of stasis until an obsidian door is opened a seventh time. She then awakens and is fully aware but she remains still until someone enters the chamber. Drelnza then sits up slowly, passes a hand across her brow as if coming out of a strange coma, and then blinks her eyes open. Upon seeing the party, she smiles sweetly to welcome her "rescuers", by using her vampiric Charm on each member of the party. She attempts to Charm as many per-

sons as possible before the whole party comes down into the lower portion of the sphere. As soon as a lawful good cleric comes within 10 feet of her, Drelnza's sword springs into her hands and she attempts to smite the cleric. She has a bonus of +2 to hit and +5 damage with weapons due to her Strength.

Her sword is a **Chaotic Evil Bastard Sword** +4 with an Intelligence of 17 and an Ego of 20. Its special purpose is to slay lawful good clerics, and any such cleric struck by it must save vs. paralyzation or be paralyzed for 1-4 rounds. The sword also has the following powers: **Detect Good**, **Detect Magic**, **Detect Invisibility**, **Fly**. It can communicate telepathically, Read Languages, Read Magic, and speaks Common, Hill Giant, Minotaur, and the chaotic evil tongue. Drelnza wears **Plate Mail** +2, and **Slippers of Spider Climbing**.

In a melee situation, Drelnza either uses her magic slippers to run along the curved walls of the chamber in order to fight the party members one at a time with her sword or else she uses her flying power and attacks as a Vampire causing 1d6+9 points of damage and draining two energy levels with each successful touch attack. She does not assume gaseous form unless reduced to zero hit points.

Party members are unable to stand anywhere, except on the ledges, before the six inner doors or on the 3-foot wide dais at the base of the marble block. In the latter case, two characters can stand on either of the long sides, one at either end. In melee, damage to the various treasure items occurs. Make certain that you note this. The spherical chamber holds the following treasure:

- 6 folding screens (6' x 1' h x 1/2') 1,000 gp each
- 2 carpets (4' x 2') 750 gp each
- 2 gem inlaid stands (3' x 1 1/2' x 1 1/2') 2,000 gp each *
- 4 porcelain vessels (1' x 1' x 1') 1,500 gp each
- 1 table (2' x 2' x 3') 800 gp
- 1 crystal bowl (1' x 1' x 1')* 3,250 gp
- 1 silver tripod and brazier (3 1/2' x 1' diameter.)** 750 gp



* Contains gems of the following value: 400 x 1 gp, 300 x 5 gp, 200x10 gp, 100x50 gp, 10x100 gp, 1x50 gp.

** Contains a block of **Everburning Incense** that can be sold to a religious institution for 1,000 gp.

Above Drelnza's stone couch, hangs the artifact, **Daoud's Wondrous Lanthorn**. (For details of this item see Appendix 2: Artifacts). The gold chain it hangs on weighs 500 gp and it is worth 1,000 gp, if intact. The chain is non-magical and can be broken or opened by a Knock spell. If Drelnza is reduced to zero hit points, she is forced to assume Gaseous Form. This gaseous cloud is seen to drain into the top of the marble block, through a small hole in the alabaster slab, atop it. The characters may remove the slab, but its weight is 3,000 gp. Beneath it, the marble is hollowed out, to form a cavity 2 feet wide, 4 feet long, and 2 feet deep. This space holds only a small brass cage. Inside this cage, are several pieces of platinum jewelry, studded with diamonds and rubies; a tiara worth 27,000 gp, a necklace worth 20,000 gp, a bracelet worth 12,000 gp, earrings worth 9,000 gp, and a ring worth 6,000 gp. The cage is magical, and its bars cannot be bent. (For details of the cage, the **Prison of Zagwag**, see Appendix 2: Artifacts.).

If the cage is touched, a globular black creature with many ray-like tentacles materializes. It hovers near the marble block, staring at the party with its dull metallic eyes. This weird alien creature is a Xeg-yi. It attacks anyone within the chamber, but does not leave it. Wood, cloth, leather, and normal metal are destroyed by its attack. Magical items survive if they successfully save vs. lightning. If the creature is killed, all within 10 feet suffer 12+2d6 points of damage. Normal and magical items are affected by the explosion of negative force from the creatures' demise. Careful examination of the upper rim of the marble block shows a hairline crack. There is a small lip around the inner edge of the cavity, discovered by removal of the alabaster lid. If grasped, a tray-like portion of the marble block can be lifted out to reveal yet another cavity but the inner tray-block weighs 600 pounds. Beneath it is the coffin of Drelnza and there she can be found if she must re-form her corporeal body (during which she is effectively helpless). This cavity also contains seven tomes: the **Demonomicon of Izzlshyzl**, a **Manual of Bodily Health**, a **Manual of Gainful Exercise**, a **Manual of Quickness of Action**, a **Tome of Clear Thought**, a **Tome of Leadership and Influence**, and a **Tome of Understanding**. The **Demonomicon of Izzlshyzl** is bound and sealed. If the seal of the book is broken, another guardian appears. This new creature is silvery and has golden eyes. It has tentacles and a shape similar to the Xeg-yi. This is the Xeg-yi's opposite, a Xag-ya. The creature does not deliberately destroy the books it guards. However, if it is killed, anyone within ten feet of it suffers 12+2d6 points of damage due to an energy explosion. If this happens, the books and all other magical items within range must save vs. lightning or be destroyed.

If this monster is brought into being while the Xeg-yi is also in existence, they rush together and explode in a 30-foot radius blast, doing 4d6+24 points of damage to all within it. The magical books must save vs. lightning or be destroyed. For details of the Xag-ya and Xeg-yi see Appendix 1: New Monsters.) With the defeat of Drelnza and the two alien creatures, the party has achieved its goal and obtained the fabled trove of Izzlshyzl. The monetary treasures, magnificent as they are, are trivial in comparison to the mighty artifacts the party has found. These items—**Daoud's Wondrous Lanthorn**, the **Demonomicon of Izzlshyzl**, and the **Prison of Zagwag** are fully described in Appendix 2.

APPENDIX I: NEW MONSTERS

Behir

AKA: Sparkwurm

HackFactor: 34

EP Value: 4,744

Climate/Terrain: Subterranean and Mountains

Frequency: Very Rare

Organization: Solitary

Activity Cycle: Nocturnal

Diet: Carnivore

Intelligence: Low (5-7)

Alignment: Neutral Evil

No. Appearing: 1

Size: G (40' long)

Movement: 15"

Psionic Ability: Nil

Attack/Defense Modes: Nil/Nil

Morale: Brave (14)

Armor Class: 4

No. of Attacks: 2 or 7 (bite and constrict or bite and talons)

Damage/Attack: 2d4/1d4+1 or 2d4/ 6 @ 1d6

Special Attacks: Breath (Lightning)

Special Defenses: Immune to electricity and poison

Magic Resistance: Standard

Hit Dice: 12

ToP: Yes

FF: 8

DESCRIPTION: A Behir is a snake-like reptilian monster with a dozen taloned legs and a head like a crocodile's. Its banded scales range from ultramarine blue on its back to pale blue on its belly. It can move with considerable quickness and can climb well. It can also move like a snake by folding its legs close to its body and slithering along.

Behir are large enough to swallow man-sized prey whole. An attack roll 4 above that needed to hit, or an unmodified 20, means that the Behir has swallowed its prey. Swallowed victims die in six rounds from suffocation. After twelve turns, the victim will be totally digested and cannot be affected by Raise Dead spells. A swallowed victim can try to cut free, but weapon damage is reduced by 1, cumulatively, every round the victim is inside the Behir. The Behir has an internal Armor Class of 8.

Treasure from swallowed victims sometimes lodges in the Behir's stomach (10% chance, one item). If treasure is present, there is a 60% chance that the treasure is gems, a 30% chance it is jewelry, and a 10% chance that it is a non-digestible magical item.

COMBAT/TACTICS: The Behir attacks by biting and by constricting prey within its powerful coils. On the round after the victim is caught in the coils, the Behir attacks with six of its taloned legs. Once per turn, the monster can discharge a 20-foot long Lightning Bolt that inflicts 4d6+24 points of damage (save vs. breath weapon for half damage). Since the Behir is immune to electricity, it can use its breath weapon on someone caught in its coils.

HABITAT/SOCIETY: Behir are antisocial and dislike all other creatures, even their own kind.

ECOLOGY: Being magically created, Behir do not feel a driving urge to mate, though they have been known to reproduce as traditional reptiles when they get very, very drunk.

YIELD:

Medicinal: Nil

Spell Components: The brain of a Behir can be used to make a potion of Behir Control

Hide/Trophy Items: Behir hide made into scale mail suitable for enchantment up to +3

Treasure: Nil**Other:** Nil**Core Giant****AKA:** Guardians of the core**HackFactor:** 742**EP Value:** 43,700**Climate/Terrain:** Subterranean**Frequency:** Extremely Rare**Organization:** Solitary and packs (2-5)**Activity Cycle:** Any**Diet:** Elementals**Intelligence:** High (13-14)**Alignment:** Neutral**No. Appearing:** 1 (2-5 pack)**Size:** G (120' tall)**Movement:** 40"**Psionic Ability:** Nil**Attack/Defense Modes:** Nil/Nil**Morale:** Fanatic (20)**Armor Class:** -2**No. of Attacks:** 2 (fists)**Damage/Attack:** 10d10/10d10**Special Attacks:** None**Special Defenses:** Healed by fire spells, elemental immunities**Magic Resistance:** 85%**Hit Dice:** 100**ToP:** n/a**FF:** n/a

DESCRIPTION: Far below the surface of Garweeze's Wurld is a realm of molten rock. It is here at the Wurld's core that the Core Giants dwell. Tasked with shaping the core and destroying any threats to it these monsters tirelessly fulfil their task and take great pride in their work. This has inflated their egos to the point that they war with their brethren that do not agree with their methods. This constant friction has led to the occasional shifting of Garweeze's Wurld's plates and led to earthquakes and other natural disasters. Fortunately these massive elementals are few in number and quickly return to their task once combat is over. The only thing that turns them away from a war with their brethren is a serious threat to the Wurld's core or intruders. Over time they have developed the ability to detect when they are being scried upon.

COMBAT/TACTICS: Core Giants make use of their massive pummeling attacks to decimate lesser foes. They do not hurl rocks. If confronted with an opponent who is of similar stature they attempt to intimidate them before initiating combat. The only exception to this is if the opponent is another Core Giant. They attack their brethren when possible.

HABITAT/SOCIETY: Core Giants are dedicated to their work. They rarely, if ever, speak of anything else.

ECOLOGY: Scholars assume Core Giants mature and reproduce in the traditional manner – at least there are no living witnesses to the contrary. Oddly, though, no one has ever seen a Core Giant child.

YIELD:

Medicinal: Paste made from stony flesh of a Core Giant is rumored to quicken the healing of bruises.

Spell Components: If clay from Core Giant corpse is used as a material component for a Conjure Elemental spell the elemental conjured has +2 hit points per die.

Hide/Trophy Items: The diamond-like heart of a Core Giant is suitable to enchant a ring of earth elemental command.

Treasure: Nil**Other:** Nil**Eghouls****AKA:** Winged Death Birds**HackFactor:** 6**EP Value:** 261**Climate/Terrain:** Mountains**Frequency:** Very Rare**Organization:** Clutch**Activity Cycle:** Night**Diet:** Carnivore**Intelligence:** Average (8-10)**Alignment:** Neutral evil**No. Appearing:** 1-2 or 2-12 (Flock)**Size:** M**Movement:** 18"**Psionic Ability:** Nil**Attack/Defense Modes:** Nil/Nil**Morale:** Average (11)**Armor Class:** 6**No. of Attacks:** 3**Damage/Attack:** 1d6/1d6/2d6**Special Attacks:** Paralysis**Special Defenses:** See text**Magic Resistance:** Nil**Hit Dice:** 4+4**ToP:** n/a**FF:** n/a

DESCRIPTION: These creatures were one of Izzlshyyl's last experiments. The undead avian monstrosities were left to survive on their own when her attention turned to the magic that led to her demise. They have been terrorizing caravans and travelers with their nocturnal hunting ever since.

COMBAT/TACTICS: Eghouls are nocturnal hunters who silently prowl the night skies in search of victims. Typically they raid ranch herds and pick off lone travelers. The foul monsters fly high above their intended victims and then swoop down in hopes of surprising them. Typically they carry off their prey before they know what has hit them. They have a limited ability to speak, which they typically use to mimic things they've heard others say recently. The monsters can throw their voice up to 200 feet away.

HABITAT/SOCIETY: Eghouls mock many of the behaviors of their past lives, though they much prefer harassing travelers.

ECOLOGY: Being undead, Eghouls need not eat, sleep, breathe, or reproduce.

YIELD:

Medicinal: an Eghouls claws can be ground up and used as an elixir to get rid of gall stones.

Spell Components: The feathers of an Eghoul can be used to make a Potion of Flying.

Hide/Trophy Items: Nil**Treasure:** Incidental**Other:** Nil**Nefarian: Bar-Igura****AKA:** Phantom Apes**HackFactor:** 39**EP Value:** 1,985**Climate/Terrain:** Forrest, Jungle, Caverns, Buildings or any place they can climb**Frequency:** Uncommon

Organization: Pack**Activity Cycle:** Day**Diet:** Omnivore**Intelligence:** High (13-14)**Alignment:** Chaotic Evil**No. Appearing:** 1-3 (lair 1-6)**Size:** M (5' tall, broad)**Movement:** 9", 15" Br**Psionic Ability:** Nil**Attack/Defense Modes:** Nil/Nil**Morale:** Average (11)**Armor Class:** -3**No. of Attacks:** 3**Damage/Attack:** 1d6/1d6/2d4**Special Attacks:** Spells**Special Defenses:** Camouflage, half damage from cold, electricity, fire and gas**Magic Resistance:** 45%**Hit Dice:** 6+6**ToP:** n/a**FF:** n/a

DESCRIPTION: The Bar-Igura appears similar to an orangutan, with its bloated belly, bandy legs, long arms and shaggy hair. Tusks protrude from its mouth. Evil eyes sunk in its withered face show its demonic nature. It has six clawed fingers on each hand and six clawed toes on each foot. A Bar-Igura can leap 40 feet. They are normally encountered in forests, jungles, buildings or anywhere they can climb. Bar-Igura live in small groups of their own kind and shun all other types of demons. They terrorize weaker demons and avoid stronger ones when they can.

A Bar-Igura can use any one of the following powers, once per round, at will: Darkness 10-foot Radius, Create Water (as 6th level cleric), Cause Fear (by touch), Detect Illusion, Detect Invisibility, Dispel Magic, Entangle, Plant Growth, Telekinesis (up to 250 pounds weight) and Teleport. Twice per day it can use the following: Change Self, Invisibility and Spectral Force. Except as noted, the Bar-Igura's spell-like powers are at 7th level of spell use. A Bar-Igura can camouflage to any of the following colors – black, brown, gray, green, orange, purple, red – in one round. Bar-Igura have 60-foot infravision.

Normal weapons can wound a Bar-Igura. They take half damage from cold, electricity, fire and gas.

COMBAT/TACTICS: Bar-Igura are intelligent foes who prefer to use their magical powers and environmental advantages to their benefit. Their illusionary powers can be devastating when used effectively. Once their foe is sufficiently softened up the monsters move in for the kill.

HABITAT/SOCIETY: Bar-Igura spend most of their time on the lower planes defending themselves from the insults of other nefarians and picking tin nefarious bugs from each other's fur. They also enjoy brachiating for recreation.

ECOLOGY: Bar-Igura are fairly low on the nefarious food chain.

YIELD (Nefarian: Bar-Igura):**Medicinal:** Nil

Spell Components: The adrenal gland of a Bar-Igura can be used for the material component of a Spider Climb spell, in lieu of other components, with double the normal duration.

Hide/Trophy Items: Bar-Igura hair can be braided into a Rope of Climbing

Treasure: D**Other:** Nil**HackFactor:** 19**EP Value:** Varies upon summoning**Climate/Terrain:** Any**Frequency:** Very rare**Organization:** Solitary**Activity Cycle:** Variable**Diet:** None**Intelligence:** Variable**Alignment:** Chaotic Evil**No. Appearing:** 1**Size:** M**Movement:** 6"**Psionic Ability:** Nil**Attack/Defense Modes:** Nil/Nil**Morale:** Fanatic (20)**Armor Class:** 5**No. of Attacks:** 1**Damage/Attack:** By weapon**Special Attacks:** See text**Special Defenses:** Death Gaze, Control Summoner

Magic Resistance: +1 or better weapon to hit, immune to poison, charm, sleep and hold spells, half damage from cold, electricity and fire

Hit Dice: 9+9**ToP:** n/a**FF:** n/a

DESCRIPTION: Bodaks are evil humans changed into monsters by exposure to the demonic forces and substances of the Abyss.

Their muscular bodies are hairless and sexless, with dark gray pearly skin. Their heads are long with oddly distorted features. Their eyes are large milky-white ovals. Bodaks speak all demonic languages though they remember but few words of human speech. They are very rare because they remain in the Abyss except when called forth to serve by a foolish evil magic-user. At certain times a Bodak can take control of the magic-user summoning it, as explained below.

A Bodak seldom uses a weapon, but it is 90% probable that it possesses a weapon of a random type. The gaze of a Bodak has a range of 30 feet and when met causes death unless a save vs. death is successful. Only magical or cold-wrought iron weapons can harm Bodaks. They are immune to poison, charm, sleep and hold spells. They take half damage from cold, electricity and fire. Direct sunlight inflicts one point of damage per round. Bodaks have 60-foot infravision as well as ultravision.

Every time a Bodak is assigned a new task by its master it has a chance to control the magic-user that summoned it and its Intelligence is randomly determined by rolling a d20. If the Bodak's Intelligence is higher than the magic-user's, the Bodak controls the mind of the magic-user and can enslave him. If the magic-user's Intelligence is above 18, the difference between 18 and the actual score is also added to the Bodak's intelligence check roll.

COMBAT/TACTICS: Ideally a Bodak will be able to take control if it's master in order to make use of their abilities. Otherwise Bodak's typically rely on their death gaze to carry the day for them. They usually try to set up situations where intended victims will more than likely be surprised to give their dread weapon a better chance of being effective.

HABITAT/SOCIETY: Bodak spend time lamenting their situation, attacking others, and trying to remember more words in their former native languages.

ECOLOGY: Bodaks are among the lower ranks in the Abyss.

YIELD:**Medicinal:** Nil

Spell Components: The bones of a Bodak can be ground up and used as the material component for a Death Fog spell in lieu of other material components.

Hide/Trophy Items: Bodak ichor can be used to make a

Nefarian: Bodak**AKA:** Dread Souls

Hat of Disguise
Treasure: Nil
Other: Nil

Nefarian: Chasme

AKA: Bane Flies
HackFactor: 31
EP Value: 1,985
Climate/Terrain: Underground, Swamp
Frequency: Common
Organization: Pack
Activity Cycle: Day
Diet: Dead matter
Intelligence: Average to Very (8-12)
Alignment: Chaotic Evil
No. Appearing: 1-3 (lair 1-6)
Size: M (7' tall)
Movement: 6"/21" Fly (C)
Psionic Ability: Nil
Attack/Defense Modes: Nil/Nil
Morale: Pliant (10)
Armor Class: -1
No. of Attacks: 3
Damage/Attack: 2d4/2d4/1d4
Special Attacks: Spells, Sleep Buzzing
Special Defenses: Gate, immune to poison, half damage from cold, electricity, fire and gas
Magic Resistance: 40%
Hit Dice: 7+2
ToP: n/a
FF: n/a

DESCRIPTION: A Chasme, or Fly Demon, is a particularly loathsome monster that resembles a cross breeding between a human and a common fly. It stands on four insect-like hind legs and grasps with its two forelegs, which have chitinous pincher-fingers. It has wings and a hairy fly's body, but a humanoid head with saucer-like eyes and a tiny mouth. The Chasme can walk on walls and ceilings, as a fly does.

Chasme hate other types of demons, particularly Vrock (Type I) and Herzou (Type II). Chasme flee from other types of demons unless they have the advantage.

Chasme can use any of the following, once per round, at will: Cause Darkness 5-foot Radius, Cause Fear (touch), Detect Good, Detect Invisibility, Telekinesis (150 pounds in weight) and Teleport. It uses these abilities as a 7th level caster. When not using its spell-like powers, a Chasme can drone in a horrible buzzing voice. This can be used against a single opponent. The victim must roll 10% x his level (or Hit Dice) on percentage dice or fall into a comatose sleep for 2d4 hours. The Chasme then attempt to drain the blood of their sleeping victim. The victim can be awakened by dousing them with water or by vigorous stimulation. Chasme can (15%) gate in another fly demon.

Chasme can be wounded with normal weapons, but take half damage from cold, electricity, fire, and gas. They are immune to poison.

COMBAT/TACTICS: The Chasme attacks with its two forelegs and with its sharp proboscis, which "bites" and draws blood for 1-4 points of damage. They use their natural flying and wall climbing abilities to keep them from harm. If things are going badly for them they gate in reinforcements.

HABITAT/SOCIETY: Sometimes Chasme can be found in acting troupes in the Abyss, but most of those want to direct.

ECOLOGY: Chasme eat things that are absolutely disgusting to most creatures.

Yield:

Medicinal: Chasme wings can be ground up into a poultice to cure motion sickness

Spell Components: Chasme ichor can be used as an additional material component for a Summon Insects spell to raise the chance of summoning flying insects to 90%.

Hide/Trophy Items: Nil

Treasure: B

Other: Nil

Paragolem

AKA: Golemus Steroidus
HackFactor: 37
EP Value: 3,840
Climate/Terrain: Where created
Frequency: Very Rare
Organization: Solitary
Activity Cycle: Any
Diet: n/a
Intelligence: Low (5-7)
Alignment: Neutral
No. Appearing: 1
Size: Large (8' tall)
Movement: 18"
Psionic Ability: Nil
Attack/Defense Modes: Nil/Nil
Morale: Brave Fanatic (20)
Armor Class: 6
No. of Attacks: 5 (fists x4/head butt)
Damage/Attack: 2d8/2d8/2d8/2d8/1d8
Special Attacks: Haste
Special Defenses: See text
Magic Resistance: 90%
Hit Dice: 10 (60 hp)
ToP: n/a
FF: n/a

DESCRIPTION: In an attempt to create a superior guard for her inner sanctum the Arch-Mage Izzlshyrl delved into the research of making golems to create a faster, deadlier flesh golem. To her credit she accomplished part of her goal. The creature which she dubbed the Paragolem was a four-armed nightmare that was as quick as a normal Flesh Golem but far deadlier. To her dismay she found the beast to be even more prone to rages and thus far too unreliable. Since she had more pressing matters to attend to, she had the Paragolem restrained until she had more time to study the beast to determine if future creations could be altered to avoid the flaws of this one. Unfortunately she met her demise before she could attend to this task.

COMBAT/TACTICS: Paragolems are similar to Flesh Golems. They are immune to normal weapons but enchanted ones harm them. Fire and cold-based spells slow the construct for 2-12 rounds. Electrical damage actually restores 2 hit points to the Paragolem per die of damage. They can sunder an iron-reinforced door in 3-6 rounds.

When a Paragolem is involved in combat there is a 2% chance per round that it will go berserk and attack the nearest living thing in the immediate area. The Paragolem's master has a 5% chance per round of gaining control of the Paragolem.

CONSTRUCTION: Paragolems are created by a high level magic-user using the following spells: Limited Wish, Polymorph Any Object, Lightning Bolt, Geas, Protection from Normal Missiles, Strength, Karnaac's Transformation and Permanency. All the spells must be cast at 16th level or higher. The cost to properly create a Paragolem is 1,250 gp per hit point. It takes three months to create a paragolem and the final creation spell, a Lightning Bolt, must be cast at the stroke of midnight.

TYPICAL ORDERS: The paragolem retains a miasmic collage of its former memories and understands basic common speech. Great care must be

taken when giving it orders as the construct will pervert any flaw in its instructions.

YIELD:**Medicinal:** Nil**Spell Components:** Nil**Hide/Trophy Items:** Nil**Treasure:** Nil**Other:** Nil**Pech****AKA:** Soul Masons**HackFactor:** 3**EP Value:** 395**Climate/Terrain:** Subterranean**Frequency:** Rare**Organization:** Pack**Activity Cycle:** Nocturnal**Diet:** Unknown**Intelligence:** Average to Exceptional (8-16)**Alignment:** Neutral Good**No. Appearing:** 5-20 (lair 10-40)**Size:** S (4' tall)**Movement:** 9"**Psionic Ability:** Nil**Attack/Defense Modes:** Nil/Nil**Morale:** Courageous (13)**Armor Class:** 3**No. of Attacks:** 1**Damage/Attack:** By weapon +3**Special Attacks:** See text**Special Defenses:** See text**Magic Resistance:** 25%, immune to petrification**Hit Dice:** 4**ToP:** Yes**FF:** 12

DESCRIPTION: Pech are thin beings of dwarven stature. They have long arms and legs, broad feet and hands and have pale, yellowish skin. Their hair is red or reddish-brown. They have large eyes with no pupils. Their flesh is nearly as hard as granite.

The origin of the Pech is unknown, although some believe that the pech come from the Elemental Plane of Earth. They live underground or in dark places and are marvelous workers of stone. Pech are basically good creatures that generally want to be left to themselves. They have both infravision (60 feet) and ultravision and hate bright light and open skies. Pech speak dwarvish, gnomish, goblin and a smattering of the common tongue in addition to their own language.

COMBAT/TACTICS: The Pech use great picks and hammers for work as well as weapons. They receive a +3 damage bonus due to Strength (and +1 to hit). If fighting a stone or earth-based monster, such as a Stone Golem, the Pech always cause maximum damage if they hit, due to their knowledge of earth and stone.

A Pech can cast Stone Shape and Stone Tell, each four times per day. Four Pech, working to as a group, can cast a single Wall of Stone spell in 3 rounds. Eight Pech, working as a group, can cast a single Stone to Flesh spell in one round. Each of these group spells may be cast once per day by any group. Pech abilities are equal to 16th level spell use.

In addition to 25% magic resistance, Pech are immune to petrification.

Pech prefer to avoid combat but in their line of work battle eventually finds them. Typically they work as a team to gang up on larger foes. If at all possible groups of eight or more use their Wall of Stone ability to escape danger.

HABITAT/SOCIETY: A Pech lair is usually a dark cavern. In it are 10d4 males, females equal to the number of males and young numbering from 20% - 50% of the number of females. The lair's treasure is usually 50-100 gems and 5d6 pieces of jewelry and ornamental dishes, made from stone and raw metal. Pech jewelry is of 100-1,000 gp base value and each piece weighs an average of 15 pounds.

ECOLOGY: Pech appear to try to imitate dwarven lairs and habits, but always seem to somehow just miss.

YIELD:**Medicinal:** Pech blood is rumored to dissolve gallstones if ingested.**Spell Components:** If the dust from a Pech corpse is used as an additional material component for a Transmute Rock to Mud or an Wall of Stone spells the area of affect is increased by 25%.**Hide/Trophy Items:** Nil**Treasure:** Jewelry (see text)**Other:** Nil**Xag-ya****AKA:** Mercurial Guardian**HackFactor:** 25**EP Value:** 2,399**Climate/Terrain:** Where summoned**Frequency:** Very Rare**Organization:** Solitary**Activity Cycle:** Any**Diet:** Alien**Intelligence:** High**Alignment:** Neutral**No. Appearing:** 1**Size:** M**Movement:** 6"**Psionic Ability:** 1201**Attack/Defense Modes:** All/All**Morale:** 20**Armor Class:** 6**No. of Attacks:** 1 touch**Damage/Attack:** 1d6+6**Special Attacks:** Energy blast**Special Defenses:** +1 or better weapon to hit**Magic Resistance:** 15%**Hit Dice:** 5-8**ToP:** n/a**FF:** n/a

DESCRIPTION: Xag-ya are from the Positive Material Plane. They have the shape of silvery spheres with tentacle-like appendages and glowing, golden eyes. They have high intelligence, but their minds are alien and their thoughts are incomprehensible to humans and humanoids. Xag-ya are the mortal enemies of the Xeg-yi. If they meet, the two creatures destroy each other, as outlined below.

COMBAT/TACTICS: The touch of a Xag-ya causes 1d6+6 points of damage and causes an energy surge similar to a bolt of lightning, which ignites easily flammable materials such as parchment, cloth or wood. Metallic objects are heated to searing temperatures. Normal metal objects melt as if they were under the effect of a White Hot Metal spell, but magical metal remains cool and undamaged if it successfully saves vs. lightning. Every other round a Xag-ya can use another White Hot Metal spell. Magical soft items do not ignite if they save vs. lightning.

Xag-ya can be wounded only by magical weapons. They have magic resistance of 15% and are vulnerable to magic as follows. Disintegrate, Magic

Missile and cold-based spells have normal effects. A Shield spell blocks them from using their bolt attack on the person it is cast on. Abjure, Alter Reality, Banishment, Dismissal, Holy Word, Limited Wish, Plane Shift and Wish spells return Xag-ya to their own plane. Dispel Magic also return them to their plane if the dispel is successful against a level of magic equal to twice the Xag-ya's Hit Dice.

A thaumaturgic triangle keeps a Xag-ya at bay. A Mace of Disruption or Rod of Cancellation cancels a Xag-ya's bolt of energy draining without harming the mace or the rod.

Slaying a Xag-ya releases a burst of energy that inflicts 2d6+12 points of damage to all within a 10-foot radius, half if a save vs. death magic is successful. Flammable or metal objects must also make a saving throw as outlined above.

Xag-ya are often used as guardians of magic. They can be ensnared and linked to the object they guard. When the object is torn, broken or otherwise disturbed without negating the link, the Xag-ya appears and attacks all within 30 feet of the thing it guards.

If a Xag-ya and a Xeg-yi meet, the two rush together and destroy each other in a violent explosion. All persons within 30 feet take 4d6+24 points of damage. Half if a save vs. Death Magic is made.

Xag-ya prefer to use their psionics and energy rays from a distance to avoid physical combat if at all possible. When summoned to act as guardians however they are fierce defenders who attack intruders mercilessly without regard for their safety.

HABITAT/SOCIETY: Xag-ya live on the Positive Material Plane in ways that are not comprehensible to those who do not also dwell there.

ECOLOGY: As little is known about the Xag-ya's ecology as about its society and habits.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: The essence from a Xag-ya can be added to a healing potion during its creation to ensure the potion has maximum effect.

Treasure: Nil

Other: Nil

Xeg-yi

AKA: Fell Sphere

HackFactor: 25

EP Value: 2,399

Climate/Terrain: Where summoned

Frequency: Very Rare

Organization: Solitary

Activity Cycle: Any

Diet: Alien

Intelligence: High

Alignment: Neutral

No. Appearing: 1

Size: M

Movement: 6"

Psionic Ability: 1201

Attack/Defense Modes: All/All

Morale: 20

Armor Class: 6

No. of Attacks: 1 touch

Damage/Attack: 1d6+6

Special Attacks: Chilling

Special Defenses: +1 or better weapon to hit

Magic Resistance: 15%

Hit Dice: 5-8

ToP: n/a

FF: n/a

DESCRIPTION: Xeg-yi are from the Negative Material Plane. They have the shape of black spheres with tentacle-like appendages and dull, metallic eyes. They have high intelligence, but their minds are alien and their thoughts are incomprehensible to humans and humanoids. Xeg-yi are the mortal enemies of the Xag-yi. If they meet, the two creatures destroy each other, as outlined below.

COMBAT/TACTICS: The touch of a Xeg-yi causes 1d+6 points of damage and causes a chilling effect which rots soft or flammable materials. Normal metal touched by a Xeg-yi is chilled as if it were under the effect of a Chill Metal spell, unless it is magical. Magical metal remains unaffected if it successfully saves vs. lightning. Magical soft materials do not rot if they save vs. lightning.

Every other round a Xeg-yi can loose at a single target a 10-foot bolt of force, which has the same effect as its touch. Persons wearing or carrying chilled metal objects act as if they were under the effect of a Chill Metal spell.

Xeg-yi can be wounded only by magical weapons. They have magic resistance of 15% and are vulnerable to magic as follows. Disintegrate, Magic Missile and cold-based spells have normal effects. A Shield spell blocks them from using their bolt attack on the person it is cast on. Abjure, Alter Reality, Banishment, Dismissal, Holy Word, Limited Wish, Plane Shift and Wish spells return Xeg-yi to their own plane. Dispel Magic also return them to their plane if the dispel is successful against a level of magic equal to twice the Xeg-yi's hit dice.

A thaumaturgic triangle keeps a Xeg-yi at bay. A Mace of Disruption or Rod of Cancellation cancels a Xeg-yi's bolt of energy draining without harming the mace or the rod.

Slaying a Xeg-yi releases a burst of energy that inflicts 2d6+12 points of damage to all within a 10-foot radius, half if a save vs. death magic is successful. Flammable or metal objects must also make a saving throw as outlined above.

Xeg-yi are often used as guardians of magic. They can be ensnared and linked to the object they guard. When the object is torn, broken or otherwise disturbed without negating the link, the Xeg-yi appears and attacks all within 3" of the thing it guards.

If a Xeg-ya and a Xeg-yi meet, the two rush together and destroy each other in a violent explosion. All persons within 30 feet take 4d6+24 points of damage. Half if a save vs. Death Magic is made.

Xeg-yi prefer to use their psionics and energy rays from a distance to avoid physical combat if at all possible. When summoned to act as guardians however they are fierce defenders who attack intruders mercilessly without regard for their safety.

HABITAT/SOCIETY: Xeg-yi live on the Negative Material Plane in ways that are not comprehensible to those who do not also dwell there.

ECOLOGY: As little is known about the Xeg-yi's ecology as about its society and habits.

YIELD:

Medicinal: Nil

Spell Components: The essence of a Xeg-yi can be used as a component for an Energy Drain spell in lieu of other material components.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

APPENDIX 2.ARTIFACTS

Daoud's Wondrous Lantern

This artifact is wrought from the finest yellow gold. Its beautifully crafted framework is set with huge jewels and crystal lenses. An unwavering pure flame burns within. The faces are normally fitted with the crystal lenses, but the jewels are actually additional lenses, fashioned to fit the four faces of the Lantern. Its magical powers change depending upon which of the gem lenses are fitted to it, as well as upon the continued burning of the Lantern's magical flame. The lenses and their powers are described below.

The flame of Daoud's Lantern cannot be extinguished by any known means, other than by exhausting its supply of fuel. The Lantern is fueled by crushed transparent gems contained in a small compartment at its base. The Lantern can be refueled with the following amounts of gems:

1. Crushed diamonds, total worth 10,000 gp.
2. Crushed oriental topazes, rubies, sapphires, total worth 4,000 gp for each gem type.
3. Miscellaneous crushed transparent gems of seven different colors, total worth 15,000 gp. Each gem must be worth 500 gp or more.

The Lantern is always burning, and always fully fueled when found. If fuel is placed in the extinguished Lantern, it magically lights itself. If used as a normal Lantern, it burns for 100 years. The use of its magical powers burns fuel at a faster rate. If the flame of the Lantern goes out for any reason its the possessor instantly dies!

Its four faces can be shuttered so that no light shines through, but infravision or ultravision see it as a glowing object. If all four openings of the Lantern are fitted with the crystal lenses, anyone exposed to the Lantern's glow for four consecutive hours does not need food, drink, or sleep for a further twelve hours. Twenty-four consecutive hours of exposure to the light cures 1d4+4 points of damage and temporarily halts the effects of disease or poison for that duration. Seven continuous days of exposure destroys all disease or poison in the person basking in the light.

Seven gem lenses were made for the Lantern, as listed below. When the Lantern is found, it has the following lenses with it: ruby, topaz, emerald, diamond, and the four crystal lenses. The three remaining gem prisms are elsewhere—possibly the object of a quest by player characters.

Should any of the gem prisms be broken in use, replacement lenses can be made. This requires a single huge gemstone worth at least 10,000 gp, of the same type as the one that was broken. The new lens must be prepared by a gem cutter of master skill level, and the gem cutter must be given one of the other lenses to use as a guide. A magic-user must then cast *Enchant an Item* on the lens, followed by the spell that matches the original lens power. A *Permanency* spell must then be cast on the lens. Due to the nature of the Lantern's magical flame, only lenses that duplicate the listed ones function and no original lenses can be made. The possibility of making new lenses for the Lantern should be a secret that player characters will discover only after time-consuming and expensive research).

The magical effects of the Lantern have a range of 30 feet unless otherwise noted. The power of the artifact is such that, at ranges of 10 feet or less, there is no saving throw against it, nor will magic resistance protect against it. When three openings of the Lantern are shuttered, and a gem prism inserted in the remaining opening, a beam of colored light shines forth 30 feet. However, the magical power of the lens does not take effect until the possessor commands it. The magical power of a single prism affects only a single target. Gem lenses can also be combined to produce different effects. The gem lenses, their effects, and their fuel costs, are:

Type of Lantern Fuel

Prism	Effect	Cost
Ruby	Hold*	5 years
Oriental Emerald	Haste	5 years
Diamond	Color Spray	5 years
Sapphire	Fear	5 years
Oriental Amethyst	Emotion (rage)	5 years
Jacinth	Flame Strike	5 years
Special	Confusion	10 years

Special	Prismatic Spray	50 years
Special	Prismatic Sphere	50 years

* Hold Person or Monster

The effect of each single prism is as the appropriate spell. The magical power of a single prism affects only one victim per use. The listed fuel is burned each time the given spell effect is used. An effect cannot be used if there is not enough fuel left in the Lantern to power it. The *Confusion*, *Prismatic Spray*, and *Prismatic Sphere* effects require combinations of several prisms.

All spell effects are equal to 19th level spell use, except that the *Prismatic Sphere* and *Prismatic Spray* effects only have a duration of one turn per use.

If a gem lens is placed in each opening of the Lantern, and it is then spun, all within 30 feet of the lantern, except its possessor, are *Confused*, as the spell. Victims within 10 feet of it receive no saving throw. This effect operates at the command of the Lantern's possessor, as do all other effects. Any combination of four gem lenses produces this effect.

If all seven prisms are possessed, and the owner of the Lantern mounts all seven, one behind another, to an unshuttered opening, a *Prismatic Spray* is produced. Each use of the *Prismatic Spray* has a 10% chance of shattering 1-4 prisms. The seven lenses can be arranged in any order.

If the seven prisms are arranged so as to have two lenses in three of the openings and the diamond lens in the fourth, a *Prismatic Sphere* is created. The proper sequence is: ruby and jacinth; topaz and emerald; sapphire and amethyst; diamond.

A full round is needed to open or close all the shutters of the Lantern. Placing or removing a lens from one of the openings requires one round. Thus, two rounds are needed to exchange one gem lens for a different one. In a melee or other confused situation where the Lantern's owner is in danger, there is a 10% chance (rolled secretly by the GM) that the wrong prism has accidentally been inserted. However, since the magical effects operate on command, the owner can avoid unwanted results by examining the Lantern before the powers are used.

Legend states that the wrong combinations of gem fuel causes the Lantern to malfunction. Possible mishaps include: totally different magical powers; powers that affect the Lantern's owner as well as the intended target; deluding the owner as to the actual powers of the Lantern; becoming a non-magical Lantern.

Anyone who owns Daoud's Wondrous Lantern becomes increasingly possessive of it, suspicious of those who look at the Lantern and increasingly secretive about it.

This obsession with the lantern becomes a form of paranoia (see page 67 of the GMG) and the owner becomes convinced that "they" want to kill him or her and steal the Lantern.

Daoud's Lantern is an artifact of great power and worth a vast sum if sold. It is known that an offer of 160,000 gp was made for the device, but with four of the seven prisms available. One can only speculate what the price would be if all seven gem lenses were included. Its EP value is 25,000.

Demonomicon of Izzlshyzl: This brass-bound book contains a treatise on the powerful evil creatures of the lower planes. The GameMaster may include descriptive material and personal names as appropriate. (Note that a creature's personal name is always kept secret, as these can be used for magical purposes. Such creatures also have a common name, which is the only one they reveal to others.) In addition, each of the six copies known to exist contain the following spells:

Clerical Spells-*Abjure*, *Exaction*, *Harley's Digit of Destruction*

Magic-User Spells-*Banishment*, *Binding*, *Dismissal*, *Dolor*, *Ensnarement*, *Torment*

The Words of the Prison of Zagwag

Each copy of the work has two guardians. One is in the immediate vicinity of the book's hiding place and immediately attacks the finder of the *Demonomicon*. If the possessor survives this attack, a second guardian, such as a Ghost, Nycadaemon, devil, or some such, pursues and attacks the possessor of the book within 1-6 weeks. Pursuit continues until either the possessor or the guardian has perished. If the possessor of the tome is killed, the guardian finds a new hiding place for the book.

Details of the spells contained in the grimoire:
Abjure- As per page 264 of the Player's Handbook

Exaction- As per page 273 of the Player's Handbook

GP Value: 25,000

EP Value: 10,000

Henley's Digit of Destruction

Level: 7

Range: 10 feet + 1 foot/level

Components: V, S, M

Duration: Instantaneous

Casting Time: 7

Area of Effect: One creature

Saving Throw: See text below

This powerful spell is used against undead and Negative Material Plane creatures. When

the spell is cast, the cleric draws upon energy from the Positive Material Plane. A bolt of energy from the cleric's fingertip strikes the target creature. An undead creature must save vs. spells or be instantly disrupted, completely destroyed. An undead that saves takes 2-16 points of damage. Creatures from the Negative Material Plane (such as Shadows and Wraiths) take 6-48 points of damage, half if they successfully save vs. spells.

The material components of this spell are the cleric's holy symbol and a powdered sunstone of not less than 500 gp value.

Banishment- As per page 236 of the Player's Handbook

Binding- As per page 243 of the Player's Handbook

Dismissal- As per page 220 of the Player's Handbook

Dolor- As per page 220 of the Player's Handbook

Ensnarement- As per page 229 of the Player's Handbook

Torment- As per page 240 of the Player's Handbook

Prison of Zagwag

Only five of these brass devices are believed to exist. Each is nearly identical and appears to be nothing more than a small, well made bird cage. Normal handling or examination does not reveal it to be magical. If a Detect Magic spell is cast on the Prison of Zagwag, there is a 50% chance that magic of an uncertain nature is detected-either no particular type of dwomer, or a false type of magic.

Each prison-cage has permanent anti-magic and anti-detection spells that protect the exterior and interior of the cage.

The Prison of Zagwag is usable only by a magic-user, and attunes itself to the possessor when he learns the spell word that activates the prison. Activation has two effects. The first is that the door of the cage is sealed by a Wizard Lock as if the possessor had cast it. The second effect is that the possessor will be able to imprison a creature within the cage by speaking a trigger word and uttering a special Command spell with a casting time of one round.

The command must contain the personal name of the creature to be imprisoned. If the creature does not have a personal name, its history must be recited in great detail (as much detail as one round allows anyway). The creature being commanded into imprisonment receives a saving throw vs. spells. If successful, the creature is unaffected.

If it fails, the creature is reduced to a three-inch height and is instantly Teleported into the cage. Since magic does not function within the cage, imprisoned creatures cannot free themselves with spells or magical items. An imprisoned creature does not need food or water while it is imprisoned, and is instantly restored to its former size and abilities once freed.

A Prison of Zagwag cannot be damaged by force or magic. An imprisoned creature can be freed by the owner of the prison or by a magic-user able to break the Wizard Lock without using spells (i.e. a magic-user four or more levels above the owner of the Prison of Zagwag). A Wish or an Alter Reality spell can also be used to open the cage. A creature placed inside a Prison of Zagwag cannot be located by spells or magical items, only by normal sight and hearing.

Words necessary to operate a Prison of Zagwag are:

- **Activation Word**
- **Trigger Word** (used to begin the Imprisonment of a subject)
- **Command Spell** (naming or describing the history of the subject)
- **Freedom Word**

(Note: The exact words needed to operate the Prison of Zagwag in this adventure are found in the *Demonomicon of Izzlshyzl*.)

APPENDIX 3: MAGICAL DIAGRAMS

The other planes of existence are populated with a variety of creatures of differing origins, alignments and powers. Such creatures include, but are not limited to: Couatl, Djinni, Efreet, elementals and Ki-rin, as well as the beings from the outer planes. The GM must bear in mind that such creatures are non-human and generally regard themselves as superior to humanity.

Dealings with humanity may be resented by some of these creatures, particularly if a human presumes to treat them as equals. While this is generally true of most other-planar creatures, some have evil alignments that increase their hostility to humanity.

The magical diagrams described here can be used to protect characters from the hostility of other-planar creatures. These diagrams can also be used to confine other-planar creatures, using the spells in this adventure as well as others from the Players Handbook. These guidelines are for the GM's use in handling the creation and effects of such diagrams.

If a magical diagram is used in the campaign, its power depends upon the care and cost with which it is laid out by the NPC or player character. A diagram can either be hand-drawn or inscribed and inlaid.

Hand-drawn diagrams. These are temporary, but are generally less costly. It is necessary to re-draw the diagram for each use. There is a 20% chance that any hand-drawn magical diagram fails when used. The chance of failure can be reduced by drawing the diagram over a long period of time and by using special magical pigments. For every turn spent drawing the diagram with special pigments (cost 1,000 gp per turn) the chance of failure is reduced 1%. The base chance of failure can be reduced to 0% by this means.

Inlaid diagrams. These are permanent and re-useable. Its construction requires a minimum of one week and the expenditure of at least 10,000 gp. The base chance of an inlaid diagram failing when used is 10%, but this chance is checked only once, the first time the diagram is used. The chance of an inlaid diagram failing can be reduced by using precious metals, powdered gems, and rare materials in the inlay. This special procedure costs 50,000 gp and takes one month of game time. The special inlay reduces the chance of failure to 0%.

The special rare pigments and materials needed can, at the GM's choice, be secret knowledge or be difficult to obtain, requiring additional research, adventuring, or expense on the part of NPCs or player characters.

The use of special materials does not mean that magical diagrams are automatically effective, however. Whenever a diagram is used, either as a defense or as a prison, the combined Intelligence and level of the character using the diagram is compared to the combined Intelligence and Hit Dice of the creature involved. If the character's total is higher, the difference between the character's total and the creature's total is subtracted from the base percentage chance of diagram failure. If the creature's total is higher, the difference is added to the base chance of diagram failure. Once the final percentage is calculated, the GM rolls percentile dice. If the roll is equal to or less than the chance of failure, the creature is not affected by the diagram.

Even if the diagram was done correctly, any break or removal of any part of the completed diagram renders it useless. A fly landing upon one of the lines of the diagram, dust blowing across part of it, or a piece of straw falling on it, would be enough to make it useless.

When used as a defense, the diagram provides protection against the kinds of creatures it was designed to keep out. The creatures cannot enter the diagram by any normal or magical means, including Teleportation and astral or ethereal movement. They can touch neither the diagram nor anyone inside it. The creatures' spell effects, psionics, physical attacks and weapons have no effect on the diagram or anyone inside it. They can cast spells that affect areas outside the diagram, such as a ring-shaped Wall of Fire, which does no damage to those inside the diagram, but would effectively imprison them. A character within a protective diagram can cast spells or attack those outside, but an effect that touches or physically affects the diagram, such as Creeping Doom or Ice Storm, renders it powerless.

When used as a prison, the diagram securely confines the creature within it. The creature cannot leave the diagram normally, magically, or psionically, nor can it be Gated out of it. It cannot touch the diagram or any area outside it. The creature's spell effects, psionics, physical attacks and weapons also do

not affect the diagram or those outside. However, the creature can use certain spells that affect only itself, such as Invisibility, Polymorph Self, or curing spells. The confined creature can be attacked from the outside, but it is freed if any attack breaks the diagram. Each day the confinement slowly drains the creature's Intelligence by 1, down to a minimum of 3.

If a magical diagram fails to hold an evil creature against which it is used, the evil creature attempts to attack and utterly destroy those trying to confine it. If the diagram fails to hold a good creature, the good creature either leaves immediately or uses an appropriate punishment on those seeking to confine it. The exact response depends on the alignment of the creature, as well as the alignment of the one using the diagram. An other planar creature will co-operate with a character only if its alignment and goals are similar to his, and then only if the creature is promised a sizeable service or reward. As a general rule, the GM should insure that the price paid for the help of other planar creatures is so high as to be unprofitable for the player characters seeking such help, even if the creature is of the same alignment as the character.

Evil clerics and magic-users who have successfully confined an other planar creature can attempt to use spells to force service from it. An unsuccessful attempt usually means immediate destruction at the hands of the creature, while a successful attempt raises the possibility of the creature seeking revenge at some future time.

The protective diagrams, and their uses are:

Pentacle

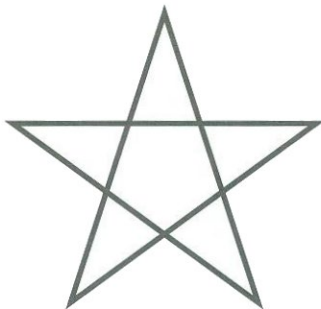
This is a magical seal, used to close a container and prevent the escape of a creature trapped inside. Typical uses are on doors and Efreeti Bottles.

Magic (Protection) Circle

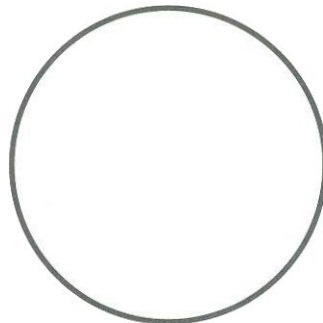
This diagram protect against lesser devils or other planar creatures. The circle of protection is different from the Protection from Evil spell. The spell provides bonuses to character saving throws against attacks from other-planar beings as well as a -2 modifier on the attacks of such creatures. The spell protection is not as complete as that of the diagram, but the spell can be used against all types of other planar creatures.

Magic Circle

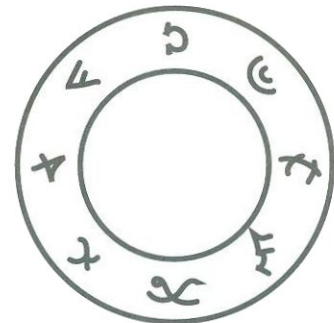
This diagram protects against all devils and all creatures of good alignments from the outer planes.



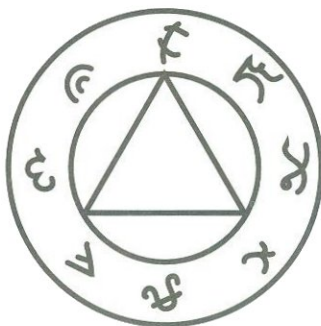
Pentacle



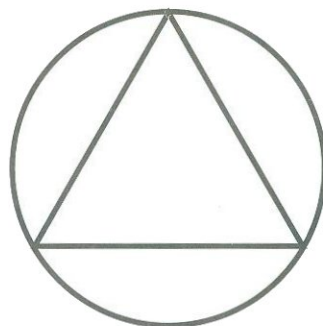
Magic (Protection) Circle



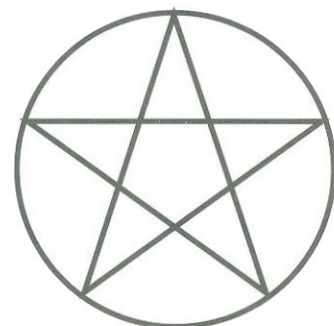
Magic Circle



Thaumaturgic Circle



Thaumaturgic Triangle



Pentagram

Thaumaturgic Circle

This diagram protects against demon Types I-V, including Succubi, as well as all creatures affected by a thaumaturgic triangle.

Thaumaturgic Triangle

This symbol protects against creatures from the Elemental and Astral Planes, as well as the Plane of Concordant Opposition.

Pentagram

This diagram protects against evil other planar beings (except devils) but including all types of demons.

GRAVEN GLYPHS

IN THE CENTER LIES THE GATE
BUT OPENING IT IS SURE TO VEX
MANY ARE THE GUARDS WHO WAIT
AS YOU GO TO THE MIDDLE HEX
RANDOMLY SENT TO FIND A WAY
BACK TO A DIFFERENT IRON DOOR
A SEVENTH TIME AND YOU MAY STAY
AND SEEK THE GLOWING PRIZE NO MORE
YOU HAVE WON OL' IZZLESHYZZL'S PRIZE
HER HOARDED CACHE OF MAGIC
AND FREE THE ONE WITH YEARNING EYES
WHOSE LOT WAS HUNGER TRAGIC

APPENDIX 4: BATTLE SHEET

WE1. BORDER PATROLS

A. Kettites (southern part of the map)

Captain (HF 5, EP 458, Int 12, AL LN, AC 2; MV 12"; F5; hp 53; SZ M, #AT 1; D 1d6+1, SA: Nil, SD: Nil, Lang: Common, Hon: Ave, TOP: 27, Crit BSL: Def AC +1, FF: 5) armed with lance and scimitar. He is mounted on a medium war horse.

Mullah (HF 4, EP 385, Int 14, AL LN, AC 3; MV 12"; C4; hp 45; SZ M, #AT 1; D 1d6+1, SA: Nil, SD: Nil, Lang: Common, Hon: Ave, TOP: 23, Crit BSL: Def AC -1, FF: 7) armed with a mace. He is mounted on a medium war horse (25 hp) and has the following spells

First Level: Command, Cure Light Wounds (x2), Light, Protection From Evil

Second Level: Hold Person, Silence 15' Radius

6 Lancers (HF1, EP 15, Int 10, AL LN, AC 3; MV 12"; F1; hp 30, 29, 27 x 3, 26; SZ M, #AT 1; D 1d6+1, SD: Nil, Lang: Common, Hon: Ave, TOP: 2 x 15, 3 x 14, 13; Crit BSL: Def AC-3, FF: 5) armed with a lance and scimitar. They are mounted on medium war horses

Sergeant (HF 3, EP 244, Int 11, AL LN, AC 5; MV 12"; F3; hp 41; SZ M, #AT 1; D 1d4, SA: Nil, SD: Nil, Lang: Common, Hon: Ave, TOP: 21, Crit BSL: Def AC-1, FF: 5) armed with daggers and a composite short bow with arrows, plus 4 Arrows +2. He is mounted on a medium war horse

12 Horse Archers (HF 1, EP 15, Int 10, AL LN, AC 5; MV 12"; F1; hp 7 x 26, 5 x 25, SZ M, #AT 1; D 1d6+1, SA: Nil, SD: Nil, Lang: Common, Hon: Ave, TOP: 12 x 13, Crit BSL: Def AC-3, FF: 5) armed with a daggers and a composite short bow with arrows. They have one Arrow +1 each and are mounted on light warhorses.

Medium Warhorse (HF 0, EP 65, Int 10, AL N, AC 7; MV 18"; HD 2+2; hp 9 x 25; SZ L, #AT 3; D 1d3/1d6/1d6, SA: Nil, SD: Nil, Lang: Horse, Hon: Ave, TOP: 9x7, Crit BSL: Def AC -2, FF: 7).

Light Warhorse (HF 0, EP 35, Int 10, AL N, AC 7; MV 18"; HD2; hp 8 x 24; SZ L, #AT 2; D 1d4/1d4, SD: N/A, Lang: Horse, Hon: Ave, TOP: 8 x 7, Crit BSL: Def AC-1 FF: 6).

B. Perrenlanders (northern part of the map)

Commander (HF 6, EP 1002, Int 14, AL CG, AC 3; MV 12"; F6; hp 69; SZ M, #AT 1; D 1d6+1, SA: Nil, SD: Nil, Lang: Common, Elven, Hon: Ave, TOP: 35, Crit BSL: Def AC-2, FF: 5 Reference HOB, 5 Page 13) armed with lance and hand axe. He is mounted on a medium war horse.

Lieutenant (HF 4, EP 340, Int 12, AL CG, AC 4; MV 12"; F4; hp 50; SZ M, #AT 1; D 1d8, SA: Nil, SD: Nil, Lang: Common, Elven, Hon: Ave, TOP: 25, Crit BSL: Def AC, FF: 5; Reference HOB, 5 Page 13) armed with long sword and light crossbow with bolts. He is mounted on a medium war horse.

12 Horse Archers (HF 1, EP 15, Int 10, AL CG, AC 5; MV 12"; F1 2 x 27, 2 x 26, 4 x 25, 4 x 24; SZ M, #AT 1; D 1d8, SA: Nil, SD: Nil, Lang: Common, Elven, Hon: Ave, TOP: 2 x 14, 4 x 13, 4 x 12, Crit BSL: Def AC-3, FF: 5; Reference HOB, 5 Page 13) armed with a daggers and a composite short bow with arrows. They have one Arrow +1, each. They are mounted on light warhorses.

Elf Fighter/Magic-User (HF 8, EP 662, Int 16, AL CG, AC 4; MV 12"; F3/M3; hp 39; SZ M, #AT 1; D 1d8+1 (+1 to hit), SA: Spells SD: Elven abilities, Lang: Common, Elven, Hon: Ave, TOP: 20, Crit BSL: Def AC, FF: 6; Reference HOB, 3 Page 13) armed with longsword. She is mounted on a light warhorse (hp 14) and has the following spells.

First Level: Magic Missile, Sleep, Chill Touch, Feather Fall,

Second Level: Stinking Cloud

4 Elven Scouts (HF 1, EP 420, Int 10, AL CG, AC 4; MV 12"; F1; hp 28, 2 x 27, 26; SZ M, #AT 1; D 1d6 (+1 to hit), SA: Elven abilities, SD: Elven abilities, Lang: Common, Elven, Hon: Ave, TOP: 3 x 14, 13, Crit BSL: Def AC-2, FF: 6 Reference HOB, 3 Page 13) armed with short sword, dagger, and longbow with arrows. They have one +1 Arrow each and are mounted on light warhorses (4 x 14)

Medium Warhorse (HF 0, EP 65, Int 10, AL N, AC 7; MV 18"; HD 2+2; hp 2 x 25; SZ L, #AT 3; D 1d3/1d6/1d6, SA: Nil, SD: Nil, Lang: Horse, Hon: Ave, TOP: 2 x 7, Crit BSL: Def AC-2, FF: 7).

Light Warhorse (HF 0, EP 35, Int 10, AL N, AC 7; MV 18"; HD2; hp 17 x 24; SZ L, #AT 2; D 1d4/1d4, SD: N/A, Lang: Horse, Hon: Ave, TOP: 17 x 7, Crit BSL: Def AC-1 FF: 6).

WE4. THE PSEUDO-CAVE

Cave Chameleon (HF 12, EP 975, Int 6, AL N, AC 4; MV 2"; HD 6; hp 64; SZ L, #AT 1; D 3d4, SA: Surprise, SD: Nil, Lang: Cave Chameleon, Common, Hon: Low, TOP: 32, Crit BSL: Def AC+4, FF: 7)

WE5. WE'VE SEEN BETTER DAYS

Gnoll Sub Chief (HF 3, EP 178, Int 7, AL CE, AC 5; MV 9"; HD 3; hp 36; SZ L, #AT 1; D 1d10, SA: Nil, SD: Nil, Lang: Gnoll, Troll, Hon: Low, TOP: 18, Crit BSL: Def AC-1, FF: 4) armed with a halberd.

6 Gnoll Archers (HF 2, EP 65, Int 6, AL CE, AC 5; MV 9"; HD 2; hp 34, 33, 32, 31 30, 28, SZ L, #AT 1; D 1d6, SA: Nil, SD: Nil, Lang: Gnoll, Hobgoblin, Hon: Low, TOP: 2 x 17, 2 x 16, 15, 14, Crit BSL: Def AC-2, FF: 4 Reference HOB, 3 Page 73) armed Longbows w/arrows and clubs

10 Gnoll Polearmsmen (HF2, EP 65, Int 5, AL CE, AC 5; MV 9"; HD 2; hp 2 x 32, 2 x 31, 2 x 30, 4 x 29; SZ L, #AT 1; D 2d4, SA: Nil, SD: Nil, Lang: Common, Gnoll, Orc, Hon: Low, TOP: 4 x 16, 6 x 15, Crit BSL: Def AC-2, FF: 4; Reference HOB, 3 Page 73) armed with bill-guisarmes

3 Gnoll Swordsmen (HF 2, EP 65, Int 8, AL CE, AC 6; MV 9"; HD 2; hp 32, 31, 30; SZ L, #AT 1; D 1d10, SA: Nil, SD: Nil, Lang: Common, Gnoll, Hon: Low, TOP: 2 x 16, 15, Crit BSL: Def AC-2, FF: 4; Reference HOB, 3 Page 73) armed with two-handed swords

5 Gnoll Axemen (HF 2, EP 65, Int 8, AL CE, AC 6; MV 9"; HD 2; hp 33, 2 x 30, 29, 28, SZ L, #AT 1; D 2d4, SA: Nil, SD: Nil, Lang: Common, Gnoll; Hon: Ave, TOP: 17, 3 x 15, 14, Crit BSL: Def AC-2, FF: 4; Reference HOB, 3 Page 73) armed with battle-axe.

7 Gnoll Scouts (HF 2, EP 65, Int 7, AL CE, AC 5; MV 9"; HD 2, hp 32, 31, 3 x 30, 2 x 29; SZ L, #AT 1; D 2d4, SA: Nil, SD: Nil, Lang: Common, Gnoll, Hon: Low, TOP: 2 x 16, 5 x 15, Crit BSL: Def AC-2, FF: 4; Reference HOB, 3 Page 73) armed with morning star.

WE6. EGHOU EYRIE

Eghouls (HF 12, EP 395, 390, 375, 370, 365 360, Int 9, AL NE, AC 7, MV 3", 40", HD: 4, HP: 29, 28, 25x4, SZ L, #AT 3+SA, D 1d6/1d6/2d6, SA: Paralyzation, SD: Undead Immunities, Lang, Hon: N/A, TOP: n/a, Crit BSL: Def AC +2, FF: n/a, Reference: See Appendix #3: New Monsters).

WE7. SWARTHY TRIBESMEN

Chief (HF 5, EP 510, Int 14, AL N, AC 5; MV 9"; F5; hp 60; SZ M, #AT 1; D 2d4 (two-handed), SA: Nil, SD: Nil, Lang: Common, Gnome, Hon: Ave, TOP: 30, Crit BSL: Def AC +1, FF: 5; Reference HOB, 5 Page 13) armed with bastard sword and throwing spear. He has a +1 bonus to hit and a +2 damage bonus due to Strength.

Sub-chief (HF 4, EP 355, Int 12, AL N, AC 5; MV 9"; F4; hp 53; SZ M, #AT 1; D 1d8, SA: Nil, SD: Nil, Lang: Common, Gnome, Hon: Ave, TOP: 27, Crit BSL: Def AC, FF: 5) armed with battle-axe, light crossbow with bolts, and a Bolt +3.

Warrior (HF 2, EP 142, Int 10, AL N, AC 6; MV 12"; F2; hp 39; SZ M, #AT 1; D 2d4, SA: Nil, SD: Nil, Lang: Common, Gnome, Hon: Ave, TOP: 20, Crit BSL: Def AC -2, FF: 5; Reference HOB, 5 Page 13) armed with a

morning star and three javelins. He has a +1 bonus to hit and a +2 damage bonus due to Strength.

Medicine Man (HF 4, EP 519, Int 12, AL N, AC 6, leather armor, +2 due to dexterity; MV 12"; D5; hp 49; SZ M, #AT 1; D 1d6, SA: Nil, SD: Nil, Lang: Common, Gnome, Hon: Ave, TOP: 25, Crit BSL: Def AC, FF: 5, Reference HOB, 5 Page 13;) armed with staff, dagger, and three darts. He has the following spells available:

First Level: Animal Friendship, Entangle, Faerie Fire, Speak With Animals (x2), Detect Magic

Second Level: Charm Person Or Mammal, Cure Light Wounds (x2)

Third Level: Call Lightning, Neutralize Poison

8 Spearmen (HF 1, EP 35, Int 10, AL N, AC 6; MV 9" F1; hp 30, 29, 2x28, 2x27, 2x26; SZ M, #AT1; D 1d6, SA: Nil, SD: Nil, Lang: Common, Hon: Ave, TOP: 2 x 15, 6 x 14, 2 x 13, Crit BSL: Def AC-3, FF: 5; Reference HOB, 5 Page 13) armed with spear and club

4 Axemen (HF 1, EP 35, Int 10, AL N, AC 7; MV 12" F1; hp 30, 28, 27, 26; SZ M, #AT1; D 1d6, SA: Nil, SD: Nil, Lang: Common, Hon: Ave, TOP: 15, 2 x 14, 13, Crit BSL: Def AC-3, FF: 5, Reference HOB, 5 Page 13;) armed with bardiches

4 Crossbowmen (HF 1, EP35, Int 10, AL N, AC 8; MV 12" F1; hp 27, 26, 25, 24; SZ M, #AT1; D 1d6, SA: Nil, SD: Nil, Lang: Common, Hon: Ave, TOP: 14, 2 x 13, 12, Crit BSL: Def AC-3, FF: 5; Reference HOB, 5 Page 13) armed with Light Crossbows and clubs

WE9. Goblin Band

Leader (Common Goblin, HF 0, EP 55, Int 10, AL LE, AC 5; MV 6"; HD 2; hp 36; SZ M; #AT 1; D 1d6, SA: Nil, SD: Nil, Lang: Goblin, Common, Hon: Ave, TOP: 25, Crit BSL: Def AC, FF: 4, Reference HOB, 3 Page 81).

4 Sub-Leaders (Common Goblin, HF 0, EP 15, Int 9, AL LE, AC 5; MV 6"; HD 1; hp 4x27; SZ M; #AT 1; D 1d6, SA: Nil, SD: Nil, Lang: Goblin, Hon: Ave, TOP: 4 x 14, Crit BSL: Def AC-2, FF: 4, Reference HOB 3, Page 81).

40 Regulars (Common Goblin, HF 0, EP 15, Int 9, AL LE, AC 6; MV 6"; HD 1-1; hp 5x27, 10x26, 10x25, 15x24, 5x23 SZ M, #AT1; D 1d6, SA: Nil, SD: Nil, Lang: Goblin, Hon: Ave, TOP: 5 x 14, 20 x 13, 20 x 12, Crit BSL: Def AC-3, FF: 4, Reference HOB 3, Page 81).

25 Skirmishers (Common Goblin, HF 0, EP 15, Int 9, AL LE, AC 6; MV 6"; HD 1-1; hp 5x26, 5x25, 5x24, 5x23, 5x22, SZ M; #AT 1; D1d6, SA: Nil, SD: Nil, Lang: Goblin, Hon: Low, TOP 10 x 13, 10 x 12, 5 x 11, Crit BSL: Def AC-3, FF: 4, Reference HOB, Page 81).

WE10. MOUNTAIN MARAUDERS

3 Hill Giants (HF 14, EP 3000, Int 7, AC 4; MV 12"; HD 8 + 1-2; hp 50, 42, 33; SZ H; #AT 1; D2d8; SA: hurl rocks for 2d8 points of damage, SD: Nil; Lang: Common, Hon: Low, TOP: 25, 21, 17, Crit BSL: Def AC+9, FF: 7, Reference HOB 3, Page 59)

WE11. FOXY LADY

1 Foxwoman (HF 18, EP 2000, Int 16, AL CE, AC 6; MV 24"/18"/12" by form; HD 8+1; hp 65, SZ M; #AT 1; D 1d4/1d2 or 2d6, SA: Charm, Spells; SD: Silver or +1 to hit, SZ M; #AT 1; Lang: Common, Elven, Hon: Low, TOP: 33, Crit BSL: Def AC+6, FF: 6, Reference HOB 4, Page 103).

4 Monks (HF 3, EP 163, Int, AL LN, AC 3; MV 16", M3; hp 32, 30, 28, 26; SZ M; #AT 5/4; D 1D6+1, SA: Intimidating Display, Improvise Weapon, SD: Pass Without Trace, Lang: Common, Hon: Ave, TOP: 16, 15, 14, 13, Crit BSL: Def AC-1, FF: 5, Reference PHB, Page 55-56) armed with staves.

WE12. MOUNTAIN DWARF BAND

Noble (HF 6, EP 753, Int 17, AL LG, AC 2; MV 9"; F6, hp 68; SZ M; #AT 1; D 1d6+1, SA: See text, SD: See Text, Lang: Common, Dwarven, Hon: High, TOP: 34, Crit BSL: Def AC+6 (warhammer), Def AC+5 (shortsword), FF: 7, Reference HOB 2, Page 121) armed with War Hammer +2 and Short Sword +1. He has a +2 bonus to hit and a +3 damage bonus due to Strength.

Elder (HF6, EP 1,200, Int 17, AL LG, AC 2; MV 9"; C4/F4; hp 50; #AT 1; D 1d6+1, SA: See Text, SD: See Text, Lang: Common, Dwarven, Hon: High, TOP: 25, Crit BSL: Def AC+1, FF: 7, Reference HOB 2, Page 121) armed with a Mace +1. He has the following spells available:

First Level: Cure Light Wounds (x2), Detect Evil, Protection From Evil, Sanctuary

Second Level: Chant, Hold Person

2 Lieutenants (HF 3, EP 248, Int 12, AL LG, AC 3; MV 9", F3; hp 2 x 47; SZ M; #AT 1; D 1d8+1, SA: See Text, SD: See Text, Lang: Common, Dwarven, Hon: Ave, TOP: 2 x 24, Crit BSL: Def AC-1, FF: 7, Reference HOB 2, Page 121) armed with battle-axe and war hammer. Each has a +1 damage bonus due to Strength.

10 Scouts (HF 1, EP 270, Int 10, AL LG, AC 5; MV 9"; HD 1 +1; hp 10 x 28; SZ M; #AT 1; D 1d6, SA: See Text, SD: See Text, Lang: Common, Dwarven, Hon: Ave, TOP: 10 x 14, Crit BSL: Def AC-3, FF: 7, Reference HOB 2, Page 121) armed with short sword and light crossbow with bolts.

8 Guards (HF 1, EP 270, Int 10, AL LG, AC 4; MV 9"; HD 1+1; hp 8 x 29; SZ M; #AT 1; D 1d8, SA: See Text, SD: See Text, Lang: Common, Dwarven, Hon: Ave, TOP: 8 x 15, Crit BSL: Def AC-3, FF: 7, Reference HOB 2, Page 121) armed with battle axe and light crossbow with bolts.

30 Spearmen (HF 1, EP 270, Int 10, AL LG, AC 4; MV 9"; HD 1 +1; hp 30x26; SZ M; #AT 1; D 1d6, SA: Nil, SD: Nil, Lang: Common, Dwarven, Hon: Ave, TOP: 30 x 13, Crit BSL: Def AC-3, FF: 7, Reference HOB 2, Page 121) armed with spear and hand axe.

45 Infantry (HF1, EP 270, Int 8, AL LG, AC 4; MV 9"; HD 1+1; hp 45 x 28; SZ M; #AT 1; D 1d8, SA: Nil, SD: Nil, Lang: Common, Dwarven, Hon: Ave, TOP: 45 x 14, Crit BSL: Def-3, FF: 7, Reference HOB 2, Page 121) armed with battle-axe. In addition, each of the following weapons is carried by one-third of the force: horseman's pick, mace, war hammer.

10 Banner bearers (HF 1, EP 270, Int 10, AL LG, AC 4; MV 9"; HD 1+1; hp 10x29; SZ M; #AT 1; D 2d4, SA: Nil, SD: Nil/A, Lang: Common, Dwarven, Hon: Ave, TOP: 10 x 15, Crit BSL: Def AC-3, FF: 7, Reference HOB 2, Page 121) armed with guisarme-voulge and longsword.

WE13. The Fermented Hermit

Hermit (HF 1, EP 54, Int 11, AL N, AC 10; MV 11" (buzzed); HD 1/2; hp 24; SZ M, #AT 1; D unarmed, SA: Mass Domination (psionic), SD: Nil, Lang: Common, Hon: Low, TOP: 12, Crit BSL: Def AC-5, FF: 5)

WE14. Troll Rave

3 Trolls, Common (HF 13, EP 1,400, Int 7, AL CE, AC 4; MV 12"; HD 6+6; hp 3 X 56; SZ L, #AT 3; D 1d4+4, 1D4+4, 1D8+4, SA: Nil, SD: Regeneration, Lang: Troll, Hon: Low, TOP: 28, Crit BSL: Def AC+5, FF: 11)

WE15. Wyvern's Roost

2 Wyverns (HF 15, EP 2000, Int 5, AL N (E), AC 3; MV 6", 24 Fly (E); HD 7+7; hp 2 x 39; SZ H; #AT 2; D 2d8/1d6, SA: Poison, Surprise 6 in 10, SD: Nil, Lang: N/A, Hon: Ave, TOP 2 x 20, Crit BSL: Def AC+6, FF: 12, Reference HOB 8, Page 106)

WE16. HOBGOBLIN WAR PARTY

War Chief (HF 3, EP 120, Int 10, AL: LE, AC 5; MV 9"; HD 3; hp 36; SZ M; #AT 1; D 2d4, SA: Nil, SD: Nil, Lang: Common, Hobgoblin, Goblin, Hon: Ave, TOP: 18, Crit BSL: Def AC+2, FF: 6, Reference HOB 4, Page 10) armed with bastard sword and spear. He has a bonus of +1 to hit and +2 damage due to Strength.

2 Sub-Leaders (HF 2, EP 65, Int 8, AL: LE, AC 5; MV 9"; HD 2+1; hp 2 x 31; SZ M; #AT 1; D 1d8, SA: Nil, SD: Nil, Lang: Common, Hobgoblin, Orc, Hon: Ave, TOP: 2 x 16, Crit BSL: Def AC, FF: 6, Reference HOB 4, Page 10) armed with longsword and whip.

8 Guards (HF 2, EP35, Int 8, AL: LE, AC 4; MV 9"; HD 2+1; hp 8 x 29; SZ M; #AT 1; D 1d8, SA: Nil, SD: Nil, Lang: Common, Hobgoblin, Goblin, Hon: Ave, TOP: 8 x 15, Crit BSL: Def AC, FF: 6, Reference HOB 4, Page 10) armed with longswords and composite longbows with arrows.

8 Scouts (HF 2, EP 35, Int 10, AL: LE, AC 5; MV 9"; HD 2+1; hp 8 x 27; SZ M, #AT 1; D 1d8, SA: Nil, SD: Nil, Lang: Common, Hobgoblin, Goblin, Hon: Ave, TOP: 8 x 14, Crit BSL: Def AC, FF: 6, Reference HOB 4, Page 10) armed with longsword and composite longbow with arrows.

10 Spearmen (HF 2, EP 35, Int 8, AL: LE, AC 5; MV 9"; HD 2+1; hp 10 x 27; SZ M; #AT 1; D 1d-8, SA: Nil, SD: Nil, Lang: Common, Hobgoblin, Goblin, Hon: Low, TOP: 10 x 14, Crit BSL: Def AC, FF: 6, Reference HOB 4, Page 10) armed with two throwing spears each.

20 Infantry (HF 2, EP 35, Int 8, AL: LE, AC 5; MV 9"; HD 2+1; hp 20 x 27; SZ M; #AT 1; D 1d8, SA: Nil, SD: Nil, Lang: Common, Hobgoblin, Goblin, Hon: Ave, TOP: 20 x 14, Crit BSL: Def AC, FF: 6, Reference HOB 4, Page 10), armed with morning star. They are also armed as follows: 50% carry a longsword, 50% carry a spear.

32 Polearmsmen (HF 2, EP 35, Int 8, AL: LE, AC 5; MV 9"; HD 2+1; hp 2 x 29, 4 x 28, 6 x 27, 6 x 26, 6x 25, 12 x 24; SZ M; #AT 1; D 1d8, SA: Nil, SD: Nil, Lang: Common, Hobgoblin, Orc, Hon: Low, TOP: 2 x 15, 10 x 14, 12 x 23, 12 x 12 Crit BSL: Def AC, FF: 6, Reference HOB 4, Page 10). The force is armed as follows: 25% have fauchard, 25% have fauchard-fork, 25% have military fork, 25% have glaive-guisarme.

WE17. OGRE DEN

6 Ogres, Common (HF 2, EP 270, Int 8, AL: CE, AC 5; MV 9";HD 4 +1; hp 3 x 45, 3 x 42; #AT 1; D 1d6 (club) +3/+7 Strength; SA Nil; SD: Nil; Lang: Ogre, Goblin, Hon: Ave, TOP: 3 x 23, 3 x 22, Crit BSL: Def AC+5, FF: 4, Reference HOB 6, Page 24)

WE18. GREY ELVEN WARDER BAND

Captain (HF 15, EP 2,636, Int 17, AL: CG, AC 2 (includes +3 Dexterity bonus); MV 12"; L F5/MU5; hp 49, SZ M; #AT 1; D 1d8 (+2 to hit), SA: See text, SD: See text, Lang: Common, Elven, High, Hon: High, TOP: 25, Crit BSL: Def AC+3, FF: 6, Reference HOB 3, Page 12) armed with Longsword +1 and Dagger +1. He has the following spells available:

First Level: Charm Person, Shocking Grasp, Spider Climb, Throw Voice, Color Spray, Melt

Second Level: Blindness, Mirror Image

Third Level: Slow

Aide (HF 10, EP 877, Int 12, AL: CG, AC 3 (includes +2 Dexterity bonus); MV 12"; L F3/C3; hp 44; SZ M; #AT 1; D 1d6+1, SA: See text, SD: See text, Lang: Common, Elven, Hon: High, TOP: 22, Crit BSL: Def AC, FF: 6, Reference HOB 3, Page 13) armed with a Mace +1. He has the following spells available:

First Level: Bless, Cure Light Wounds, Light, Protection From Evil

Second Level: Hold Person

Lieutenant (HF 5, EP 395, Int 12, AL: CG, AC 4 (includes +1 Dexterity bonus); MV 12"; L F4; hp 53; SZ M, #AT 1; D 1d6 (+1 to hit), SA: See text, SD: See text, N/A, Lang: Common, Elven, Hon: High, TOP: 27, Crit BSL: Def AC+1, FF: 6, Reference HOB 3, Page 13) armed with Spear +1 and longsword.

12 Archers (HF 2, EP420, Int 12, AL: CG, AC 5; MV 12"; L F1; hp 28, 3 x 27, 3 x 26, 3 x 25, 2 x24; SZ M, #AT 1; D 1d6 (+1 to hit), SA: See text, SD: See text, N/A, Lang: Common, Elven, Hon: Ave, TOP: 4 x 14, 6 x 13, 2 x 12, Crit BSL: Def AC-1, FF: 6, Reference HOB 3, Page 13) armed with spear and longsword.

12 Guard Infantry (HF 2, EP 420, Int 12, AL: CG, AC 5; MV 12"; SZ M; L F1; hp 2 x 29, 2 x 28, 2 x 27, 4 x 26, 2 x 25; SZ M, #AT 1; D 1d10, SA: See text, SD: See text, Lang: Common, Elven, Hon: Ave, TOP: 2 x 15, 4 x 14, 6 x 12, Crit BSL: Def AC-2, FF: 6, Reference HOB 3, Page 13) armed with two-handed sword.

24 Spearmen (HF 2, EP 420, Int 12, AL: CG, AC 4; MV 12"; SZ M; F1; hp 4 x 28, 4 x 27, 4 x 26, 8 x 25, 4 x 24; SZ M, #AT 1; D 1d6 (+1 to hit with shortsword), SA: See text, SD: See text, N/A, Lang: Common, Elven, Hon: Ave, TOP: 8 x 14, 12 x 13, 4 x 12, Crit BSL: Def AC-2 (spear), Def AC-1 (sword), FF: 6, Reference HOB 3, Page 13) armed with spear and short sword.

12 Scouts/Animal Handlers (HF 2, 1, EP 420, Int 12, AL: CG, AC 5; MV 12"; SZ L; F1; hp 1 x 29, 3 x 27, 4 x 26, 4 x 25; #AT 1; D 1d6 (+1 to hit for longbow), SA: See text, SD: See text, N/A, Lang: Common, Elven, Hon: Ave, TOP: 1 x 15, 3 x 14, 8 x 13, Crit BSL: Def AC-2 (spear), Def AC-1 (longbow), FF: 6, Reference HOB 3, Page 13) half armed with longbow, half armed with spear.

3 Elven Wardawgs (HF 4, EP 125, Int 6, AL: NG, AC 6; MV 18"; SZ M, HD 3 + 1; hp 43, 41, 38, #AT 1; D 1d8, SA: See text; SD: See text ;Lang: Understands but does not speak Elven, Hon: Ave, TOP: 22, 21, 19, Crit BSL: Def AC+1, FF: 6, Reference HOB 3, Page 20)

WE19.A DETERMINED DRAGON

Blue Dragon (Horny Ridged, Age Category 3) (HF 63, EP 10,000, Int 17, AL: LE, AC -2; MV 9", 30" Fly (C), 4" Burrow; SZ G; HD 16; hp 148; #AT 3; D 1d10+3/1d10+3/5d6+3, SA: Breath (6d10+3) 1per 3 rounds; SD: Create/Destroy Water 3xday, Immune to electricity, Dragon Senses, Lang: Blue Dragon, Common, Dragonspeak, Hon: Low, TOP: 74, Crit BSL: Def AC+14, FF: 12, Reference HOB 2, Page 80).

WE20. Stone Giant's Playground

2 Stone Giants (HF 31, EP 7000, Int 9, AL: N, AC 0; MV 12"; HD 14+1-3; hp 56, 53; #AT 1; D 2d6+8; SA hurl rocks for 3d10 points of damage; SD: See Text, Lang: Common, Stone Giant, Hon: Ave, TOP: 28, 27, Crit BSL: Def AC+16, FF: 7, Reference HOB 3, Page 63)

WEA. IF IT'S NOT GNOMISH IT'S CRAP!

Chieftain (HF 9, EP 758, Int 14, AL: NG, AC 2; MV 6"; L F5; hp 51; #AT 1; D 1d6, SA: Nil; SD: Nil, Lang: Common, Hobgoblin, Orc, Hon: High, TOP: 26, Crit BSL: Def AC, FF: 3, Reference HOB 3, Page 75) armed with Short Sword +1 and spear.

Lieutenant (HF 4, EP 245, Int 12, AL: NG, AC 3; MV 6"; SZ S; F3, hp 40; #AT 1; D 1d6(+1/+1 for Strength), SA: Nil; SD: Nil Lang: Common, Gnome, Halfling; Hon: High, TOP: 20, Crit BSL: Def AC, FF: 3, Reference HOB 3, Page 75) armed with short sword and spear.

Cleric (HF 3, EP 237, Int 12, AL: NG, AC 3; MV 6"; SZ S; C3, hp 38; #AT 1; D 1d6, SA: Nil; SD: Bonus spells, Lang: Common, Elven, Orc; Hon: High, TOP: 19, Crit BSL: Def AC-2, FF: 3, Reference HOB 3, Page 75) armed with club. He has the following spells available:

First Level: Command, Cure Light Wounds (x3), Detect Evil, Detect Magic

Second Level: Hold Person, Know Alignment, Speak With Animals

4 Bodyguards (HF 1, EP 65, Int 10, AL: NG, AC 6; MV 6"; SZ S; F1, hp 2 x 34, 2 x 32;; #AT 1; D 1d6, SA: Nil; SD: Nil Lang: Common, Gnome, Orc; Hon: Ave, TOP: 2 x 17, 2 x 16, Crit BSL: Def AC-3, FF: 3, Reference HOB 3, Page 75) armed with short sword and spear.

Illusionist (HF 1, EP 117, Int 16, AL: NG, AC 5 which includes +3 due to Dexterity; MV 6"; SZ S; I1, hp 22; #AT 1; D 1d6, SA: Nil; SD: Nil, Lang: Common, Drow, Gnome; Hon: Ave, TOP: 11, Crit BSL: Def AC-5, FF: 3, Reference HOB 3, Page 75) armed with a staff. He wears bracers of defense (AC 8) and has the following spells available:

First Level: Color Spray, Wall of Fog, Change Self

20 Archers (HF 1, EP 65, Int 10, AL: NG, AC 6; MV 6"; SZ S; F1, hp 2x26, 8x25, 8x24, 2 x 23; #AT 1; D 1d6, SA: Nil; SD: Nil, Lang: Common, Gnome, Orc; Hon: Ave, TOP: 10 x 13, 10 x 12, Crit BSL: Def AC-3, FF: 3, Reference HOB 3, Page 75) armed with short sword and short bow with arrows. The strongest two have two Arrows +1 each.

20 Polearmsmen (HF 1, EP 65, Int 10, AL: NG, AC 5; MV 6"; SZ S; F1, hp 4x26, 6x25, 8x24, 2 x 23; #AT 1; D 1d6, SA: Nil; SD: Nil, Lang: Common, Gnome, Hon: Ave, TOP: 10 x 13, 10 x 12, Crit BSL: Def AC-3, FF: 3, Reference HOB 3, Page 75) armed with glaive and dagger.

10 Advanced Guards/Runners (HF 1, EP 65, Int 10, AL: NG, AC 7; MV 6"; SZ S; F1, hp 3x26, 4x25, 3x24; #AT 1; D 1d6, SA: Nil; SD: Nil, Lang: Common, Gnome, Hon: Ave, TOP: 7 x 13, 3 x 12, Crit BSL: Def AC-3, FF: 3, Reference HOB 3, Page 75) armed with club and sling with bullets.

Group 1:

Laird Furduch Na'Gwaylar (HF 9, EP 669, Int 14, AL: NG, AC 1; MV 6"; SZ S; F5 hp 70; #AT 1; D 1d6+4, SA: Nil; SD: Nil, Lang: Common, Gnome, Orc, Hon: High, TOP: 37, Crit BSL: Def AC+4, FF: 5, Reference HOB 3, Page 75) armed with Spear+2 and short sword. He has a bonus of +1 to hit and +2 damage due to Strength.

Captain (HF 6, EP 415, Int 14, AL: NG, AC 2; MV 6"; SZ S; F4 hp 57; #AT 1; D 1d6, SA: Nil; SD: Nil, Lang: Common, Gnome, Halfling, Hon: High, TOP: 29, Crit BSL: Def AC, FF: 5, Reference HOB 3, Page 75) armed with spear and short sword.

2 Lieutenants (HF 3, EP 252, 240, Int 12, AL: NG, AC 4; MV 6"; SZ S; F3 hp 38, 35; #AT 1; D 1d6, SA: Nil; SD: Nil, Lang: Common, Elven, Gnome, Hon: Ave, TOP: 19, 18, Crit BSL: Def AC-1, FF: 3, Reference HOB 3, Page 75) armed with spear and short sword.

40 Infantry (HF 1, EP 65, Int 10, AL: NG, AC 6; MV 6"; SZ S; F1; hp 5 x 26, 10 x 25, 20 x 24, 5 x 23; #AT 1; D 1d6, SA: N/A; SD: N/A, Lang: Common, Gnome, Elven, Hon: Ave, TOP: 15 x 13, 25 x 12, Crit BSL: Def AC-3, FF: 3, Reference HOB 3, Page 75) armed with spear and short sword.

Group 2:

The Laird Gwaylar (HF 7, EP 501, Int 14, AL: NG, AC 3; MV 6"; SZ S; F5; hp 46; #AT 1; D 1d6, SA: Nil; SD: Nil, Lang: Common, Gnome, Elven, Hon: Ave, TOP: 23, Crit BSL: Def AC+1 (sword), Def AC+2 (bow), FF: 3, Reference HOB 3, Page 75) armed with short sword and Short Bow +1 with arrows.

Lieutenant (HF 4, EP 320, Int 14, AL: NG, AC 6; MV 6"; SZ S; F4; hp 38; #AT 1; D 1d6, SA: Nil; SD: Nil, Lang: Common, Gnome, Hobgoblin, Hon: High, TOP: 19, Crit BSL: Def AC, FF: 3, Reference HOB 3, Page 75) armed with short sword and short bow with arrows.

Cleric #1 (HF 2, EP 221, Int 12, AL: NG, AC 6; MV 6"; SZ S; C3; hp 34; #AT 1; D 1d6, SA: Nil; SD: Nil, Lang: Common, Gnome, Elven, Hon: Ave, TOP: 17, Crit BSL: Def AC-2, FF: 3, Reference HOB 3, Page 75) armed with war hammer. He has the following spells available:

First Level: Cure Light Wounds (x4)

Second Level: Spiritual Hammer

Cleric #2 (HF 2, EP 209, Int 12, AL: NG, AC 6; MV 6"; SZ S; C3; hp 31; #AT 1; D 1d6, SA: Nil; SD: Bonus spells, Lang: Common, Gnome, Ettin, Hon: Ave, TOP: 16, Crit BSL: Def AC-2, FF: 3, Reference HOB 3, Page 75) armed with war hammer. He has the following spells available:

First Level: Bless, Cure Light Wounds (x4), Remove Fear

Second Level: Chant, Speak With Animals

20 Archers (HF 1, EP 65, Int 10, AL: NG, AC 6; MV 6"; SZ S; F1; hp 4 x 26, 8 x 25, 6 x 24, 2 x 23; #AT 1; D 1d6, SA: Nil; SD: Nil, Lang: Common, Gnome, Elven, Hon: Ave, TOP: 12 x 13, 8 x 12, Crit BSL: Def AC-3, FF: 3, Reference HOB 3, Page 75) armed with short sword and short bow.

Group 3:

The Laird Gwaylar, clan chief (HF 13, EP 854, Int 14, AL: NG, AC -1 (shield, armor, +1 due to Dexterity); MV 6"; SZ S; F6; hp 63; #AT 1; D 1d8+4 (+3 to hit), SA: Nil; SD: Nil, Lang: Common, Dwarven, Gnome, Hon: High, TOP: 32, Crit BSL: Def AC+5, FF: 4, Reference HOB 3, Page 75) armed with Shield +1, Plate Mail +1, Longsword +1, and dagger. He has a bonus of +2 to hit and +3 damage due to Strength.

3 Sergeants (HF 3, EP 245, 229, 217, Int 12, AL: NG, AC 6; MV 6"; SZ S; F3; hp 40, 36, 33; #AT 1; D 1d6, SA: Nil; SD: Nil, Lang: Common, Gnome, Kobold, Hon: Ave, TOP: 20, 18, 17, Crit BSL: Def AC-1, FF: 3, Reference HOB 3, Page 75) armed with spear and short sword.

Chief Cleric (HF 11, EP 1,395, Int 13, AL: NG, AC 2; MV 6"; SZ S; C7; hp 57; #AT 1; D 1d6, SA: Nil; SD: Bonus spells, Lang: Common, Gnome, Hill Giant, Hon: High, TOP: 29, Crit BSL: Def AC+1, FF: 4, Reference HOB 3, Page 75) armed with staff. He has the following spells available:

First Level: Bless, Command, Cure Light Wounds(x3), Light, Sanctuary

Second Level: Hold Person (x2), Silence 15' r., Speak With Animals (x2)

Third Level: Dispel Magic, Prayer

Fourth Level: Cure Serious Wounds

Under Cleric (HF 4, EP 495, Int 13, AL: NG, AC 6; MV 6"; SZ S; C5; hp 45; #AT 1; D 1d6+1, SA: Nil; SD: Nil, Lang: Common, Gnome, Goblin, Hon: High, TOP: 23, Crit BSL: Def AC+1, FF: 4, Reference HOB 3, Page 75) armed with a Mace +1. He has the following spells available:

First Level: Bless, Cure Light Wounds (x2), Detect Evil, Detect Magic

Second Level: Chant, Hold Person, Resist Fire

Third Level: Dispel Magic

4 Lesser Clerics (HF 2, EP 152, 146, 143, 137, Int 12, AL: NG, AC 6; MV 6"; SZ S; C2; hp 34, 32, 31, 29; #AT 1; D 1d6, SA: Nil; SD: Nil, Lang: Common, Gnome, Stone Giant, Hon: High, TOP: 17, 2 x 16, 15, Crit BSL: Def AC-3, FF: 3, Reference HOB 3, Page 75) armed with two clubs each. Each has the following spells:

First Level: Bless, Cure Light Wounds(x2), Protection from Evil

20 Infantry (HF 1, EP 65, Int 10, AL: NG, AC 1; MV 6"; SZ S; F1; hp 5 x 26, 10 x 25, 5 x 24; #AT 1; D 1d6, SA: Nil; SD: Nil, Lang: Common, Gnome, Elven, Hon: Ave, TOP: 15 x 13, 5 x 12, Crit BSL: Def AC-3, FF: 3, Reference HOB 3, Page 75) armed with spear and short sword.

40 Militia (HF 1, EP 65, Int 12, AL: NG, AC 6; MV 6"; SZ S; F1; hp 5 x 26, 15 x 25, 5 x 24, 15 x 23; #AT 1; D 1d6, SA: Nil; SD: Nil, Lang: Common, Gnome, Elven, Hon: Ave, TOP: 20 x 13, 15 x 12, Crit BSL: Def AC-3, FF: 3, Reference HOB 3, Page 75) armed with spear and club.

12 Animals Handlers (HF 1, EP 65, Int 10, AL: NG, AC 5, MV 6"; SZ S; F1; hp 2 x 29, 4 x 28, 4 x 27, 2 x 26; #AT 1; D 1-6, SA: Nil; SD: Nil, Lang: Common, Gnome, Dwarven, Hon: Ave, TOP: 2 x 15, 8 x 14, 2 x 13, Crit BSL: Def AC-3, FF: 3, Reference HOB 3, Page 75) armed with short sword and club.

Group 4:

Captain (HF 5, EP 609, Int 14, AL: NG, AC 4; MV 6"; SZ S; F5; hp 64; #AT 1; D 1d6+1 (+1 to hit), SA: Nil; SD: Nil, Lang: Common, Gnome, Hobgoblin, Hon: High, TOP: 32, Crit BSL: Def AC +2, FF: 5, Reference HOB 3, Page 75) and is armed with Short Sword +1 and sling.

Lieutenant (HF 4, EP 350, Int 14, AL: NG, AC 4; MV 6"; SZ S; F4; hp 44; #AT 1; D 1d6, SA: Nil; SD: Nil, Lang: Common, Gnome, Elven, Hon: High, TOP: 22, Crit BSL: Def AC, FF: 3, Reference HOB 3, Page 75) armed with spear and short sword.

2 Sergeants (HF 2, EP 149, 146, Int 12, AL: NG, AC 5; MV 6"; SZ S; F2; hp 33, 32; #AT 1; D 1d10, SA: Nil; SD: Nil, Lang: Common, Gnome,

Orc, Hon: Ave, TOP: 17, 16, Crit BSL: Def AC-2, FF: 3, Reference HOB 3, Page 75) armed with spear and club.

30 Slingers (Gnomes, HF 1, EP 65, Int 10, AL: NG, AC 4; MV 6"; SZ S; F1; hp 30 x 26; #AT 1; D 1d6, SA: Nil; SD: Nil, Lang: Common, Gnome, Hon: Ave, TOP: 30 x 13, Crit BSL: Def AC-3, FF: 3, Reference HOB 3, Page 75) armed with club and sling with stones.

100 Infantry (Gnomes, HF 1, EP 65, Int 10, AL: NG, AC 6; MV 6"; SZ S; F1; hp 100 x 26; #AT 1; D 1d6, SA: Nil; SD: Nil, Lang: Common, Gnome, Hon: Ave, TOP: 100 x 13, Crit BSL: Def AC-3, FF: 3, Reference HOB 3, Page 75) Thirty-three are armed with short sword and sixty-seven are armed with spear. All carry clubs as well.

Illusionist (HF 5, EP 1,155, Int 16, AL: NG, AC 4 (Ring of Protection, +4 bonus due to Dexterity); MV 9"; SZ S; I7; hp 33; #AT 1; D 1d6+1, SA: Nil; SD: Nil, Lang: Common, Gnome, Hon: Ave, TOP: 17, Crit BSL: Def AC+1, FF: 4, Reference HOB 3, Page 75) armed with Dagger+2 and a Ring of Protection +2. He has the following spells available:

First Level: Change Self, Color Spray, Detect Invisibility, Spook, Phantasmal Force, Audible Glamer

Second Level: Blindness, Hypnotic Pattern, Blur

Third Level: Invisibility 10' r., Paralyzation

Fourth Level: Fear

12 Guards (Gnomes, HF 1, EP 65, Int 10, AL: NG, AC 4; MV 6"; SZ S; F1; hp 12 x 27; #AT 1; D 1d8, SA: Nil; SD: Nil, Lang: Common, Gnome, Hon: Ave, TOP: 12x 14, Crit BSL: Def AC-3, FF: 3, Reference HOB 3, Page 75) armed with longsword and dagger.

200 Female Gnomes: Non-combatants

120 Gnome Children: Non-combatants

WEB. THE CRAGGY DELLS

9 Adult Hippogriffs (HF 2, EP 175, Int 3, AL: N, AC 5; MV 18", 36" Fly (D); SZ L, HD 3 + 3, ; hp 46, 40, 39, 38, 37, 36; 35, 2 x 34; #AT 2 claws, 1 bite; D 1d6/1d6/1d10, SA: Nil; SD: Nil, Lang: N/A, Hon: Ave, TOP: 23, 2 x 20, 2 x 19, 2 x 18, 2 x 17, Crit BSL: Def AC+2, FF: 8, Reference HOB 3, Page 127).

Boss (Half-orc Assassin, HF 12, EP 2,308, Int 15, AL: LE, AC 0 (includes +2 due to Dexterity, magic armor); MV 12"; SZ M, L F6/A6; hp 63; #AT 2 (crossbow) or bastard sword and dagger; D 1d8+3 (crossbow, +5 to hit), or 1d8 and 1d6-1, SA: Nil; SD: Nil, Lang: Common, Hobgoblin, Orc, Hon: Low, TOP: 32, Crit BSL: Def AC+7 (crossbow) or Def AC+2 (melee), FF: 5, Reference HOB 6, Page 37), Ambidextrous.

His assassin and thief abilities are listed below:

BOSS TABLE

Level of Victim	Chance of Assassination	Thieving * Ability	% Success	Armor modifiers
4-5	60%	pick pockets	40%	-25%
6-7	50%	open locks	42%	-15%
8-9	35%	find traps	40%	-15%
10-11	20%	move silently	33%	-15%
		hide in shadow	25%	-15%
		hear noise	20%	-10%
		climb walls	93%	-25%
		read languages	10%	none

Surprise backstab = double damage*

Cannot be used while in metal armor

Number Two (Human, HF 7, EP 1,075, Int 12, AL: LE, AC 0 (includes +1 for Dexterity, magic shield); MV 9"; SZ M; F7; hp 80; #AT 3/2; D 1d6+1, SA: Nil; SD: Nil, Lang: Common, goblin, Orc, Hon: Ave, TOP: 40, Crit BSL: Def AC+4, FF: 5, Reference HOB 5, Page 11) armed with Shield

+1, flail, and short sword. He also has a Rope of Entanglement. He has a bonus of +1 to hit (Attack Bonus: Flail).

Number Three (Orcish Chieftain, HF 4, EP 224, Int 10, AL: NE, AC 3 (includes +1 due to Dexterity); MV 9"; SZ M; F3; hp 41; #AT 1; D 2d4+2 (+1 to hit), SA: Nil; SD: Nil, Lang: Common, Orc, Hon: Ave, TOP: 21, Crit BSL: Def AC+2, FF: 6, Reference HOB 6, Page 33) armed with bardiche and dagger. He has a bonus of +2 damage due to Strength. He is an orc chieftain.

10 Brigands (human, HF 1, EP 15, Int 10, AL: LE, AC 7; MV 12"; HD 1+1; hp 10 x 27; #AT 1; D 1d6 or 1d8 (ranged), SA: Nil; SD: Nil; Lang: Common, Orcish, Hon: Ave, TOP: 10 x 14, Crit BSL: Def AC-3; FF: 5, Reference HOB 5, Page 9) armed with hand axe and light crossbow with bolts

12 Brigands (human, EP 15, Int 10, AL: LE, AC 7; MV 12"; HD 1+1; hp 12 x 27; #AT 1; D 2d8 (sword) or 1d6 (spear), SA: Nil; SD: Nil; Lang: Common, Orcish, Hon: Ave, TOP: 12 x 14, Crit BSL: Def AC-3; FF: 5, Reference HOB 5, Page 9) armed with broadsword and spear.

8 Orcs (Orcish Brigands, HF 0, EP 35, Int 8, AL: LE, AC 5; MV 9"; HD 1+1; hp 8 x 28; #AT 1; D 1d6 (ax) or 2d4 (guisarme-voulge), SA: Nil; SD: Nil; Lang: Orcish, Hon: Ave, TOP: 8 x 14, Crit BSL: Def AC+1; FF: 5, Reference HOB 6, Page 37) armed with guisarme-voulge and hand axe

8 Orcs (Orcish Brigands, HF 0, EP 35, Int 8, AL: LE, AC 5; MV 9"; HD 1+1; hp 8 x 27; #AT 1; D 1d6, SA: Nil; SD: Nil; Lang: Orcish, Hon: Ave, TOP: 8 x 14, Crit BSL: Def AC+1; FF: 5, Reference HOB 6, Page 37) armed with spear and short sword

4 Hippogriffs (HF 2, EP 175, Int 2, AL: N, AC 5; MV 18", 36" Fly (D); HD 3 + 3; hp 4 x 45; #AT 3; D 1d6/1d6/1d10, SA: Nil; SD: Nil, Lang: N/A Hon: Ave, TOP: 4 x 23, Crit BSL: Def AC+2, FF: 8, Reference HOB 3, Page 127)

3 Tamed Hippogriffs (HF 2, EP 175, Int 3, AL: N, AC 5; MV 18", 36" Fly (D); HD 3 + 3, hp 3 x 36; SZ L; hp 16 x 3; #AT 3; D 1d6/1d6/1d10, SA: Nil; SD: Nil, Lang: N/A, Hon: Ave, TOP: 3 x 18, Crit BSL: Def AC+2, FF: 8, Reference HOB 3, Page 127)

5 Fledgling Hippogriffs (HF 1, EP 85, Int 4, AL: N, AC 7; MV 12"/- Fly (D); SZ L; HD 1+1; hp 5 x 10; #AT 3; D 1d4-2/1d4-2/1d4, SA: Nil; SD: Nil, Lang: N/A, Hon: Ave, TOP: 5 x 5, Crit BSL: Def AC+1, FF: 8, Reference HOB 3, Page 127)

LESSER CAVERN STATISTICS

LCA. I'II NEVER GET THIS SMELL OFF ME!

2 Electric Eels (Watchers in the Depths) (HF 2, EP 120, Int 1, AL N, AC 9; MV 12" Swim; HD2; hp 34; SZ M, #AT 1; D 1d3, SA: Electrical jolt (3d8 within 5', 2d8 within 10' and 1d8 within 15') once per hour; SD: Nil, Lang: None; Hon: N/A, TOP: 2 x 17, Crit BSL: Def AC, FF: 5; Reference: HOB 2 p 127).

LCL. ENTRY CAVERNS

6 Sassy Magic Mouths (HF 0 EP 120, Int 9, AL CN, AC 3; MV These mouths do no travel; HD: Special; hp Special; SZ M, #AT 1; D 1d3, SA: See text; SD: See text, Lang: Common; Hon: Low, TOP: N/A, Crit BSL: Def AC-4, FF: n/a, Reference HOB4, Page 111).

6 Loogie Spit Demons (HF 13, EP 995, Int 12, AL CE, AC 0; MV 12"; HD5 + 5; hp 49; SZ S, #AT 3; D 1d4/1d4/1d6, SA: sinus attack on 18-19, %2xdamage of blindness on 20, hurl saliva; SD: Demonic immunities, Lang: Common, Nefarian; Hon: low, TOP: 5 x 25, Crit BSL: Def AC+4, FF: n/a; Reference HOB 5, Page 88).

LC2. STREAKED CAVE

Bulette (HF 22, EP 4,000, Int 1, AL N, AC -2/4/6; MV 12" (3"); HD 9; hp 82; SZ L, #AT3; D 4d12/3d6/3d6, SA: 8' Jump; SD: Nil, Lang: Bulette; Hon: Ave, TOP: 41, Crit BSL: Def AC+7, FF:7 ; Reference HOB 1, Page 97).

Speckled Arvanger (HF 15, EP 2,000, Int 0, AL N, AC 2; MV 6", 24" Fly (D)); HD8; hp 64; SZ H, #AT 3; D 1d6/ 1d6/ 2d8, SA: Acid Spew (4d8, 30 range); SD: Nil, Lang: None; Hon: Low, TOP: n/a, Crit BSL: Def AC+6, FF: n/a; Reference HOB 1, Page 33).

LC3. SLATE CHAMBERS

Clay Golem (HF 17, EP 5,000, Int 0, AL N, AC 7; MV 7"; HD 11; hp 70; SZ L, #AT 1; D 3d10, SA: Haste for 3 rounds (1/day), damage can only be cured by a Cure-All spell; SD: Immune to all but magical crushing weapons, immune to all spells except Move Earth, Disintegrate and Earthquake, Lang: Common; Hon: n/a, TOP: n/a, Crit BSL: Def AC+9, FF: n/a; Reference HOB 3, Page 84).

LC4. A CRAPPY PLACE TO BE

8 Bat, Huge (HF 3, EP 270, Int 7, AL NE, AC 7; MV 3", 15" Fly (C); HD 4; hp 8 x 29; SZ S, #AT 1; D 1d4, SA: Rabies; SD: Missile weapons attack suffer a -3 to hit, Lang: Mobat; Hon: Ave, TOP: 8 x 15, Crit BSL: Def AC+4, FF: 5; Reference HOB 1, Page 52).

LC5. LITTERED CAVE

Lurker Above (HF 12, EP 2,000, Int 0, AL N, AC 6; MV 1", 9" Fly (B); HD 10; hp 71; SZ H, #AT 1; D 1d6, SA: Surprise, Constriction; SD: Camouflage, Lang: N/A; Hon: Low, TOP: 36, Crit BSL: Def AC+8, FF: 4, Reference: HOB 4, Page 101).

LC6. DEPECH MODE

7 Pech (HF 3, EP 395, Int 12, AL N, AC 3; MV 9"; HD4; hp 7 x 38; SZ S, #AT 1; D 1d6+3 (+1 to hit), SA: Magic; SD: Stone Shape and Stone Tell 4/day, Wall of Stone spell in 3 rounds if 4 Pech are present, 25% MR, immune to petrification, Lang: Pech, common; Hon: Ave, TOP: 7 x 19, Crit BSL: Def AC+3, FF: 12, Reference: See Appendix #1: New Monsters).

LC7. FUNGI CAVERN

5 Dire Giant Cockroaches (HF 4, EP 120, Int 6, AL N, AC 4; MV 6", 12" Fly (D); HD2+3; hp 5 x 33; SZ S, #AT 1; D 1d8, SA: Nil; SD: Nil, Lang: Cockroach; Hon: Low, TOP: n/a, Crit BSL: Def AC+1, FF: 9; Reference: HOB 2, Page 30).

LC8. THE STINKING CAVE

4 Troll, Common (HF 13, EP 1,400, Int 5, AL CE, AC 4; MV 12"; HD 6+6; hp 4 x 59; SZ L, #AT 3 (+2 to hit); D 1d4+4/1d4+4/1d8+4, SA: Nil; SD: Regeneration, Lang: Common, Troll; Hon: Low, TOP: 4 x 20, Crit BSL: Def AC+7, FF: 11, Reference HOB 8, Page 24).

LC9. BAT FLAMBE'

1000 Common Bats (HF 0, EP 15, Int 1, AL N, AC 8; MV "1, 24" Fly (B); HD1-2 hp; hp 600 x 2, 400 x 1; SZ T, #AT 1; D 1, SA: Disruption, blinding; SD: Nil, Lang: Bat; Hon: Ave, TOP: 600 x 2, 400 x 1, Crit BSL: Def AC-4, FF:3).

LC11. THE LONG GALLERY

16 Giant Land Lampreys (HF 4, EP 420, Int 0, AL N, AC 6; MV 9"; HD5; hp 5 x 50; SZ M, #AT 1; D 1d6, SA: Blood Drain; SD: Nil, Lang: N/A; Hon: N/A, TOP: 5 x 25, Crit BSL: Def AC+3, FF: 7, Reference: HOB 4, Page 73).

LC12. A FACE ONLY A MOTHER COULD LOVE

Fomorian Giant (HF 24, EP 6,000, Int 19, AL NE, AC 3; MV 9"; HD 13 + 3; hp 75; SZ H, #AT 1; D 2d8 + 8 (+3 to hit), SA: Surprise; SD: Only surprised on a 1, Lang: Common, Kobold; Hon: Low, TOP: 38, Crit BSL: Def AC+15, FF: 8, Reference: HOB 3, Page 56).

LC14. THE UNDERGROUND LAKE

6 Piercers (HF1, EP 147, Int 1, AL N, AC 3; MV 1"; HD 2; hp 24, SA: 90% surprise; SD: Nil, SZ S, #AT 1; D 2d6, Lang: Piercer, Hon: ; Top: n/a; Crit BSL: Def AC, FF: n/a, Reference HOB 6, Page 70).

Giant Snapping Turtle (HF 18, EP 1,400, Int 1, AL N, AC0 (shell)/5; MV 3", 2" swim, HD 10; hp 60; SZ L; #AT1; D 6d4, SA: Surprise 7 in 10, capsizing, SD: Retraction; Lang: N/A, Hon: Ave, TOP: 30; Crit BSL: Def AC+8, FF: 5, Reference: HOB 8, Page 37).

6 Electric Eels (Watchers in the Depths) (HF 2, EP 120, Int 1, AL N, AC 9; MV 12" Swim; HD2; hp 6x34; SZ M, #AT 1; D 1d3, SA: Electrical jolt (3d8 within 5', 2d8 within 10' and 1d8 within 15') once per hour; SD: Nil, Lang: None; Hon: N/A, TOP: 2 x 17, Crit BSL: Def AC, FF: 5; Reference: HOB 2 p 127).

LC15. TASTES LIKE CHICKEN

2 Cockatrices (HF 11, EP 650, Int 1, AL N, AC 6; MV 6", 18" Fly (C); HD 5; hp 2 x 31; SZ S, #AT 1; D 1d3, SA: Stone Touch; SD: Nil, Lang: Cockatrice; Hon: Low, TOP: 2 x 16, Crit BSL: Def AC+3, FF: 4; Reference: HOB 2, Page 27).

LC16. RAINBOW CAVERN

Gorgimera (HF 29, EP 6,000, Int 4, AL N, AC 5; MV 12", 15" Fly (E); HD 10; hp 76, SZ L; #AT 5; D 1-1d3x2/2d4/2d4/3d4, SA: Breath Weapons (fire for 3d8 or petrification); SD: Nil, Lang: Common, Gorgimera, Hon: Ave, TOP: 38; Crit BSL: Def AC+8, FF: 8, Reference HOB 2, Page 22).

LC18. A HASTY REFUGE

4 Dao (HF 24, EP 3,000, Int 12, AL NE, AC 3; MV 9", 6" Burrow, 15" Fly (B); HD 8+3; hp 4 x 60, SZ M; #AT 1; D 3D6, SA: Magic; SD: Can not be harmed by earth based spells, Lang: Common, Elven, Hon: Low, TOP 4 x 30; Crit BSL: Def AC+7, FF: 9, Reference HOB 2, Page 48).

LC19. THE SMALL LAKE

Gas spore (HF 0, EP 120, Int 0, AL N, AC 9; MV 3" Fly (E); HD 1hp, SA: explosion (6d6 within 20'), disease; SD: Nil, SZ M; #AT 1; D Special; Lang: N/A; Hon: N/A, TOP N/A; Crit BSL: Def AC-4, FF: n/a, Reference HOB 3, Page 48).

LC20. BLACK WATER

6 Lacedons (HF 4, EP 175, Int 5, AL CE, AC 6; MV 9" Swim; HD 2; hp 6 x 28, SZ M; #AT 3; d 1d4/1d4/1d6; SA: Paralyzation; SD: Undead immunities; Lang: Common, Elven, Hon: Low, TOP n/a; Crit BSL: Def AC, FF: n/a, Reference HOB 3, Page 51).

LC21. CAVE OF CRYSTALS

3 Xorns (HF 37, EP 4,000, Int 9, AL N, AC -2; MV 9", 9" Burrow; HD 7+7; hp 59, SZ M; #AT 4; D 1d4/1d4/1d4/6d4SA: Surprise 5 in 10; SD: Immune to cold and fire, half damage from electricity, Lang: Xorn, Hon: Ave, TOP 3 x 30; Crit BSL: Def AC+6, FF: 12, Reference HOB 8, Page 108).

LC22. POOL CAVERN

Marid (HF 163, EP 16,000, Int 18, AL CN, AC 0; MV 9", 15" Fly (B), 24" Swim; HD 13; hp 81, SA: 60 yard water jet (2d6 + stunning); SD: Spells, immune to water and steam, cold resistance, SZ M; #AT 1; D 4D8, Lang: Common, Elven, Hon: Low, TOP n/a, Crit BSL: Def AC+11, FF: n/a, Reference HOB 4, Page 120).

GREATER CAVERN STATS

GCI. SMALL CAVE WITH MANY TUNNELS

9 Troglodyte males (HF 3, EP 120, Int 6, AL CE, AC 5; MV 12"; 9" swim HD 2; hp 9 x 24; SZ M, #AT 1; D 2d4 (+3 to hit), SA: Surprise 6 in 10, weakening stench; SD: Chameleon disguise; Lang: Common, troglodyte; Hon: Ave, TOP: 9 x 12, Crit BSL: Def AC+3, FF: 5; Reference: HOB 8, Page 23).

8 Troglodyte females (HF 3, EP 120, Int 6, AL CE, AC 5; MV "12", 9" Swim; HD 1+1; hp 8 x 24; SZ M, #AT 3; D 1d4-2/1d4-2/1d4+1, SA: Surprise 6 in 10, weakening stench; SD: Chameleon disguise; Lang: Common, Troglodyte; Hon: Ave, TOP: 8 x 12, Crit BSL: Def AC-1, FF: 5; Reference: HOB 8, Page 23).

Troglodyte Hero (HF 4, EP 224, Int 5, AL CE AC; MV 12"; HD 3; hp 31; SZ M, #AT 1; D 2d4+1 (+1 to hit), SA: Weakening stench; SD: Chameleon disguise; Lang: Common, Troglodyte; Hon: Ave, TOP: 16, Crit BSL: Def AC+2, FF: 5; Reference: HOB 8, Page 23)

GC2. TEMPLE TO THE TROGLODYTE GAWD

Bodak (HF 19, EP 3,550, Int 18, AL CE, AC 5; MV 6"; HD: 9 + 9; hp 64; SZ M, #AT 1; D unarmed, SA: Death Gaze; SD: See text, Lang: Nefarian, common, Hon: Low, TOP: n/a, Crit BSL: Def AC+8, FF: n/a, Reference: See Appendix #1: New Monsters).

GC3. THE BLUE BAWLER

Behir (HF 34, EP 4,744, Int 5, AL NE, AC 4; MV 15"; HD 12; hp 84; SZ G, #AT 2 or 7; D 2d4/1d4+1 or 2d4/ 6 @ 1d6; SA: Swallow whole, breath weapon (lightning for 4d6+24); SD: See text, Lang: Behir; Hon: Ave, Crit BSL: Def AC+10, FF: 12; Reference: See new monster appendix).

GC4. AN UNFINISHED AUDITORIUM

4 Margoyles (HF 11, EP 420, Int 7, AL CE, AC 2; MV 6", 12" Fly (C); HD 6; hp 4 x 56; SZ M, #AT 4; D 1d6/1d6/2d4/2d4, SA: Nil; SD: +1 or better weapons to hit, Lang: Gargoyle, Margoyles; Hon: Ave, TOP: n/a, Crit BSL: Def AC+4, FF: n/a; Reference HOB 4, Page 119).

GC5. STANDING ON SHAKEY GROUND

Umber Hulk, Common (HF 32, EP 4,000, Int 8, AL CE, AC 2; MV 6", 1-6" Burrow; HD 8+8; hp 70; SZ L, #AT 3; D 3d4/3d4/1d10, SA: Surprise 8 in 10, confusion; SD: Nil, Lang: Umber Hulk; Hon: Ave, TOP: 35, Crit BSL: Def AC+7, FF: 13; Reference HOB 8, Page 40).

GC6. A FORGOTTEN ALCOVE

Subterranean Lizard (HF 7, EP 420, Int 0, AL N, AC 5; MV 12", 12" climb; HD 6; hp 60; SZ H, #AT 1; D 2d6, SA: Grab; SD: Nil, Lang: Subterranean Lizard; Hon: Ave, TOP: 30, Crit BSL: Def AC+4, FF: 5, Reference: HOB 4, Page 88).

GC7. SINKHOLE SURPRISE

Beholder-kin, Director (HF 28, EP 10,000, Int 10, AL LE, AC 4; MV 3" Fly (A); HD 12; hp 67; SZ H, #AT 2; D 2d4/2d4, SA: Magic; SD: Deflection, 20% MR, Lang: Beholder, Common; Hon: Low, TOP: 34, Crit BSL: Def AC+10, FF: 7, Reference HOB 1 Page 73).

GC8. CAVERN OF STALAGMITES

Bar-Igura (HF 39, EP 1,985, Int 14, AL CE, AC -3; MV 9", 15" (Climb), 40 ft. leap; HD 6+6; hp 4 x 42; SZ M, #AT 3; D 1d6/1d6/2d6, SA: Magic; SD: Camouflage, half damage from cold, electricity, fire and gas, Lang: Nefarian, common; Hon: Ave, TOP: n/a, Crit BSL: Def AC+5, FF: n/a; Reference: See Appendix #1: New Monsters).

GC9.1 THE SHADOWY LABYRINTH

2 Minotaurs, Common (HF 8, EP 1,400, Int 7, AL CE, AC 6; MV 12"; HD 6+3; hp 2 x 61; SZ L, #AT 2; D 2d8/2d8, SA: Grapple, charge; SD: +2 to Surprise, Lang: Common, Minotaur; Hon: High, TOP: 2 x 31, Crit BSL: Def AC+5, FF: 9, Reference HOB 5, Page 22).

2 Oxen (HF 2, EP 65, Int 1, AL N, AC 4; MV 9"; HD 5; hp 48; SZ, #AT 2; D 1d6/1d6, SA: Nil; SD: Nil; Lang: Oxen; Hon: Ave, TOP: 24, Crit BSL: Def AC +3, FF: 7, Reference HOB 1, Page 58).

GC9.2 THE FEM FATALES

3 Guardian Golems (HF 2, EP 420, Int 0, AL N, AC 5; MV 6"; HD 5; hp 22; SZ M, #AT 1; D 2d8, SA: Nil; SD: half damage from normal weapons, immune to magic weapon bonuses, break weapons; Lang: Understands common; Hon: n/a, TOP: n/a, Crit BSL: Def AC+3, FF: n/a, Reference: HOB 3, Page 87).

GC9.3 CANYON OF CENTAURS

Centaur (HF 2, EP 175, Int 10, AL N, AC 2; MV 18"; HD 4; hp 6 x 39; SZ L, #AT 3; D 1d6/1d6/1d8, SA: Nil; SD: Nil, Lang: Common, Centaur; Hon: High, TOP: 6 x 20, Crit BSL: Def AC+2, FF: 7, Reference: HOB 2, Page 15).

GC10. JAGGED CAVERN

Chasme (HF 31, EP 1,985, Int 11, AL CE, AC -1; MV 6", 21" (C); HD 7+2; hp 3 x 56, SA: Magic, drone; SD: See text, SZ M, #AT 3; Lang: 2d4, 2d4, 1d4, Hon: Low; Top: 28; Crit BSL: Def AC+5, FF: n/a, Reference: See Appendix #1: New Monsters).

GC11. CAVE OF THE SKULL

Trapper (HF 38, EP 3,000, Int 13, AL N, AC 3; MV 3"; HD 12; hp 88; SZ L, #AT 1; D 4 + AC, SA: Automatic surprise if undetected; SD: Camouflage, resistant to cold and fire, Lang: Trapper; Hon: Low, TOP: 44, Crit BSL: Def AC+10, FF: 5; Reference: HOB 8, Page 17).

GC12. PILLARED CAVERN

2 Ropers, Common (HF 41, EP 6,000, Int 1, AL CE, AC 0; MV 3"; HD 11; hp 2 x 77, SZ L; #AT 1; D 5d4, SA: Strength drain; SD: See text; Lang: Roper, Hon: Low, TOP: 2 x 39; Crit BSL: Def AC+9, FF: 5, Reference HOB 7, Page 17).

GC13. LARGE CAVE OF ROTTING FUNGI

2 Shambling Mounds (HF 26, EP 6,000, Int 6, AL NE, AC 0; MV 6", 12" swim; HD 9; hp 2 x 70, SZ L; #AT 2; D 2d8/2d8 SA: Suffocation; SD: Stealth, Lang: Shambling Mound; Hon: Ave; TOP n/a; Crit BSL: Def AC+9, FF: n/a, Reference HOB 7, Page 49).

GC14. I TO GO INTO THE UNKNOWN

TUNNEL A: THE PARAGOLEM

Paragolem (HF 37, EP 3,840, Int 7, AL N, AC 6; MV 18"; HD 10; hp 60; SZ L, #AT 5; D 2d8/2D8/2D8/1D8, SA: Haste; SD: See Appendix #1; New Monsters, Lang: Common, Hon: Low, TOP: n/a, Crit BSL: Def AC+8, FF: n/a)

TUNNEL B: THE CRYSTALLINE MIRROR

Core Giant (HF 742, EP 43,720, Int 14, AL N, AC -2; MV 40"; HD 100; hp 820; SZ G, #AT 2; D 10d10/10d10, SA: None, SD: Elemental immunities, healed by fire spells, Lang: Earth elemental, Hon: Ave, TOP: n/a, Crit BSL: Def AC+18, FF: n/a, Reference Appendix 1: New Monsters)

GC15. LARGE IRREGULAR CAVERN

Giant Rhinoceros Beetle (HF 10, EP 4,000, Int 0, AL N, AC 2; MV 6"; HD 12; hp 78; SA: Nil; SD: Nil; SZ L; #AT 2; D 3d6/2d8; Lang: Beetle; Hon: High; TOP 39; Crit BSL: Def AC+10, FF: n/a, Reference HOB 1, Page 67).

Hill Giant (HF 14, EP 3,000, Int 7, AL CE, AC 4 (1); MV 12"; HD 12+1-2; hp 67; SA: Hurling rocks 2-15; SD: Nil; SZ H; #AT 1; D 2d6+7 (+3 to hit); Lang: Common, Hill Giant; Hon: Ave; TOP 34; Crit BSL: Def AC+13, FF: 6, Reference HOB 3, Page 59).

GC16. FUNGI CAVE

8 Shriekers (HF 0, EP 120, Int 1, AL N, AC 7, MV 1"; HD 3; hp 8 x 30, SZ M; #AT 0; D 0; SA: Shriek; SD: Nil; Lang: Shrieker, Hon: n/a, TOP n/a; Crit BSL: n/a, FF: n/a, Reference HOB 7, Page 58).

GC17. GREAT CAVERN

Dracolisk (HF30, EP 2,000, Int 8, AL CE, AC 3; MV 9", 15" fly (E); HD 7+3; hp 65, SZ H; #AT 1; D 1d6/1d6/3d4 (Also 4d6 w/acid spit), SA: Petrification, acid spit; SD: Nil, Lang: Dracolisk, Hon: High, TOP 33; Crit BSL: Def AC+6, FF: 8, Reference HOB 1, Page 49).

GC19. GROTTO OF THE PATRON GAWD OF FOOLS

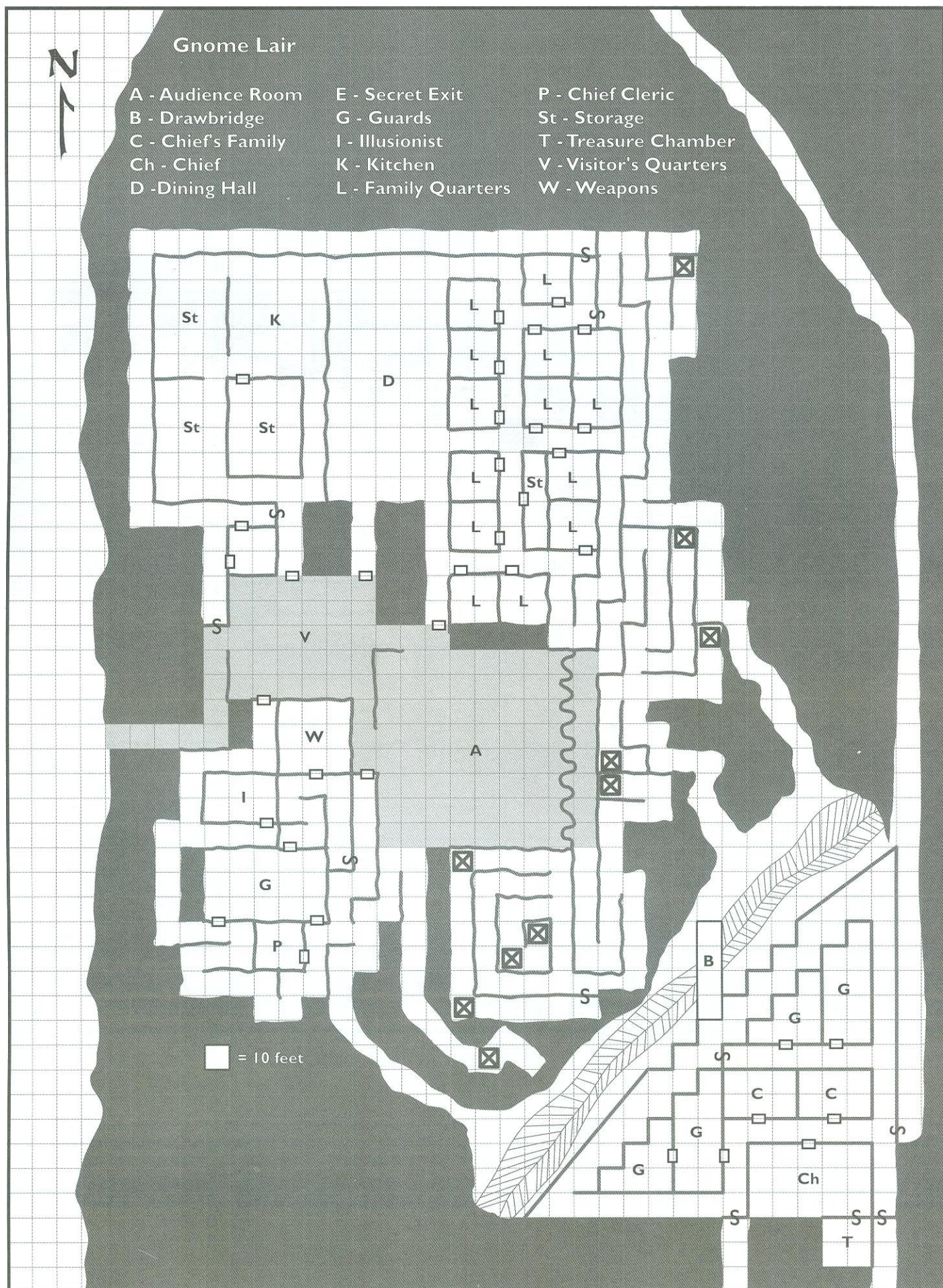
Stone Golem (HF 27, EP 8,000, Int 0, AL N, AC 5; MV 6"; HD 14; hp 80, SZ L; #AT 1; D 3d8, SA: See text; SD: See text, Lang: understands common, Hon n/a, TOP n/a, Crit BSL: Def AC+12, FF: n/a, Reference HOB3, Page 91).

GC21. THE LADY WITH THE RAZOR BLADE SMILE

Vampire, Executioner (HF 42, EP 9,000, Int 16, AL CE, AC 0; MV 12", 18" fly "C"; HD 9+3; hp 65, SZ M; #AT 2 (sword) (high weapon mastery: +9 to hit with Strength and sword); Speed factor 2, or 1 attack (unarmed, +2 to hit), D 2d4+12 (sword) or 1d6+9 (unarmed), SA: Energy drain; SD: +1 or better weapon to hit, Lang: Common, Hon: Ave, TOP n/a, Crit BSL: Def AC+16 (sword) or Def AC+ 9 (unarmed), FF: n/a, Reference HOB 8, Page 53)

Xeg-yi (HF 25, EP 2,399, Int 14, AL N, AC 6; MV 6"; HD 8; hp 49, SZ M; #AT 1; D 1d6+6, SA: Chilling; SD: +1 or better to hit, Lang: Xeg-yi, Hon: n/a, TOP n/a, Crit BSL: Def AC+6, FF: n/a, Reference: See Appendix #1: New Monsters).

Xag-ya (HF 25, EP 2399, Int 14, AL N, AC 6; MV 6"; HD 8; hp 49, SZ M; #AT 1; D 1d6+6, SA: Energy surge; SD: +1 or better to hit, 15% MR, Lang: Xag-ya, Hon: Ave, TOP n/a, Crit BSL: Def AC+6, FF: n/a, Reference: See Appendix #1: New Monsters).

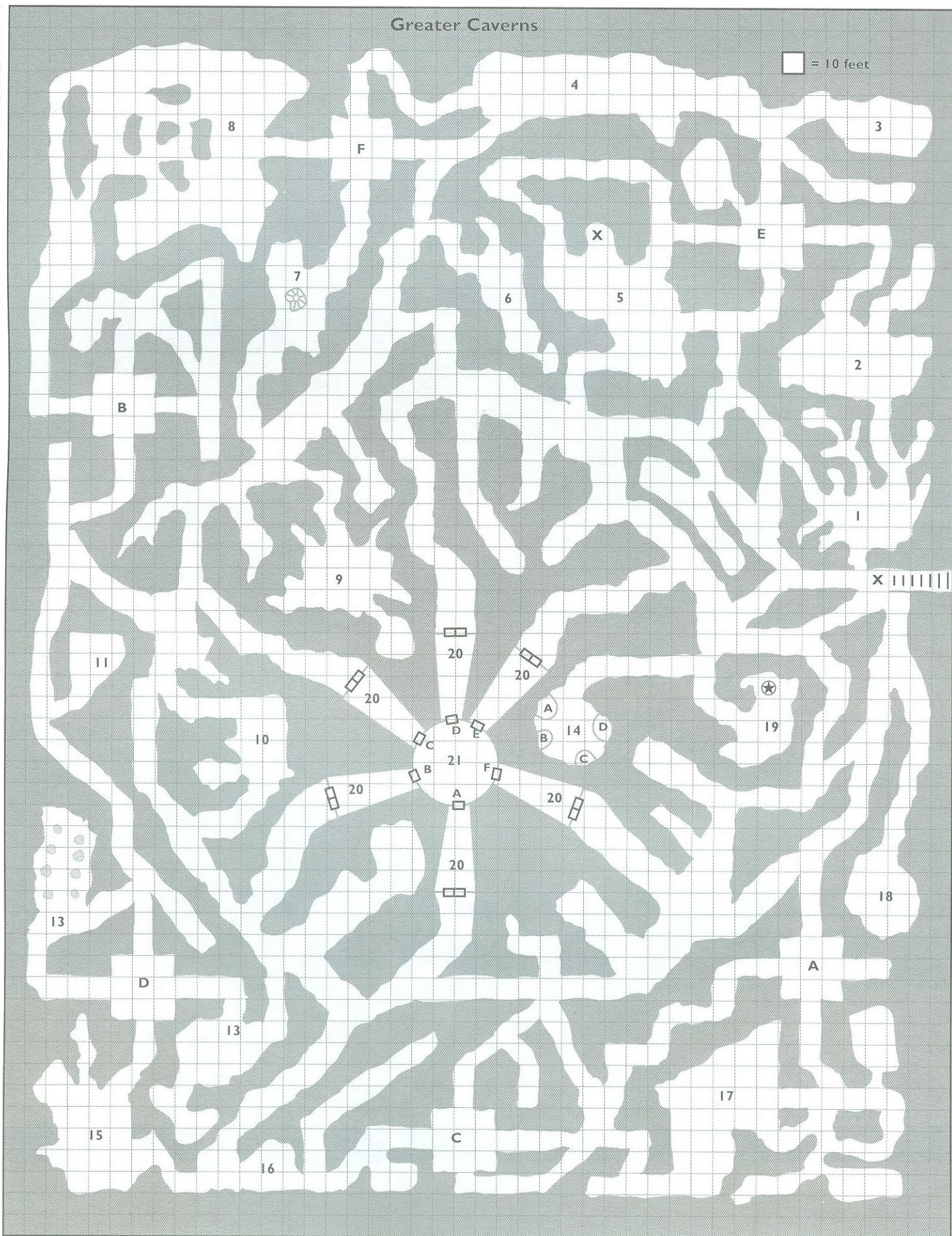


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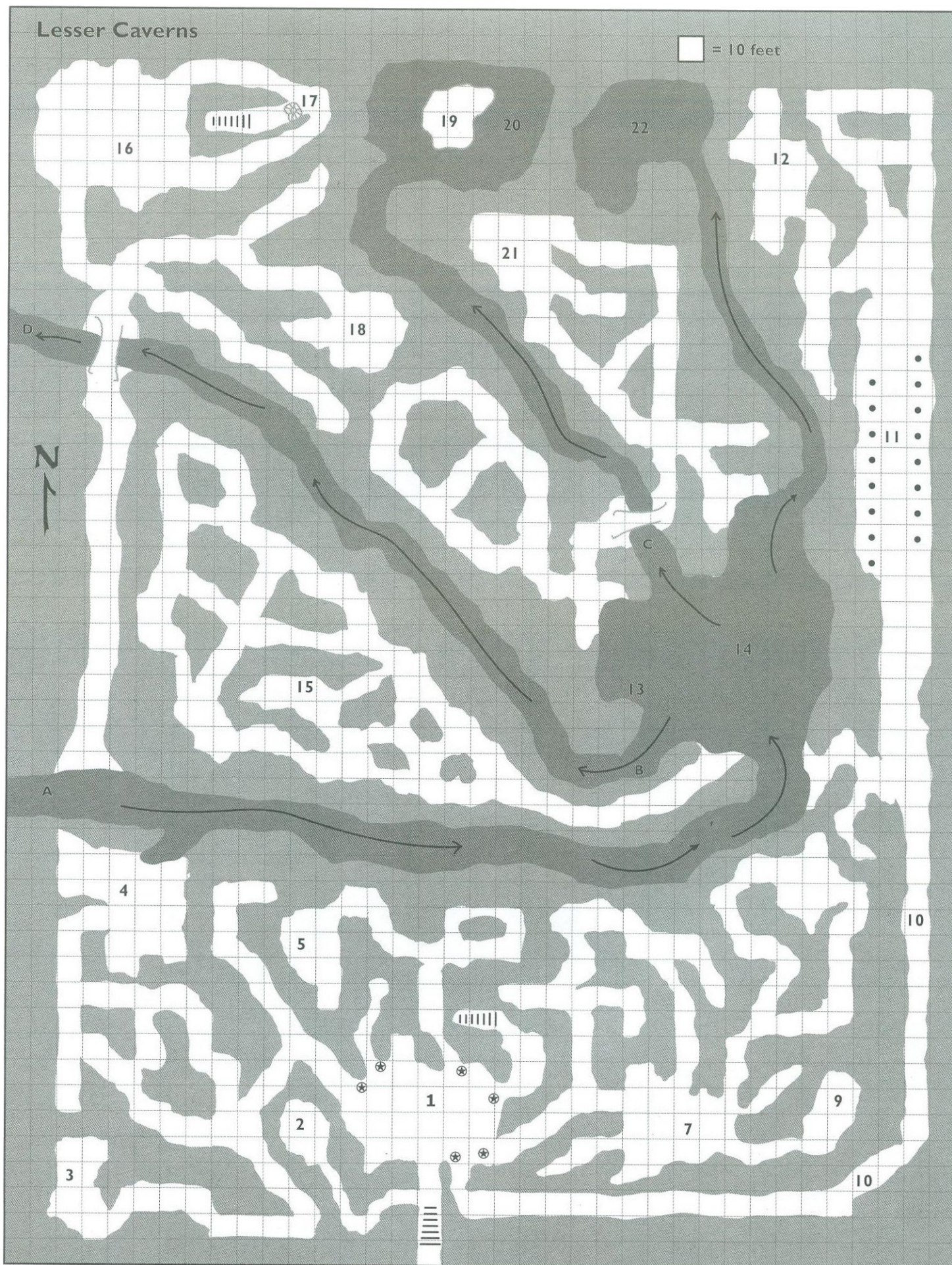
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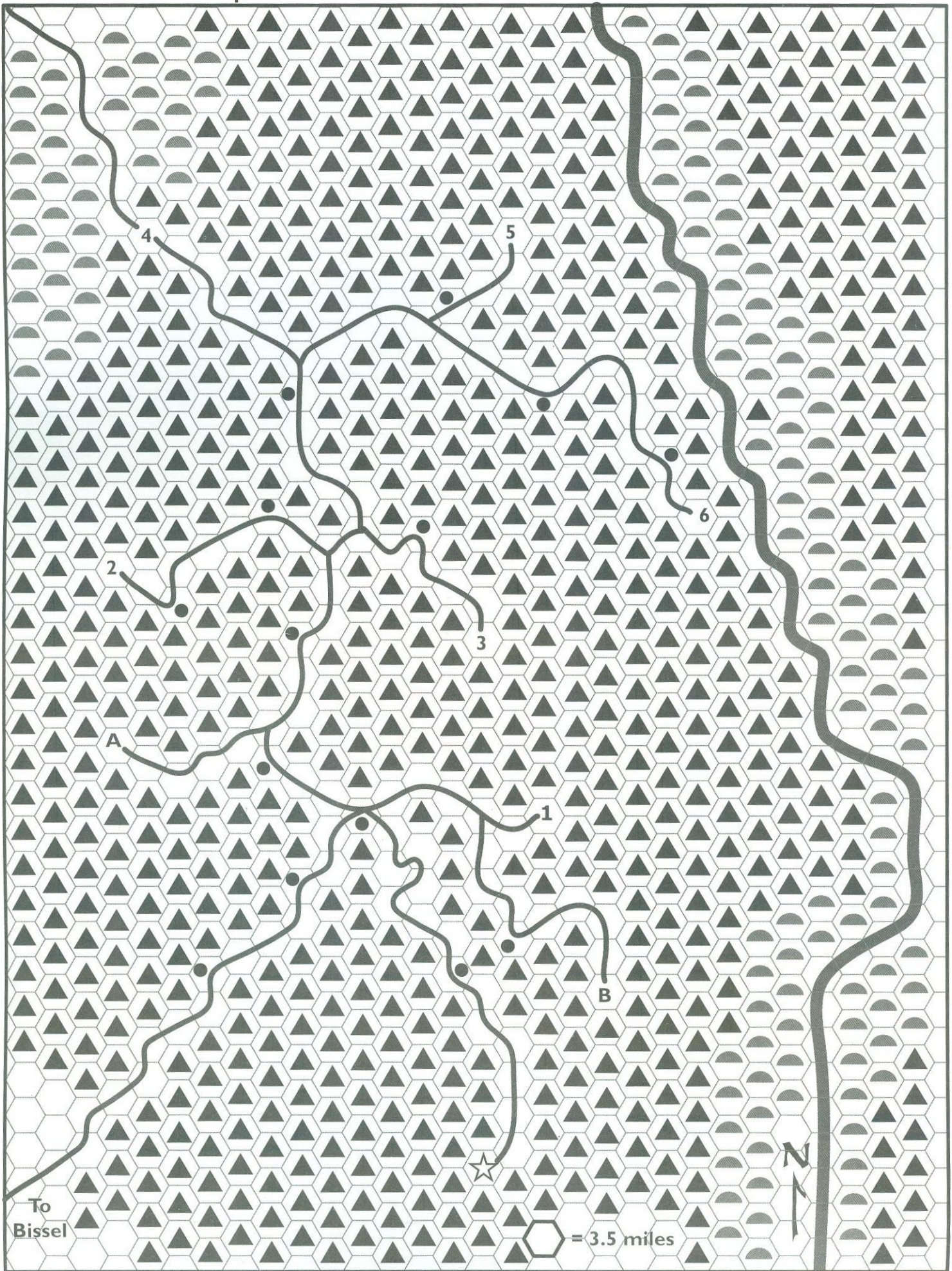


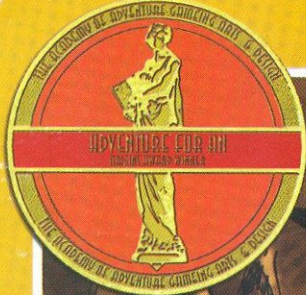
Lesser Caverns

□ = 10 feet



GM's Wilderness Map

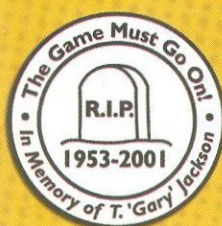
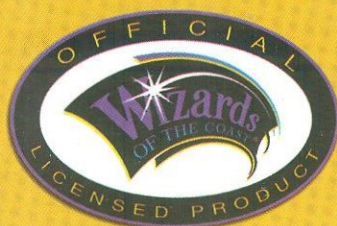




LOST CAVERNS

Nearly a century ago, the Arch-Magess Izzlshyzl tasked her evil minions to enslave the lands around her home. The successful conquest brought about the subjugation of the lands around her realm for a decade. Captured treasure poured into the mage's coffers though never sufficient to quench her insatiable demands for jewelry and luxury goods. According to legend, a discovery deep within the mountains caused her prestige to soar when magic of unsurpassed power saw the light of day. It is certain the Arch-Magess ruled her dominion from the caverns where she conducted arcane experiments and rituals in order to further increase her already formidable magical powers. Her success and increasing prowess ironically proved to be her downfall.

The demonic Iwüz, having escaped his imprisonment from castle Greyhack, observed Izzlshyzl from afar. Much to his delight, the Arch-Magess' arrogance gave the half-fiend the opportunity to seek revenge on his enemies. As she sought to bend the fabric of reality to move her lair to another world, one with a mediterranean climate, Iwüz subtly manipulated the force of her spell to send his jailors there instead. Because of his meddling, the flawed spell instead transported the entire world of Greyhack to Garweeze World utterly consuming Izzlshyzl's being in the process. Aware of the unforeseen consequences his interference caused, Iwüz fled to a secure undisclosed location to hide from what he'd wrought.



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