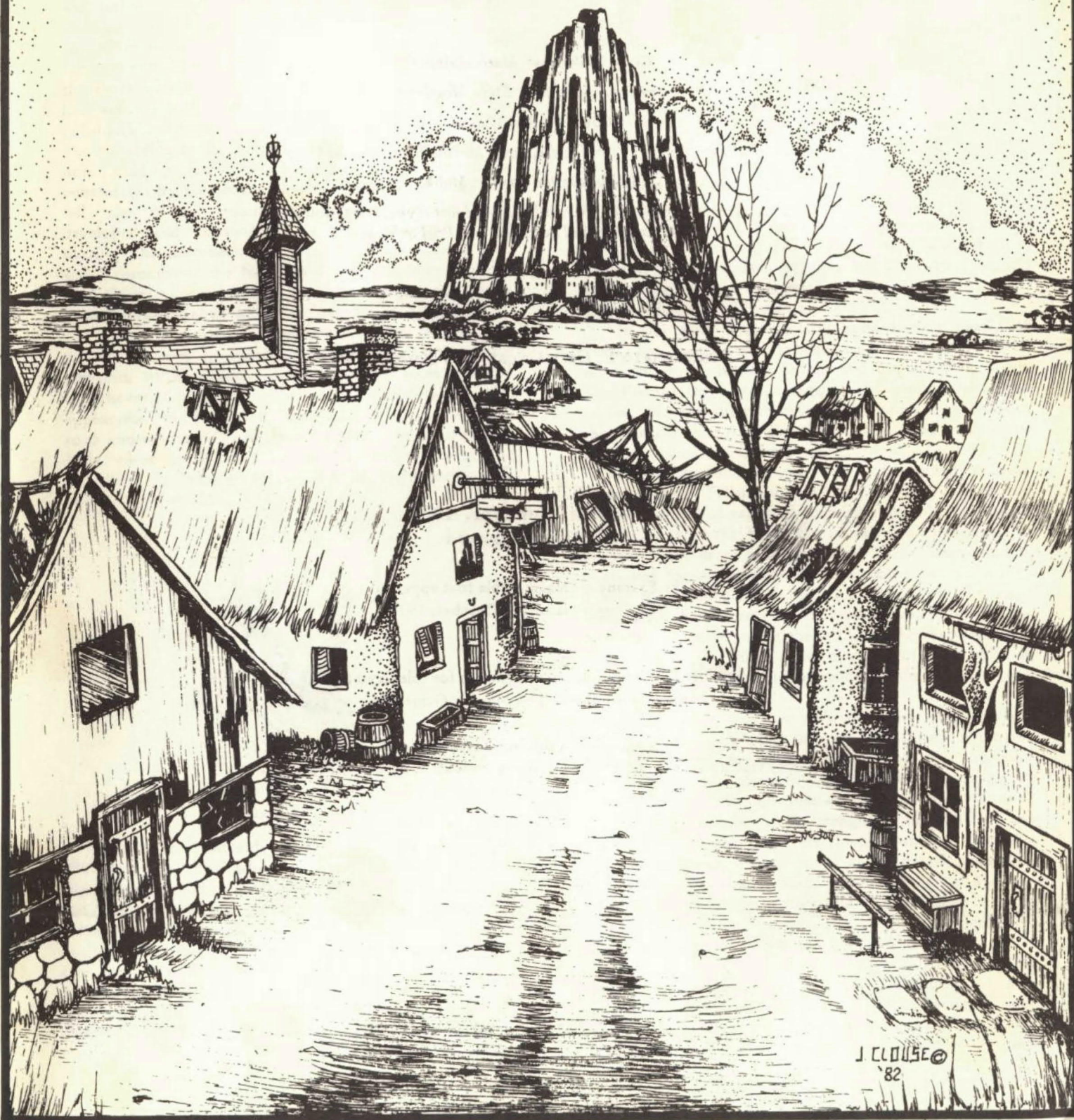


BEASTMAKER[™] MOUNTAIN

By William Fawcett



J. CLOUSE ©
'82

BEASTMAKER MOUNTAINtm

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Dedicated to E. Gary Gygax who started it all.

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BEASTMAKER MOUNTAINtm



THE MOUNTAIN

In sharp contrast to the pastoral landscape of the green and fertile valley is the massive, square, 100 yard tall obsidian monolith that dwarfs the surrounding hills. Unlike any of the rocks or minerals found naturally in this part of the continent, legend says it was raised from the depths of the Earth by Elementals. Carved into the base of the mile long volcanic rock is the Villa of Orlow the Beastmaker. Its polished black walls shining ominously in the setting sun.

According to local legend, the residents of the Villa, until only a few generations ago, were viewed as benefactors by the local farmers and herdsman. They still tell tales of the magnificent breeds of cattle Orlow developed and donated to the peasants who dwelled nearby. The descendants of these cattle are famous even today throughout the New Empire. It was, they say, not until Orlow returned from a trip to the distant east with a beautiful raven-haired wife that things began to change.

After his marriage, Orlow became sullen and nearly a recluse. He was to spend more and more time in his labyrinth of laboratories performing ever more macabre experiments. Although the couple maintained the appearance of cordiality, the tensions between them soon caused even Orlow's closest associates to avoid the Villa when passing nearby. As the years passed, the disagreements between Orlow and his domineering wife became more strident and visible.



ORLOW

Then Orlow suddenly disappeared. That was nearly 100 years ago. Those who remembered him from happier days hoped he had merely fled the intolerable situation he had gotten himself into. Others hinted that he had suffered a more ominous fate at the hands of the many devils and demons with whom Frantasy was rumored to consort. A few days after Orlow's disappearance, the servants that remained suddenly fled the Villa and the valley. They carried with them many of the valuable items of jewelry, plates, and clothing. None would speak of the fate of their mistress or even say if she still lived. Then the entire

mountain began trembling with thunderous rumblings from within its depths as Frantasy summoned demons and monsters to search for Orlow. For three days, every eye and thought was on the obsidian mountain. Then, just as abruptly, the rumbling ceased. Since then, the locals have avoided the Villa.

THE VALLEY

It was perhaps a decade after this had come to pass when the roads through the valley were suddenly jammed with refugees from the frontiers of the failing old Empire. With them they brought tales of masses of Hobgoblins led by evil priests. A few weeks later, the road was filled with masses of levys and brave knights marching towards the frontier. None returned, but as the months passed without incident, it was assumed that they had been victorious and had merely taken a different route home. For years, the valley sat in peaceful isolation.

It was after a particularly good harvest nearly 40 years ago, when two incidents reminded the valley's residents of the horrors within and beyond their valley. The first of these was a band of Hobgoblins that began raiding into the valley from some secret hideaway. Some of the veterans direly predicted that these may well be the advance scouts for a larger force.

The second incident was a series of seemingly random disappearances. Friends would come to visit, only to find entire families had vanished overnight. Speculation blamed evil forces from the Villa, but no one had the courage to investigate the dread black structure. These disappearances continued for nearly three otherwise uneventful years until a holy man named Pieter settled in the valley. The priest and his holy staff seems to have held this evil at bay for the next two years. It was in the fall, just after harvest, when Pieter entered the Villa's doors in search of a lost child. A few weeks later, the disappearances resumed. Pieter was never seen again.

The dread of this new rash of missing neighbors had not yet reached its peak when a new flood of refugees told of yet another deeper invasion of the Hobgoblin hordes. Tired and decadent, the old Empire choose to retreat before this new menace and the valley's small garrison was withdrawn to strengthen the guard of the capital. For the next few years, the peasants were forced to flee their homes several times as bands of marauding Hobgoblins descended upon them. These hard times continued until finally rumors told of a new Empire rising among the abandoned provinces to their South. Gradually, the raids diminished in both strength and frequency.

For the last fifteen years, only an occasional fugitive Hobgoblin has been sighted within the valley. A new scourge arose from within the valley itself. Buchman, once leader of the local militia, found the ways of peace too difficult and dull for his tastes. He formed, around the core

of a few of the less savory militia members, a gang of bandits that terrorized or bullied the peaceful farmers he had been defending. For two years, this went on and then the New Empire of Darleth sent a garrison to reclaim the valley under command of Bryant the Just. Buchman and his associates were quickly forced into hiding. They are still seen occasionally today, but rarely venture to attempt more than to waylay a particularly vulnerable looking group of travelers.

Five years ago, Bryant led a group of volunteers into the Villa to investigate another resurgence of disappearances. He was never to exit. Two of the twenty men with him did survive and they emerged with pockets full of gold and tales of greater wealth left behind. A few days later, the first Tripus ever noted was seen feeding off a freshly killed calf. More were seen in the following months and three herdsmen were killed trying to defend their cattle from one. Within months, the new and weird beasts were reported for hundreds of miles beyond the valley. A large party of nearly 30 men-at-arms penetrated the Villa to search out the source of the beasts. Again only a few emerged with fresh tales of fantastic wealth and even more fantastic beasts. Recently these rumors have attracted adventurers from many parts of the growing New Empire. The valley's residents merely shake their heads (knowingly) as they watch these brash youths challenge the evils of the abandoned Villa.

THE VILLAGE OF PELL

The actual village itself is located three miles from the Villa entrance, although isolated farms dot the valley as well as scattered ruins. At one time this was obviously a well to do village, but now less than half of the village's buildings are occupied. A visiting party will have no trouble finding an abandoned, if possibly roofless, cottage to stay in. The only two buildings of Pell that are in good condition and freshly whitewashed are the large church and the barracks of the small garrison from Darleth.



The garrison is currently made up of a Sergeant (Fighter, level 3, chain, crossbow, and short sword) and ten men at arms (Fighters, level 1, leather and shield, crossbows, short swords, and spears). The Captain of this small (and undesirable) post has recently managed to get himself transferred back to the city of Darleth and the Sergeant is awaiting his replacement. (This will be a long

time in coming as Pell has a reputation as a miserable, dull station with enough danger to make it more uncomfortable.) Until a new commander arrives, the Sergeant is willing to do no more than have his few men patrol the village itself. These patrols are done in pairs and at least one pair is always on duty. The Sergeant rarely will be on patrol himself and prefers to spend his days at the Inn or in his small office (formerly the Captain's) in the front of the barracks. Unless there is a menace to the village itself, the garrison will be of little help to any adventurers.



The church is a comparatively large stone building (50' x 20' x 20') constructed when Pell was a booming trade center for cattle and other livestock. There is a 6' x 6' stained glass window over the entrance, but careful examination as someone enters will show that several of the pieces have been replaced by cruder clear pieces. The church is clean and well kept, but any repairs costing gold will be lacking.

The chief priest of the church is Derwan (Cleric, Lawful Good, level 4, 21 HTK). If expecting combat, Derwan will put on a suit of scale and borrow a shield from the garrison. As Derwan weighs nearly 250 pounds and stands just under 6', he fits the armor very tightly, presenting a less than warlike appearance. Derwan favors the mace in combat, but will avoid the actual fighting as much as possible. He prefers to command others as is "befitting his station." Behind a nicked wooden altar, a loose floorboard hides three Potions of Extra-healing that Derwan brought with him from Darleth when assigned to Pell six years earlier. Some say that he was sent to Pell as a punishment for some past indiscretion and the topic of how the tithes are used is politely avoided when Derwan is present. The temple's wealth, 34 gp and 173 sp, are hidden in his mattress.

Most common items can still be obtained from the few shops still open in Pell. Weapons are unobtainable with the exception of daggers at double normal cost. The local smith is experienced only in farm implements and will attempt nothing more venturesome than an occasional spear point. He will repair weapons at 50% of their original cost, but there is a 20% chance that the repair will fail the first time the weapon is used in combat.

One Inn remains open, the Crippled Unicorn. This is the gathering place for the remaining men of the village. There are only a few rooms to let at 5 silver a night, but

the food is plentiful and hardy. The owner, Tadams, offers a blanket deal to adventurers of 5 gps a week for all the food they desire. (Payment in advance if you mention that you plan on entering the Villa.) Tadams also acts as the bartender and bouncer. He is a Fighter, level 2, greying and what was once muscle is turning to fat (AC 8, 7 HTK, club [treat as mace] kept under the counter). It rarely comes to violence as the 2-12 locals in the Inn will always support Tadams if he is threatened by an outsider. (You would support the only bartender in town too!) Most of the residents of the valley will be encountered at the Crippled Unicorn within a month. The cash box is kept under the counter during the day and in Tadams's room on a table near the bed at night.

THE MUNIFICENT RUBY RINGS

When Frantasy's initial efforts to locate Orlow failed, the Sorceress began to realize that normal (or even thaumaturgical) efforts were not going to be sufficient. Among her many efforts, Frantasy created a series of rings that would compel others to assist her in the search.

Some of the most successful tools Frantasy created were the Ruby Rings. These rings appear to be golden with a moderately sized ruby set among barely visible (has to be examined closely) runes. The rings are magical and will test as such to any normal means a player uses. An Identify spell will always tell the Magic User that the ring is a powerful anti-undead protection device. This the ring is, as it will protect any wearer from up to 6 hit dice of undead as a Protection From Evil spell. What the Identify will never reveal is the hidden powers of the ring.

When one of these rings is put on, it casts a Geas upon the wearer. This Geas was granted by a demon to Frantasy (she was really mad) at a great and rather degrading cost. It can be broken as any Geas, but only by a Magic User of greater than 15th level. Failure to follow the Geas will cause the player to become 1" shorter every day until the character is only 2 feet tall.

The Geas is simply to follow the trail of Orlow and investigate any location he has been at since he fled. Any information gained is instantly transmitted to Frantasy by the Demon who enforces the Geas for her, but the characters are unaware of this. As this Geas is the character's most powerful drive, the character will find him or herself unable to take suicidal risks. This will not mean overt cowardice, but merely that the character will value the mission over any of his companions.

If the party performs a Legend Lore or is able to discover more about the ring (once they are aware of its true nature), they will learn of the rewards that the cunning Frantasy has been rumored to have given. These are said to include rods, rings, and even real rubies for those who have turned up a valuable clue to Orlow's whereabouts.

The Geas itself is a subtle one. It is closer to a suggestion than a compulsion. If possible, the judge should gently nudge the wearer into investigating the places related to Orlow and his 30 year flight. This is not a Geas that puts a slaving need to constantly rush about a dungeon regardless of the character's condition. Though evil and manipulative, Frantasy is not dumb. She wants the character to maintain himself in a condition that will

maximize the likelihood of finding useful information. The penalty will only occur if the character actively fights the compulsion.

After 90 days, due to perhaps the passage of decades since their creation, or because the Demon monitoring the rings grows bored, the Geas can be removed by a Remove Curse from any Lawful Good Cleric. This is known to most of the higher level clerics within the province. They also know that there is nothing they can do until then.

If the party is reluctant to enter the Villa or needs to be led to the valley, one of the most powerful members should find the ring. Only one ring will be found in any one locale and if removed, the ring disappears immediately and reappears at another location. (This was to guarantee they would get the widest dispersion in the search for clues.) Any wearer of the ring will know automatically that Orlow was a Magic User who abandoned his wife and the location of Beastmaker Mountain. The next day, they will begin feeling the compulsion to search out clues. Removing the ring isn't possible for the first 90 days unless the Geas is overcome. Frantasy has been rumored to assist players in reaching the Valley of Beastmaker Mountain. This often takes the form of "finding" coins or other valuables that will make the trip possible. Certain evil creatures along the route to the valley (DM's discretion) may avoid a party containing a ring wearer out of fear of Frantasy's wrath should it interfere with her quest for Orlow. None of the creatures in the Villa or other strongholds will spare a wearer, only those in the wilderness.

These rings appear to have a monetary value of 600 gps.

THE ADVENTURERS



ELF THIEF

Beastmaker Mountain is designed as a dungeon that can be entered and reentered for numerous trips. The risk and rewards are designed to increase with the depth of penetration by the party. It is advisable that the party be accompanied by at least one fairly powerful Magic User or Cleric of fifth level or higher for any deep penetrations. It hopefully can be fit easily into most campaigns. Even very low level characters can survive if they don't penetrate too deeply and know when to flee.

Should you choose to generate new characters to challenge this dungeon, the following is a guideline. Roll for personal statistics on these characters, but any roll under 13 on a prime requisite is adjusted to 13 or as needed. Parties of three to six in size are recommended with an average level of 3 to begin.

1.	Dwarf	Fighter	Level 4
2.	Half Elf	Fighter	Level 4
3.	Human	Fighter	Level 5
4.	Dwarf	Fighter	Level 3
5.	Human	Fighter	Level 6
6.	Halfling	Thief	Level 4
7.	Elf	Thief	Level 3
8.	Human	Cleric	Level 4
9.	Human	Cleric	Level 6
10.	Human	Monk	Level 5
11.	Half Elf	Cleric	Level 5
12.	Half Elf	Druid	Level 5
13.	Human	Paladin	Level 4
14.	Human	Ranger	Level 5
15.	Human	Magic User	Level 5
16.	Elf	Magic User	Level 5
17.	Gnome	Illusionist	Level 6
18.	Elf	Fighter/Magic User	Level 4/4
19.	Half Elf	Fighter/Thief	Level 3/4
20.	Half Orc	Cleric/Thief	Level 4/5

Characters should be allowed one set of non-magical armor and 100 g.p. to equip themselves with. In addition, they should be allowed two rolls on the appropriate table below, (multiclassed characters may choose which table to roll on). You may get only one of each item.:

Fighters, Paladins, and Rangers

- 1 Long Sword +1
- 2 Broad Sword +2
- 3 Shield +1
- 4 Plate +1
- 5 Ring of Spell Turning - 40%
- 6 Girdle of Hill Giant Strength

Magic Users and Illusionists

- 1 Dagger +2
- 2 Scroll with 3 first level spells
- 3 3 potions (random roll)
- 4 Ring of Protection +2
- 5 Cloak of Protection +2
- 6 Jug of Alchemy

Clerics

- 1 Mace +1
- 2 Flail +2
- 3 Plate +1
- 4 Shield +1
- 5 Scroll of 4 first level spells
- 6 Staff of Striking

Thieves

- 1 Dagger +2
- 2 Sword +1
- 3 Rope of Entanglement
- 4 Small Bag of Holding
- 5 Boots of Levitation
- 6 Invisibility Ring

DUNGEON MASTER'S NOTE

Among Frantasy's panicky efforts to discover the whereabouts of Orlow was the casting of a Curse upon the Villa that each room henceforth be occupied by an evil. The force of this Curse is the rumbling the villagers heard and what finally frightened off the servants. Immediately evil and bizarre creatures of all sorts appeared in the Villa. This Curse still retains much of its potency today, giving Orlow's Villa a much greater concentration of monsters than would ever occur normally.

PATRONS AND MISSIONS

Beyond adventuring for their own profit, here are some reasons the party may accept as a cause for entering the Mountain. These should be given to them as encounters when entering the valley or while relaxing at the Inn.

1. The town is visited by a high official (and his bodyguard) who will inform the party that they have been "drafted" into his service. They will then be told that his predecessor lost a magical Ring of Invisibility several years earlier when adventuring near the entrance to the Villa. He orders you to go and find the ring. Anything else you find is yours. He informs the head of his bodyguard to list you as in service until you are able to recover the ring for him. He warns the party that deserters are tortured to death. (A day after the party first enters the Villa, the official will be called away. While still technically enlisted they will be under no further direct constraint to continue entering.)
2. A harried looking peasant woman approaches the party. Her daughter has been carried away in the middle of the night. She is sure that she was taken into "that awful mountain" and begs you to go rescue her. (She is a widow as her husband died trying to save another daughter who had disappeared). You may wish to add the daughter in the cell area (area O), as a captive of the evil priests (in a random encounter), or as a captive of the Hobgoblins (room 48).



REWARD

3. The party comes across a 500 gp reward for the capture alive of Buchman. The fine print stipulates that his gang must also be captured or destroyed.
4. An announcement is posted that the Darlethian authorities are giving a 3,000 gp bounty for every Tripus destroyed. It is up to the claimant to prove he accomplished this. Reward may be collected at the nearest large city, but not in Pell.
5. A passing merchant offers to pay 500 gp for every giant insect the party is able to bring him alive. He owns a carnival and wishes to display them. He is in town because Orlow was famous for creating giant beasts and he is recruiting parties to search the Villa for these. (Note the insects must be intact and alive.)
6. The party will meet a slightly insane lower level Paladin who has just emerged from the Villa. He is badly wounded and coughing blood. He will admonish the party to go in and save the rest of his group. They are trapped by a Golem in a large room. He will hint of magic items on the party members still inside. Any attempt to move the Paladin will kill him in one round. If left alone, he will die in the round after he tells his story. If cured he will rush in after grabbing a sword from the nearest character. (He is level 3 and has on no armor. He has been unconscious for days and the rest of his party is long dead and eaten by scavengers. There was no treasure.)

RUMORS

These rumors can be gained by party members who buy drinks, etc. for the locals at the Crippled Unicorn. No more than two rumors can be gained over the course of any one evening.

1. Buchman was seen recently near the entrance to the Villa.
2. Scraps of clothing, pieces of broken tools, and strange footprints can be occasionally found in the stream

(practically a small river) that flows near the Villa. Further questioning will reveal that these are the footprints of webbed feet.

3. A band of marauding Hobgoblins still lives in the hills to the west of the village. (False)
4. The disappearances seem to increase when there is a full moon.
5. A visiting Paladin once sensed for a few seconds something so evil that it was detectable far beyond his normal range from inside the obsidian monolith.
6. At the sight of one of the disappearances, a symbol common to devil worship was found.
7. A very old man will claim to have been a servant in the Villa as a child. He will describe Frantasy as a beautiful, raven haired woman and show an inordinate fear of cats. (Actually, it was his father who was the servant. He is senile.)
8. A gnarled veteran will claim to once invaded the Villa as part of the militia. His only clear memory is of jewels the size of his hand being carried by 3' ants.
9. A Lich is said to have once dwelled at the Villa after Orlow fled.
10. Orlow has been seen several days travel away and is returning to reclaim his Villa. (False)
11. Several cattle have disappeared recently from a pasture near the Villa. (Investigating immediately has a 40% chance of yielding Tripus tracks to any Ranger looking.)
12. Tadams has concealed a mace he gained from an adventurer who survived an expedition into the Villa. (False)



13. A fantastic chalice that creates healing potions upon demand was stolen from the local church 50 years ago and is somewhere in the Villa.
14. A black robed man carrying a staff was seen leaving the doors to the Villa a few nights earlier. His eyes seemed to glow redly, or was it greenly . . .
15. The ghost of Frantasy wanders on moonless nights and steals men's souls.

16. A white cat was seen lurking about the Inn just after the party left yesterday.
17. Ten years ago the local farms were ravaged by a 40' long snake that disappeared into the Villa.
18. A shepard boy saw giant dark birds landing on the top of the obsidian rock.
19. On a date (about two weeks in the future) of a moonless night, strange noises are heard coming from the blank wall of the obsidian monolith. (Nothing happens)
20. A large party of infantry and officers is being sent from Darleth to clean out the Villa and take all its treasures back to the city. Once they arrive, no one else will be allowed to enter. (False)

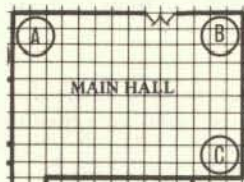


FRANTASY

THE VILLA

THE RESIDENCE AREA

All floors not described are plain and smooth. All walls are smooth and finished. A wall sconce is placed every 20 - 25', and half of these are missing.



Main Hall - The walls of the hall are completely covered by dingy and torn tapestries depicting scenes of rural life. A large oaken table has been smashed flat splitting off the legs in the center of the room. The skeleton of a giant snake extends out of both sides of the table. The area around the southern door is scorched and the tapestries are burnt for several feet all around the door.

- A - This is a non-magical statue of a Warrior with a drawn sword. He is faintly Mongol in appearance.
- B - This statue is of an Amazon. If approached by a male with a charisma of 17 or better, it will animate (A.C. 0, move 3, 45 HTK, 1 - 8 points damage with either hand). It will then relentlessly pursue the man until she is able to kiss him once gently. Anyone attempting to stop the statue will be fought by it as it passes by.
- C - This is a non-magical statue of Orlow's faithful hound. The dog is shown as it looked just before it died mysteriously (at the hands of Frantasy's familiar, a cat).

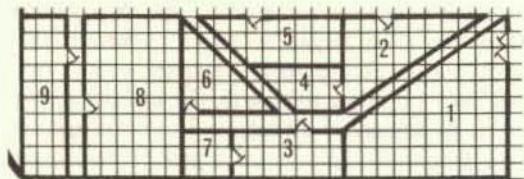
Any male humans who enter this room will see the shimmering image of a beautiful, raven haired woman with a white cat perched on her shoulder. They must save versus magic or be charmed into inaction while the image is present. This image will then drift slowly towards those who enter, screeching deprecations about their magic, manhood, and appearance in general. The image will pass directly over the party into whatever wall or door is behind them, vanishing.

Dining Hall - The north wall of this room has a gigantic (20' across) fireplace on it. The interior is blocked by rubble from the collapsed chimney. From the location of the overturned chairs, three 15' tables were placed parallel north to south in the center area. The center and western tables are still upright and in position. Scattered about the floor are many broken and dented plates and pots. The missing table is badly chopped up and battered and is wedged on its side in the northeast corner of the room, legs extending outward. Trapped between the table and the wall is the crushed skeleton of an elf in leather armor. Hidden by the table is a Crossbow of Speed that is strapped to his back.

The Table crushing the elf will animate (AC 7, 63 HTK, move 6'') doing 1 - 8 pts. damage with its legs (up to two) or butting for 2 - 12 points whenever approached within 5'.

D - This is the statue of Orlow's favorite chef. He is standing and holding a bowl that he is stirring with a large spoon. Orlow has endowed this statue with the essence of any chef's personality, which is being terribly temperamental. Whenever anyone passes within 20' of the statue, it will ask, "How was the meal?" If instant praise is not forthcoming

the statue will throw the spoon as a heavy crossbow bolt by a 5th level Fighter. Even if that spoon is removed, another will appear in one hour.

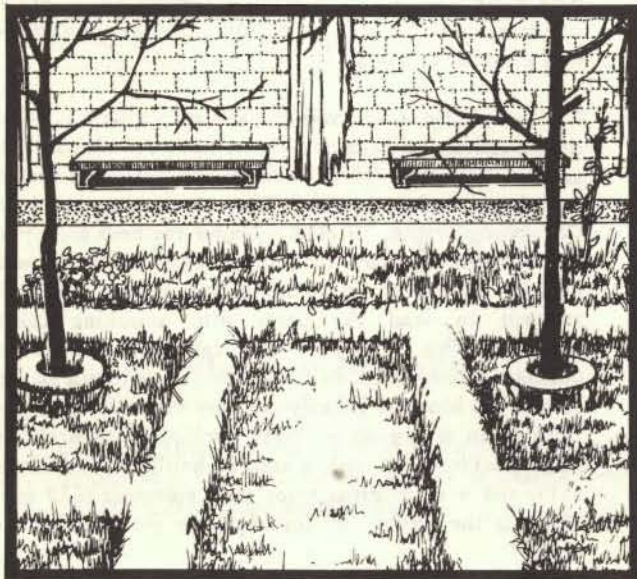


- 1 - In this hall, Orlow once greeted his guests and dealt with merchants. The furniture has long since gone to feed the campfires whose scorch marks are visible on the marble floor. In fading paint on the black walls are the heraldry of the local nobility. A party standing quietly can hear the faint sounds of coins clinking. The sound comes from everywhere and was part of the "atmosphere" Orlow created for the room to encourage the dealing that occurred here.
- 2 - Formerly a guards barracks, this room is now occupied by four Hobgoblins (7, 5, 6, 7 HTK) armed with spears. One will always be on guard just inside the door. There is a 30% chance of the others being asleep. Among the pile of otherwise valueless loot they've accumulated in the southwest corner is a silver candlestick (17 gp) and three golden spoons (9 gp each). If given sufficient warning, the guards will get their chief (room 4).
- 3 - Once a luxurious dressing room, this room is now literally ankle deep in rags and waste. Residing among the mess are eleven female Hobgoblins (3, 2, 4, 3, 4, 5, 2, 3, 4, 3, 4 HTK) and seven young (half damage) Hobgoblins (2, 1, 2, 3, 2, 1, 3 HTK). All are unarmed, but will use their claws if attacked. If any of the young are killed, the females will all attack with ferocity (+4). The largest female is wearing a garnet necklace (147 gp).
- 4 - Here resides the chief of the Hobgoblins (11 HTK) armed with a two handed sword. He will react in 1 - 4 rounds to any melee occurring in room 2. There is also a 60% chance of a female Hobgoblin being with him (3 HTK). Under a sagging fourposter bed in the southeast corner with a rotting canopy is a small chest. There is a poisoned pin in the clasp holding it closed and in it are 18 gp, 47sp, and a golden chalice (61 gp).
- 5 - The door to this room is reinforced with metal and triply locked. Around the walls of this room are two rows of ten bunk beds in various stages of decay. A large three legged table with the remains of a wine stained, red cloth dominates the center of the room. Wedged in the table is the head of an axe without a handle. A thick layer of dust covers everything. Making a lot of noise breaking into this room will surely alert the residents of rooms 2 and 4.

- 6 - This room was once decorated in purple and white. What is left of a bed, two chairs, a table, and a dresser are covered with flaking purple paint. In the bed under a tattered quilt (so only the form is visible) is a human skeleton with a smashed skull. Carefully hidden in a hollow bedpost is pouch with three mithril coins in it.
- 7 - The walls of this former bedroom are covered with bright yellow paint. Little furniture remains and in its place are four cooking pots on tripods. The floor is littered with decaying scraps of food and bones. Hiding behind the largest pot is the Orc servant/prisoner of the Hobgoblins. He is very cowardly and will offer to lead the party to a cache of treasure if they spare him. Since he actually doesn't know where any treasure is, he will lead the party randomly until he sees a chance to escape.
- 8 - This very large room was the servant's quarters. Most of the remaining beds and chests have been broken up and are unusable. Three beds in the northeast corner have been crudely repaired. Three Jackalwere reside in this room (17, 14, 19 HTK). Under the beds are a pile of human bones from past meals. The Jackalwere will initially appear to be sword armed humans and will attempt to lead the party into attacking other monsters. This is so that they can kidnap someone during the confusion. In a chest tied closed with an old sash is the loot the Jackalwere have taken from earlier victims. In it are three silver buckles (3 gp each), a pearl necklace (21 gp), a suit of halfling sized chain (+1), and a silver cross inset with emeralds (217 gp). There is the initial "P" inscribed on the back of the cross.
- 9 - The shelves that line all of the walls of this room are covered with miscellaneous household items. Most non-metal items are rotted beyond value or use. Leaning against the southeast corner is a broom that will sweep clean upon command a ten foot circle around where it is placed. (If tested, it will be detectable as magic.)
- 10 - The reed mat in this one-time training room has been worn through in several spots. In the center of the floor is a rotted bench (collapse if any weight is put on it) and a metal rod one inch thick and 4 feet long. Piled a few feet beyond these are eight circular flat discs with one inch holes in the center. (This is a weight lifting set.) If all of the weights are placed on the bar and then the bar is lifted over the head, one of the smaller weights will turn to gold (95 gp). This was Orlow's generous way of insuring his guards stayed in condition. If a player fails to lift the loaded bar (roll as per bending bars), then he will take 1 point damage from pulled tendons and torn muscles and may not do any heavy lifting for 48 hours. The change to gold will occur only once per week per person.

11 - The ceiling of this entryway is made of six triangular stained glass windows. Two of these are broken and seven Stirges have perched in the holes (4, 7, 3, 6, 7, 4, 5 HTK) who will attack as normal. The four intact windows will take six turns to remove if they can be reached and are worth 225 gp each. They are fragile and awkward to carry, requiring two men.

12 - The large altar of this chapel is intact, but the lawful, good holy symbol has been torn from the wall. In the room is a Gargoyle (22 HTK) that will hide behind the altar (unless surprised) until the party has all entered or he is approached closely. Then he attacks. In a hollow behind the altar is a mace (+1) in an oak and silver case (17 gp).



13 - Overrun with weeds and exotic flowers, this enclosed garden is magically illuminated and shows all the signs of having been long abandoned. The path from the entrance to the other door is lined with 1" green glowing cubes every 3'. Three large oak trees line the north wall and in one of them lives a Dryad (11 HTK). If none of the party are good looking enough to bother charming, there is a 30% chance that the Dryad will approach the party with a request that they plant an enchanted oak seed she has, in the valley below. (Otherwise, she will stay hidden.) Should the party agree to the task, the Dryad will warn them of the Gargoyle in room 12, but each member will be cursed if they fail to fulfill their bargain.

14 - This long, narrow room was once an archery range and there are the remains of six straw filled targets on the north wall filled with broken arrow shafts. In this room is an Invisible Stalker (43 HTK), Orlow's favorite type of guard, who was last ordered (geased) to practice his archery and has done so compulsively ever since. He is practicing with a visible, non-magical short bow and using a +2 arrow. Should anyone interfere with his practice, he will attack until they are driven away and then resumes practicing. He will not risk his last arrow on the party.

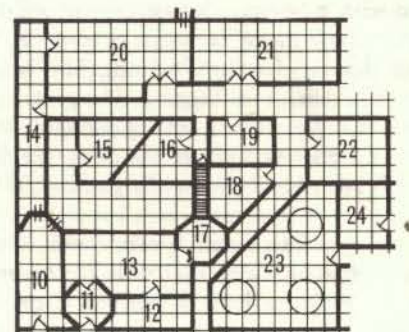
15 - Prominent in the exact center of this room is an iron anvil. In the straw near the anvil is hidden the head to a hammer. If put on a oaken handle made from any of the trees in room 13, this will be a +2 hammer. If placed on any other handle, the hammer will be -1 to hit. (The Dryad in room 13 knows about the hammer.) As each person enters the room, one of the hundreds of brass nails will fly at him doing 1 - 3 points of damage if hitting (as if a crossbow bolt fired by a first level Fighter). Also around the room in the straw are an unfinished shovel head and a horseshoe. In the southwest corner is a small pile of coal.

16 - The walls of this room are lined with nearly empty shelves every three feet which are 12 feet high. One large wooden box sits on the top shelf across from the door. There is no lid and in it lives a Cobra (4 HTK, AC 5, poison only) and three Cobra eggs in a straw nest.

17 - The entire floor of this room is glass. If more than six humans walk on it at the same time, it will crack for one round and then collapse. In the center is a fountain with a bowl 2' in diameter (dry). Visibly imbedded in the glass are 12 mithril pieces. A large school of silvery fish (Piranha) are visible in the 6' deep pool below the glass. The entire floor is glass and shatters if struck or subjected to too much weight.

18 - A foul stench is emitted by two 1' holes placed 4' apart in the floor by the southern corner. An arm thrust into these holes is likely to be bitten by the boring beetle dwelling in the compost below this privy (see room 21 of the lower level). All furniture and fixtures have been stripped by the Hobgoblins.

19 - Six Giant Rats live in this abandoned pantry (5, 6, 3, 4, 4, 5 HTK), living primarily off of the scraps of food left from the once well filled larder. Stabbed into a cutting board on a table built into the south wall is a stone dagger. A rat tunnel 3' in diameter connects this room to room 22. This is partially hidden by an empty basket containing a few gnarled corn cobs.



20 - Several 10' long tables in this room have been gathered into a pile that is the resting place for a Manticore (39 HTK). Stuck in the back of the Manticore, where he cannot reach it, is a sword in a half healed wound. (The sword is Lawful Good +2, and detects secret doors 60% of the time). The Manticore will sit quietly and request

in common that any who enter remove the sword. It will attack anyone who does enter into his claw range and then rise and attack the rest of the party, suspecting them to be the Werewolves in room 21 in disguise. It will stop if shown that they aren't.

21 - Two large fire places completely cover the north wall of this room. Across each is an iron spit 9' long. Three Werewolves have made this kitchen their den (17, 24, 26 HTK). These have been harassing the Manticore next door, often in their human form. They want the sword. In a secret panel inside the left wall of the left (eastern) fireplace is a brazier for summoning Air Elementals. A poison dart is shot from the fireplace's right side at anyone opening the panel from inside the fireplace. Over the brazier is the symbol "sleep." In the southeast corner are two small tables and a large pot.

22 - A 3' diameter tunnel connects this room to room 19. In nests, made of rags and clothes, are five female Rats (4, 3, 5, 4, 3 HTK) and eleven young (1, 2, 2, 1, 2, 1, 3, 1, 2, 2, 2 HTK). The mothers will attack with ferocity if a young is attacked. There is a 10% cumulative chance of their mates in room 19 entering for each round of disturbance. One of the nests is made of an embroidered silk cloth (worth 48 gp if washed carefully).

23 - Three large, shallow baths fill the floor of most of this room. The walls are decorated with murals of the seashore. By each pool is a 6' marble bench on the north side. A Water Wierd dwells in each pool (21, 19, 16 HTK). The bottoms of the pools are inlaid with hundreds of turquoise tiles (worth 2 sp each). Up to 20 tiles per turn can be pried loose with a sharp instrument. The tiles are brittle and a faster rate will break them.

24 - This room has three faded pictures of pastries on each wall in silver frames, (10 gp each). The chopped up remains of a bed and chair are piled in the southwest corner. In a locked chest in the northwest corner is an animated meat cleaver (hand axe plus 2) that will begin rattling loudly in the chest if anyone enters the room. If the chest is opened, the cleaver will attack as if wielded by a 3rd level Fighter. If at any time 10 points of damage are done to the cleaver (AC 2), it will lay passively for 10 minutes. If the holder uses the cleaver to cut food (each day), it will communicate with its user and reveal its plus 2 nature, accepting its owner as a chef and so worthy of using it.

25 - Once a private dining room with luxurious tables and tapestries, everything now is covered with a 2" layer of dust. Under the dust on the table are four lead and two gold plates (21 gp each). In the middle of the table which is in the center of the room, is a silver goblet. This goblet appears clean and untarnished on the inside. Once per day the goblet manufactures a potion that cures 1 - 4 points of damage. Hovering a few inches over the goblet is a Spectre that is only four inches high (13 HTK) which does only 1 or 2

points damage when it hits (which it does as a normal Spectre) and drains a level only if it hits you three times. It is very hard to hit due to its small size (AC -1). It will return to normal if a Dispel Magic is thrown on it (undoing the Diminish spell) vs. a 10th level Magic User.



26 - This room was a bedroom. The only bit of furniture left is the frame of a four poster bed. Whenever the door is opened, the room is filled with light. Once the door is again closed, anyone touching the bed will cause the room to darken. Opening the door relights the room.

27 - On either side of the west door are two sets of rusty chain mail. These mark the guardpost to Orlow's private study. Under each spot is a blood stain. Still on guard is an Invisible Stalker (31 HTK) who will block any but Orlow from passing. The tip of a broken dagger is in the northwest corner.

28 - This was the Library of Orlow. It is in perfect order due to the survival of a permanent unseen servant assigned to maintain it. It will not interfere with the party, but will immediately clean up any mess or return any book not being currently used to a shelf. There are two shelves, each six feet long, on the north wall and a writing table with a wooden bench in the center of the south wall. On the top shelf are three cloth bound books. When each is removed from the shelf without the proper incantation, a random second level monster appears and attacks whoever is holding it. These books are:

Red Cover . . . A guide to flowering garden plants

Blue Cover . . . A scroll with two Teleports on it

Yellow Cover Pages have turned to dust

On the lower shelf are five books. If each of these is removed without the proper incantation, a random 4th level monster appears and attacks. These clothbound books are:

Green Manual of Gainful Exercise
 Orange Autobiography of Augustus
 Black Blank Spell Book
 White Pictorial Guide to Horses
 Brown A Book of Golem (Flesh)

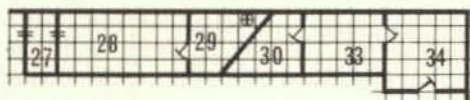
On the writing desk are paper, quills, and a dried up inkwell. In a slit in the back of the table is hidden an ornate golden key (9 gp) for which the lock has long disappeared.

29 - This plushly furnished study is also kept by a permanent unseen servant. In the narrow area in the northeast corner is a trap door leading to the corridor to the Secret Lab (T). The latch is rusty and walking over the door will cause it to flop open (and the character to fall). Three gold inlaid chairs line the south wall (25 gp each) and a couch lies along the north wall (112 gp) that is very bulky. There are two wall hangings worth 65 gp each over these pieces of furniture, but the unseen servant will reattach these 10 foot tapestries as fast as two men can unhook them.

30 - The walls of this room are lined with shelves spaced 2' apart and 8' high. On these shelves are dozens of sealed beakers containing common chemicals and compounds. (There is a 10% chance that any chemical named will be somewhere among the beakers. All the labels have faded to unreadable. These are non-organic chemicals only and sealed tightly against contamination or spoilage. (Some may be dangerous to open!))

31 - This room was a bedroom, but what is left of the furniture has been pushed into the southwest corner. Living in this room are four Giant Fire Beetles (5, 4, 6, 6 HTK). In the drawer of a dresser pushed among the furniture is a pearl and ruby brooch worth 745 gp. A broken Beetle shell sits just inside the door in the southeast side. It shows giant tooth marks.

32 - In this room is found a Giant Snake who preys on the Beetles in room 31 (AC 3, 18 HTK). Hung on the east wall is a 2 foot high coat of arms in silver and jade (310 gp). On the south wall is a 3 foot tall coat of arms that is gold plated lead and worth perhaps 10 gp.



33 - Except for the doorways, the walls of the room are lined completely with tables 3' high. The tables are covered with shards of glass and odd pieces of metal. In the center of the table on the north wall is an empty vial whose bottom is covered with carbon (as if held too close to a candle). The bottle is sealed and contains 2 pints of distilled water. On the floor in the center of the room is a 1' long human molar, the result of a long past experiment gone sour.

34 - The doors to this room are damp and cool to the touch. In the room are puddles and a few lumps of algae and moss on the floor. These mark the remains of decayed furniture. Amid the algae, there are nine Giant Frogs (9, 11, 8, 4, 14, 10, 5, 7, 10 HTK). In the northeast corner is a rusty chest. When opened, the chest will spew out chlorine gas (save vs. poison) for a 5' radius doing 2 - 12 points damage. In the chest, there are three vials, all unlabeled. These are Spider Poison, Mammal Control, and Reptile Control.



DOOR TO ROOM 34

35 - A terrible stench is emitted from a hole in the center of the floor of this room. The hole is 9" in diameter. All entering save versus poison or vomit for one melee round. The remains of a pottery chair with a similar hole in its center is leaning against the wall in the northeast corner. Anyone reaching into the hole will be attacked by 5 - 11 rot grubs.

36 - The full size secret door to this room can only be opened by a red button concealed in a small panel directly above it. The walls of the room are steel and lead lined. This room is now the den of an Ogre (21 HTK) and his two pet Wolves (9 and 7 HTK). Spread out on the two shelves at 3' and 5' on the south wall are stacks of coins (for easy counting by the Ogre) totalling 1291 cp, 463 sp, 219 gp and 17 platinum pieces. Wrapped around one stack of the copper pieces is the partially burnt remnants of a Limited Wish scroll that is too damaged to be used.

37 - A roughly cut 12' long table with two benches along its sides sits east-west in the center of the room. In the dust under the table are four bent copper spoons.

38 - The walls of this room are lined with steel and wooden cages of all sizes. In the three largest are the skeletons of a lion, bear, and ox. In a cage in the center of the North wall are four silver chains. They are attached to the bars (12 gp each). In a locked cabinet (wooden) in the south wall is a Potion of Polymorph to Sparrow. Three empty beakers sit with it on the shelf, all are unlabeled. The pieces of many broken beakers are on the floor around the cabinet.

- 39 - Every wall of this room is covered by dead and dying vines. In the center of the north wall hangs the golden sculpture of an ivy vine approximately 12" long. Any non-neutral touching this vine will take 2 - 12 points damage and drop it instantly. Any Neutral possessing this vine will develop a mystical bond with one type of woodland animal. (Each will always sense the presence of the other, trust the other and feel compelled to help the other if in danger. This works both ways.) Should the character possessing this vine change his alignment or perform an act that would displease a Druid, the bond will turn to antipathy, with the animals always attacking with ferocity (+4) at every opportunity.



- 40 - Amid the empty cages of the bestiary, a Giant Ant mound has arisen. If passed silently (as by a Thief), there is only a 30% chance that 1 - 4 Ants will attack the intruders. Any noise or disturbance will cause all 11 Giant Ants to react (12, 10, 9, 13, 10, 8, 10, 13, 14, 8, 11 HTK). In the exact center of the mound is a chamber with four eggs and a large pearl (1123 gp). The area immediately around the two statues is clear of all dirt and debris.

E - This is a non-magical statue of a Tripus.

F - This is another non-magical statue of a Tripus.

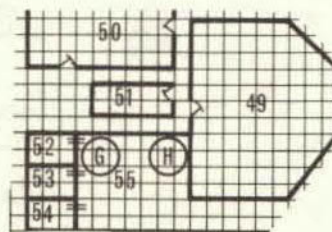
- 41 - The floor to this room is covered with a carpet of springy moss. In the southeast corner, a small patch of Green Slime sits matching the moss in color (23

HTK). On small marble pedestals in the northwest and northeast corners are two magic lamps. The one in the northeast corner is cracked and does nothing. The one in the northwest corner is capable of working once a day, as a spell of plant growth on all plants within 3' of it when first lit. Currently directly under it are the seeds to a sentient Killer Vine that will grow to maturity in one round under the lamp's light. This Vine will be 30' long, 6" thick, and covered with 2" thorns for its last 4'. The Vine moves very quickly for a plant striking as a 3rd level Thief for 1 - 8 points of damage with its thorns. (AC 4, HD 4, 28 HTK). Under the moss in the southwest corner are three small golden flower pots (38 gp each).

- 42 - On four narrow shelves on the south wall are beakers of seeds. Most are rotted or missing, but eleven can be found that are still able to grow. These are: 1. corn 2. daisy 3. Killer Vine 4. tulips 5. Missletoe 6. rose 7. carrots 8. appletree 9. Killer Vine 10. rose plant that blooms with four beautiful golden flowers (real gold, 130 gp each) 11. A small Arborent (animated tree -12 HTK)

In a mud nest on the uppermost shelf are four Giant Wasps (7, 11, 12, 14 HTK) that will attack intruders that move within 10' of the shelf or make any loud noises.

- 43 - On hooks around the walls of this room are shovels, rakes, and other common gardening tools. Many of these are too badly weakened by rust to be used.
- 44 - Those entering this room are teleported to the star in room T of the cavern area. (Orlow's short cut to his workshop.)
- 45 - Three huge Spiders (9, 10, 8 HTK) have nearly filled this room with their webs. These cover and partially obscure a rack of cloaks on the northeast wall (including one elven cloak).



- 46 - Still living in this room is a Rakshasa that was formerly the personal servant of the mistress of the house. It will illusion itself into a friendly seeming human if anything causes it to suspect that anyone is near. He is wearing a Medallion of Protection From ESP and has hidden under his bed, below a secret panel in the floor, a Helm of Teleportation that is too small for his large head (34 HTK).

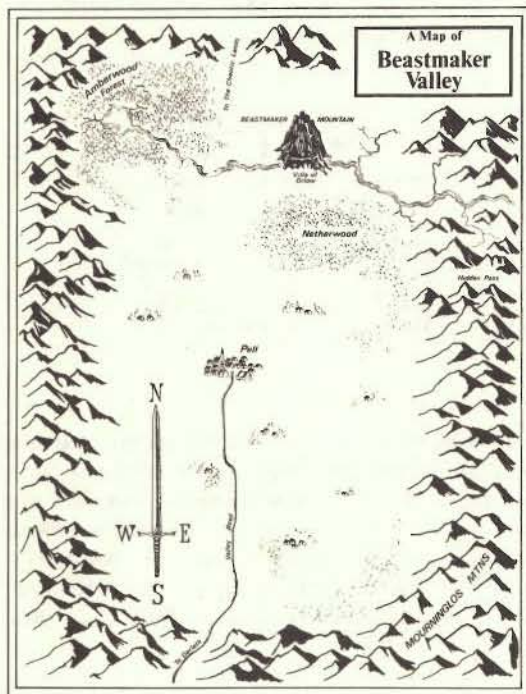
47 - On hooks all around this room are old clothes, mostly tunics and shirts. Dwelling in them are dozens of colorful and harmless giant moths that will flutter up filling the room if anything disturbs them.

48 - This room is now used as a prison by the Hobgoblins. There is a 60% chance that each day there will be a humanoid prisoner in which case, there will be four Hobgoblin guards (7, 6, 8, 8 HTK). Two guards will be outside the door and two will be just inside. No one will be here if there is no prisoner.

49 - The Throne room is dominated by a heavy silver and brass throne weighing three hundred pounds (1,500 gp). Anyone touching the throne will activate two Magic Mouths that will cast a Power Word Stun from the roof above the throne 25' apart. On the walls around the room are eleven coats of arms done in silver and bronze (44 gp each). The large fireplace in the corner of the north and west walls has a marble lintel worth 73 gp if removed. If more than one of the coats of arms are removed from the room in one day, an Invisible Stalker is summoned who will pursue the taker until he can return the coat of arms to its place on the wall, killing the thief if necessary (31 HTK). Orlow liked things neat and was very careful to avoid even accidentally slighting the local nobles.

50 - Only a tattered wool rug and a few simple wooden chairs remain in this room.

51 - The Skeletons of six humans in mail are strewn about this room, limbs often separated from bodies. Five of their hands still hold swords and one holds a +1 mace. If the mace is touched by any living being, the Skeletons immediately reassemble and attack (3, 4, 2, 3, 2, 2 HTK).



52 - A large map of the valley below is glued to the north wall. It is faded and torn, but clearly distinguishable. It is glued so securely that any attempt to remove it will merely yield narrow strips of no value.

53 - A small oak table, an overstuffed leather chair (cracking) and a circular central fireplace in the middle of the room are visible. Sitting in the chair is what appears to be a zombie or undead. It is merely the mummified body of a dead servant. In its pocket are 4 sp, 8 cp, and a silver holy symbol (3 gp). If the body is touched, it will crumble into a dust that will fill the air. Anyone breathing this dust will have a 20% chance of disease as per being hit by a mummy.



54 - Hiding, rather nervously, in this room is Ebeil Kneibler. Ebeil was until a few weeks earlier an official in the courts of the New Empire of Darleth. He was suspected of having been part of a plot to sell military secrets to another country. An alignment check showed his already Neutral status was becoming tinged. Ebeil was moved to a lesser position in the court. He caught the hint and fled before any further actions could be taken.

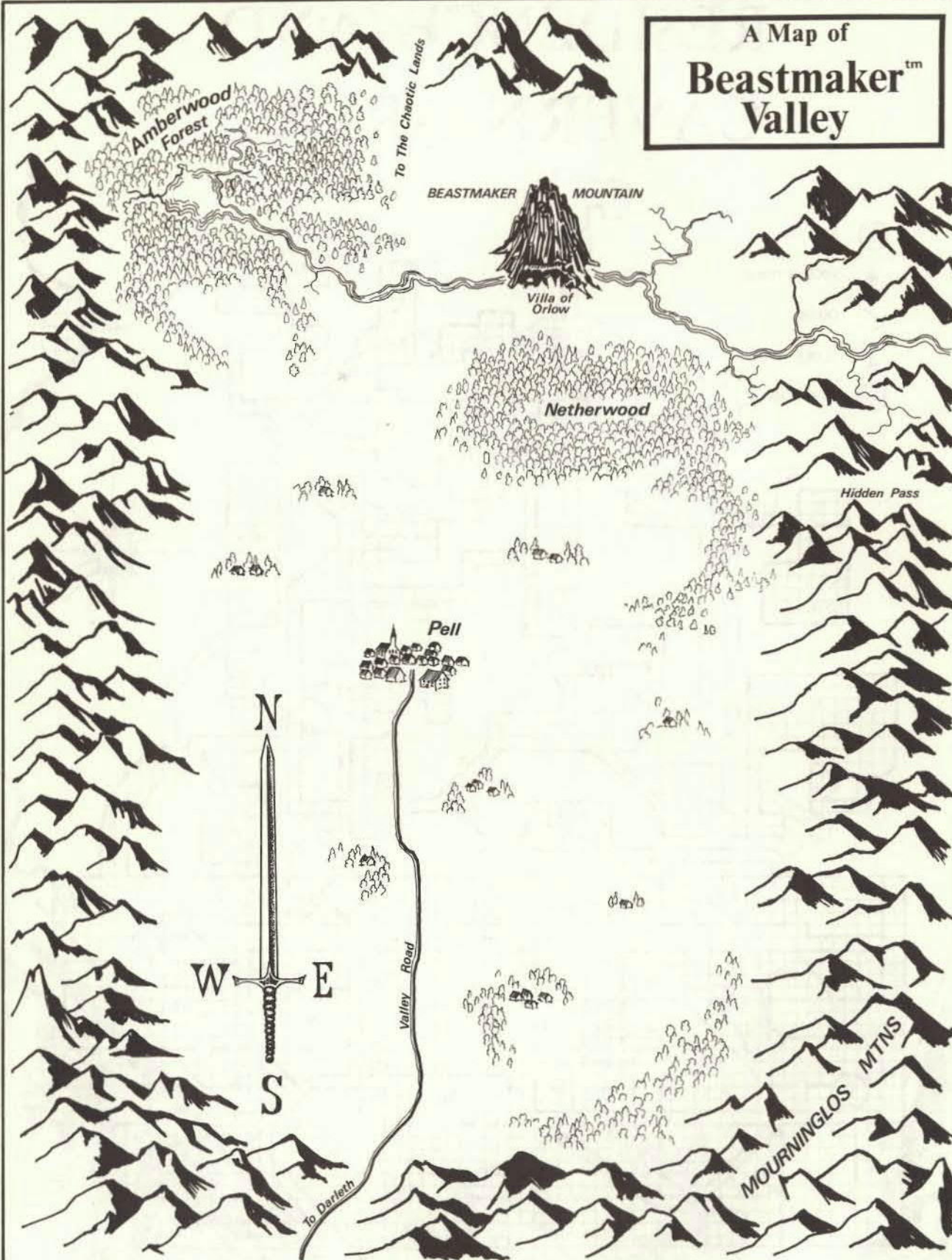
Ebeil is a thin, courtly gentleman with a small dark beard. He has flair and is very well spoken. When the room is entered, (he won't leave the room by himself unless he is forced to), he will offer to assist the party, telling of having fled there to avoid the persecution of some Evil Clerics who still hunt him. Ebeil is convinced the New Empire has sent out assassins to reach him, but, in reality, he was too unimportant to merit the concern. He first entered the Villa to escape his imaginary tormentors and has been trapped there two days by fear of the monsters he saw.

Ebeil Kneibler

Brawn: 12
Insight: 08
Stamina: 10

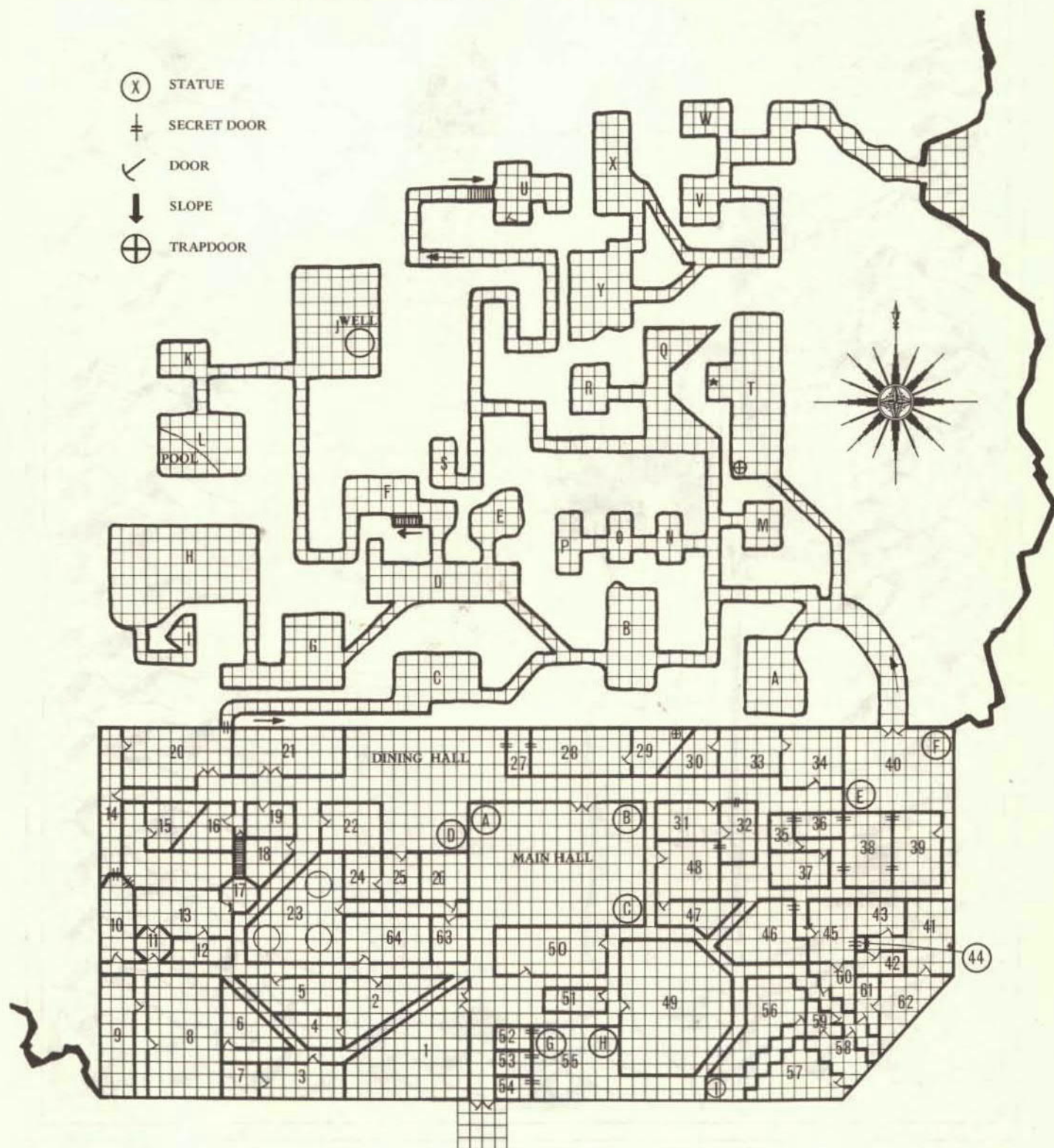
Intellect: 14
Dexterity: 11
Appeal: 14

A Map of
Beastmaker™
Valley

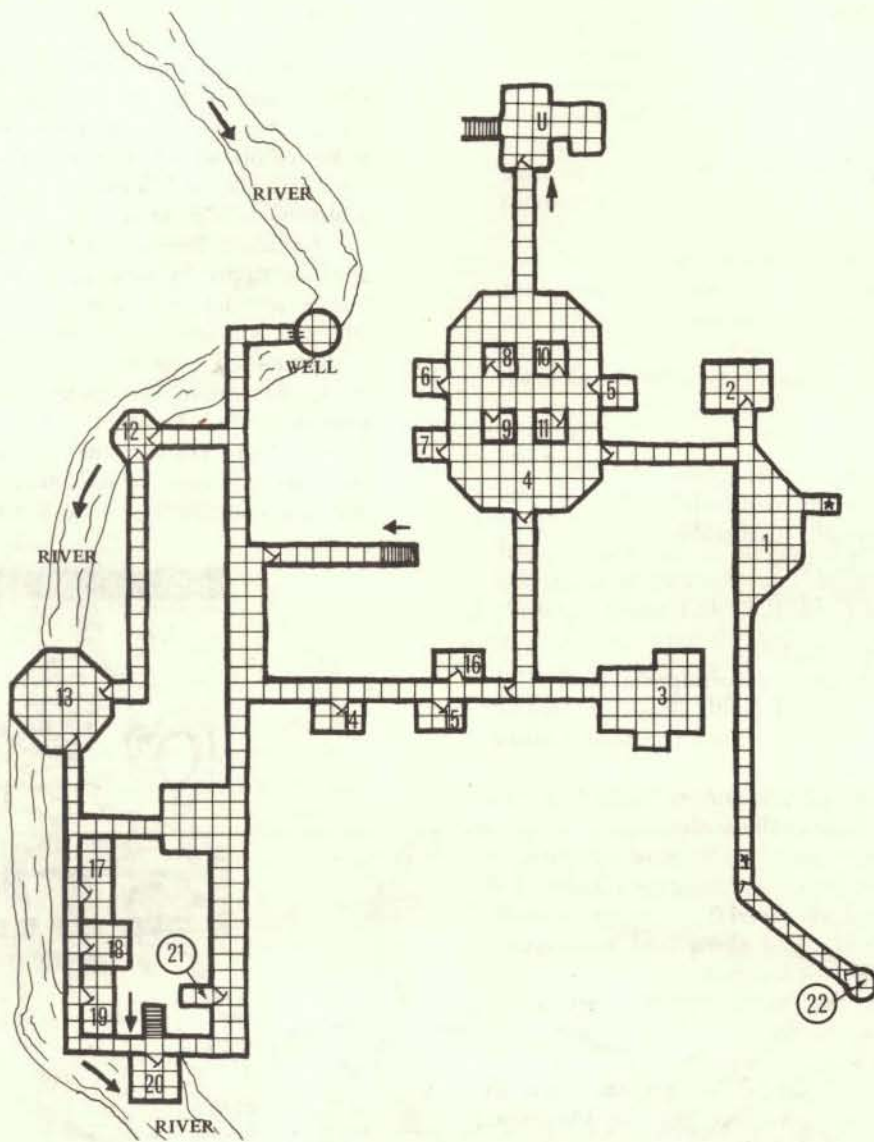


RESIDENCE AND CAVERN AREAS

- (X) STATUE
- ⊥ SECRET DOOR
- ✓ DOOR
- ↓ SLOPE
- ⊕ TRAPDOOR



LOWER LEVEL



WANDERING MONSTERS

for Beastmaker Mountain,
Villa, and nearby area.

General Table

- 1 2 - 8 Hobgoblins
- 2 3 - 18 Hobgoblins
- 3 1 - 4 Pilferers
- 4 1 Carrion Crawler
- 5 1 - 4 Giant Beetles
- 6 1 - 3 Giant Spiders
- 7 1 - 6 Giant Ants
- 8 1 - 3 Tripus
- 9 1 - 6 Giant Ticks
- 10 1 - 2 Tripus
- 11 2 - 8 Giant Rats
- 12 1 - 3 Jackalwere
- 13 1 - 6 Mermen
- 14 1 Giant Snake
- 15 1 - 3 Owl Bears
- 16 Roll on your normally used tables
- 17 Roll on your normally used tables
- 18 Roll on your normally used tables
- 19 Roll on the Special Table
- 20 Roll on the Special Table

Special Table

- 1 1 to 2 Evil Priests (demon worshippers) level 3
- 2 A party of 2 - 7 Lawful Good or Neutral Adventurers of levels 2 - 5 with at least 1 Magic User
- 3 A party of 2 - 8 Evil Adventurers, levels 2 - 5 with at least 1 Magic User or Illusionist.
- 4 2 - 8 Warriors from the Local Imperial Garrison.
- 5 A valley resident who is searching for a kidnapped wife, child, friend, etc.; level 0
- 6 An Evil 6th level Cleric (Frog God Worshipper) with an escort of 1 - 4 Mermen
- 7 Evil Priest of the Black Temple with seven animated skeletons in search of a victim to sacrifice on the altar.
- 8 A party of 1 - 4 Lawful Good Clerics sent to search for Pieter's remains to give him a religious burial, levels 2, 3, 4, 5, 6.
- 9 1 - 2 Kobolds that have taken a Growth Potion and so are now 10' tall (11 HTK and doing double damage).
- 10 A party of 1 - 4 Druids and/or Rangers in search of Orlow's rumored secrets on nature and animals. levels 3 - 6.

TRIPUS

AC: 3
HTK: 8 - 12D8
Damage: 1 - 12/1 - 12/1 - 3
Special: Never surprised

The Tripus was developed by Orlow during the last year before he fled. Those few of his fellow Wizards who viewed these monstrosities saw them as a symptom of the strain his life with Frantasy was causing. The exact motive for developing such a vicious and unappealing creature will probably never be known.

An adult Tripus is a formidable opponent. Its three arms are tipped by hard, sharp claws. Further, the skin of a Tripus is thick and difficult to penetrate. Besides their trilateral symmetry, the most distinctive feature of a Tripus is the unusual location of its mouth. In the center of the head, the mouth is capable of swallowing whole large objects. Little is known about the breeding or even nesting habits of the Tripus. Now that several have escaped from the Villa, it is apparent how unfortunately successful Orlow was in developing these vicious, ever-hungry creatures.



TRIPUS

GROUND MANTIS

AC: 2
HTK: 6D8
Damage: Bite 3 - 18
Special: Drags victims underground

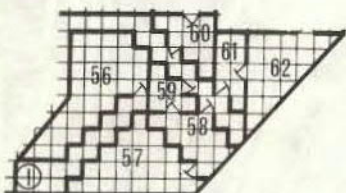
This creature may have been the result of one of Orlow's experiments in breeding for great size. Often over 10 feet long, the Ground Mantis otherwise resembles a large preying mantis. These insects are capable of digging rapidly and quietly through the earth, but not solid stone. Their favorite tactic is to surface just under a victim and attack. If a roll to hit is 20% greater than needed, the Ground Mantis has locked its powerful jaws around the victim and will attempt to drag it underground. With a man-sized victim, this can take several rounds with further damage of 2 - 8 points each round. Once dragged underground, the victim suffocates in 3 - 7 rounds.

He is wearing cloth armor and carries a sheathless short sword in his left hand. A dagger, balanced for throwing, is hidden in each boot. If given the chance, Ebeil will steal anything valuable he can and flee the Villa. The ex-bureaucrat fights as a newly trained Fighter, but has 11 HTK.

55 - Only two statues are in this room. The floor between the two is deeply scratched and grooved at random angles.

G - This is a lifesize statue of Frantasy and her familiar. It reflects her great beauty and also her evil nature. When this and statue H are turned so that they both face each other, they will both attack each other as Stone Golems. At all other times, they are inanimate.

H - This statue of Orlow portrays him as a wise and sad man. This expression turns to one of anger if turned to face statue G and then reacts as described above.



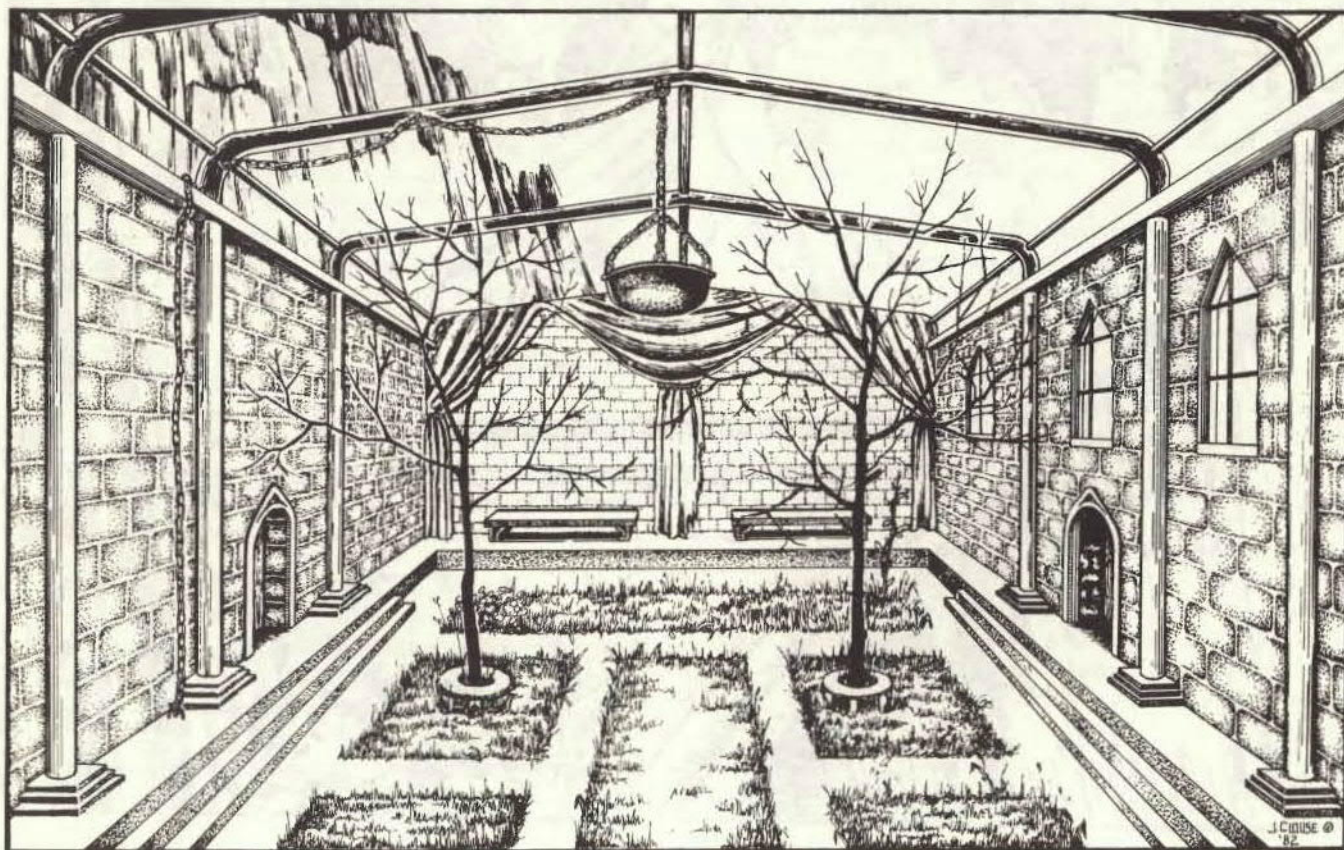
56 - Seven beds, chairs and dressers are spaced evenly around the walls of this room. Four chests, along the south wall, are also visible. Each chest is protected by a poison pin in the latch and a small explosive charge

in their locks that will go off if an attempt is made to pick them (1 - 6 points damage). The three closest to the door contain only priestly robes and cloths of no real value. The farthest chest is filled with Yellow Mold, under which is 37 gp.

57 - The entire south wall of this room is an altar 4' tall made of oak. On the altar is a stone tiger (life size) with rubies for eyes (450 gp each). Removing one eye causes a type 1 Demon to appear. If both are removed at once, a type 2 will appear. A secret panel in the front of the altar directly below the tiger is a one way Teleport to room 59.

58 - This is the room where the worshipper's left their donations. Most were looted long ago, but one large sack of coins remains under a small table by the southwest wall (173 cp). Hanging upside down under the table is a Shrieker, clinging closely to the table.

59 - The walls of this room are paneled in precious woods. (74 boards at 6 gp each). A bed and dresser are the only furniture left. The dresser appears to have been hastily searched and the drawers are strewn about the floor in front of it. The sheets on the bed are of rare silk and in good condition (103 gp), but hiding among them is a Giant Tick (7 HTK). A second Tick is hiding in a shadow over the bed and can only be seen if carefully looked for (11 HTK). Both will attack any warm blooded creature they can reach.





60 - Beside a small pallet on the east wall is a large writing desk covered with yellowing paper (all blank). On a shelf over the desk are four handbound books:

Red household accounts
Blue a blank ledger
Yellow Orlow's personal accounts with
a Power Symbol Stun on its first page.

Orange actually a fake book with the scribe's most valued possession fastened securely in it. This is a small lense that when held to the eye allows the wearer to read all modern (as of 100 years ago) languages. Under the lens is a word that is written in an obscure language no one could normally read. If viewed through the lens, it will act as Power Word Blind.

61 - Overgrown with weeds and plants of all sorts are the mouldy remains of a bed and a small table. Under some of the weeds is a book with line drawings of common flowers.

62 - A Permanent Continual Light spell (daylight bright) illuminates what appears to once have been an indoor garden.

In the south corner is a bed of purple lotuses whose scent will put to sleep anyone who goes within 7' of them.

In the northeast corner is a large pile of compost and dead plants. If disturbed, the Borer Beetle who lives here will attack (17 HTK).

Amid several weed grown flowerbeds in the northwest corner is a small (15' long) Killer Vine (see room 41 for description). It is wound about a Staff of Healing with 6 charges left. Amidst the vines are skeletal remnants.

From the ceiling in the center of the room is a 4' diameter tub 4' high suspended by a silver coated chain (103 gp value). This chain runs along the ceiling to the north wall and then is attached to an iron ring in the floor. The tub itself is solid silver (630 gp) and contains a shambling mound (treat as a pile of mold for description, 23 HTK). Among the pebbles in the bottom of the tub are six emeralds worth a total of 1400 gp.

CAVERN AREA

The walls of all of the cavern passages are rough and irregular. The ceilings vary from 15' to 25' in height. In a few areas tooth marks (a la Ground Hulk) may be noticed where passages were added or widened by Orlow.

A - The walls of this cavern are lined with several dozen cages varying from a few feet square to 10' x 10' in size. A distinct animal odor fills the air. Every time this room is entered there is a 30% chance a Carrion Crawler will be present, attracted by the odor.

B - The walls of this room are covered by hundreds of hooks all 6' to 8' up and two feet apart. Under many are piles of bones (mostly cattle). On one hook on the

south wall is the skeleton of an elf in rotting leather armor. In the center of the room is a heavy table 12' by 6' stained with blood. Two meat cleavers are imbedded in the table. Standing in the alcove on the north wall is a bitter Minotaur who has gone insane discovering the "fate" of his bovine cousins. Behind him is a large, bulky couch from the Mansion area that is made of teak and inlaid with pearls and agates valuing 1050 gp. Because of its quality and if sold intact it should be worth 1600 gp.

C - The temperature of this cavern area is a constant -10° C. by a controlled cone of cold from the ceiling. The walls are lined with hooks similar to those in cavern B. Most of the floor space is filled with shelves and tables about 4' high. A few food scraps, frozen solid, can be found on some of the shelves. Any character staying in this area for more than seven turns will begin to get chilled (5% cumulative chance of pneumonia each turn) and will freeze to death in two hours unless warmly garbed.

D - This entire cavern is filled with shelves 8' tall (three shelves high). Among many open and sealed boxes (literally hundreds) can be found many valuable items. These include:

- Four spools of finely made lace (92 gp each)
- A sealed wooden box with three +1 arrows
- 10" high jade figurine of a cat (160 gp)
- A book of all first level spells.
- A collection of minerals and rocks that includes a +1 luckstone (all the labels are faded; of course, the luckstone is no. 23 of 50.)
- Miscellaneous goblets, silverware, and plates of all materials.

Guarding the storehouse is a Flesh Golem (40 HTK). The Golem will wait until the party has divided up before attacking, using the shelves to conceal itself until ready to strike. There is a 5% chance per turn of finding something of value.

E - A dozen wood bed frames line the north wall of the area. By them are seven chests. Three of these are empty and the others contain only old clothes and uniforms from the guards.

F - The north wall of this room is lined with 42 bunks, three high and attached to the wall. The western wall is taken up by racks of weapons. Still in the racks are: 10 swords, 30 spears with mildewed and weak shafts, and seven battle axes with hardwood handles that are intact. Under a smaller rack are three dozen arrowheads. Two 20' mess tables extend out from the east wall. On one is a pornographic picture book. On the other, farther from the door, is a Manual of Pussiant Skill at Arms. A Groaning Spirit has taken up residence (43 HTK) in this room and is a partial ally of the Golem. It will attack only if the Golem is losing.

G - This cavern is damp and musty smelling. Various types of fungus grow from every wall and projection. Yellow Mold covers a table and empty chest in the center of the area. In the southeast corner can be seen a peculiar type of blue-green mushroom that is easily recognized by a Ranger or Druid. This fungus cures 1 - 3 points damage when eaten. There is enough here for four treatments. Due to a modified darkness spell the cavern is always dim and shadowy. In the western door sits a Shreiker (7 HTK).

H - Hundreds of empty food containers are strewn about the area. Living here are three very obese Ogres (24, 27, 19 HTK). In a chest on the north wall is gathered all of the treasure that they looted in their thinner days:

- two gold candlesticks (96 gp)
- 6 mithril pieces, 490 gp, 1700 sp
- Medallion of Snake Control (4 - 16 die)
- +1 dagger

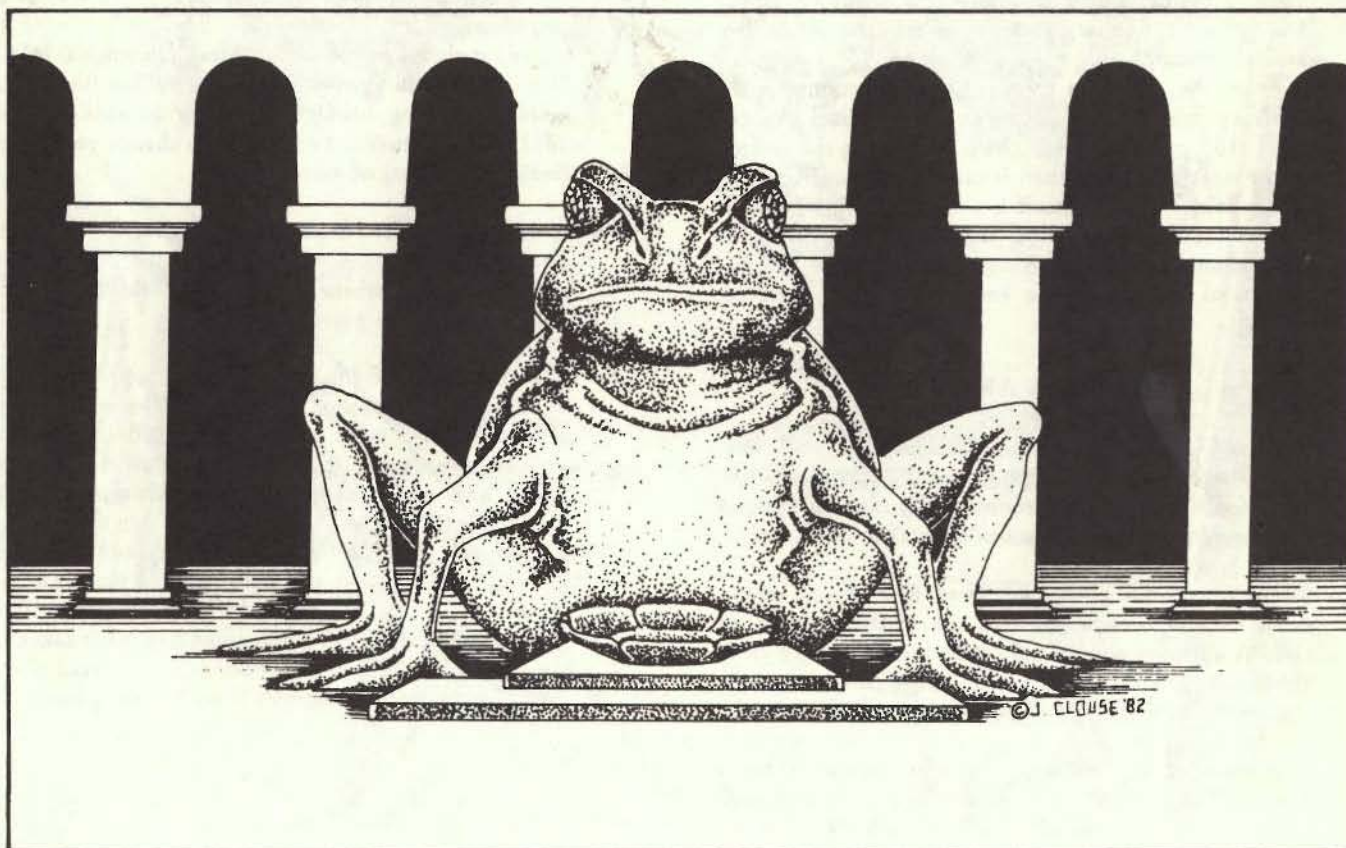
I - In the hall leading to cavern I is an Invisible Stalker who will only allow Orlow to pass (37 HTK). A Spectre is visible behind a steel hard, glass door that is slightly ajar. Visible also is a table about 14' in from the door with a book (all third level spells), a scroll (Passwall and Teleport) and sixteen vials. Most of the vials are empty, but number 3 contains ether and will sleep the first person to open it for 2 - 8 rounds and number 11 contains a Growth Potion. The Spectre (46 HTK) is hovering over a small iron table in the western point of the room. On this table are

surgical instruments of mithril and gold (650 gp in metal or worth 1500 gp to a surgeon). This Spectre was summoned to get Orlow and will be immediately hostile to only human Magic Users. If attacked, he fights.

J - There is a deep well in the southeast corner of this room. A large fireplace with a spit for cooking across it, is in the center of the north wall. Several overturned tables and plates, knives, etc. are scattered about the area. A Tripus will be drinking at the well as the party enters (67 HTK).

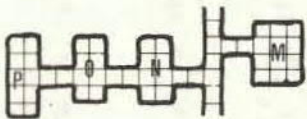
K - This room is the temple for a froglike god. The walls are painted seagreen and the floor is bluish marble. The altar in the northwest corner is shaped like a 4' (diameter) lily pad and is made of jade (1100 gp) bolted to the floor. The frog itself is made of polished obsidian inlaid with gold, turquoise and coral (1750 gp) and is approximately 18' high. Its eyes are two large emeralds (900 gp each). A type II Demon (48 HTK) is constantly worshipping at the altar. If attacked or if the altar is touched, it will call for help from the Mermen in Room L. These worship the frog god also.

L - Living around the large pool in this room is a colony of Mermen. There will be 27 warriors (11, 7, 8, 6, 9, 12, 14, 5, 7, 12, 11, 6, 8, 9, 10, 16, 5, 8, 9, 10, 7, 11, 9, 12, 11, 6, 8 HTK), and a leader (23 HTK) with a +3 trident. The females and children will flee into the pool and down the stream that feeds it.



M - In the center of this torture chamber is a rack in working order. The north wall is lined with chains and fetters. An Iron Maiden sits in the southwest corner that is made of magnetic iron. Anyone in plate armor passing within 5' of the Maiden will be drawn against it and trapped there for 20 minus their strength turns. It takes a total of 36 Strength Points to pull anyone in other types of armor free sooner. A 10' wide, 15' deep pit is located against the center of the eastern wall. In the pit is chained (with silver chains) a Jackalwere (18 HTK) in its human form. It will attempt to get the party to free it and then slay or kidnap a member of the party later on.

N - The west door to this cavern is blocked by steel grating. A rack of rusty metal spears sits over a table against the north wall. A rusty, but functional, set of keys sits under the table which is really a Killer Mimic (43 HTK). The keys open the doors to rooms O and P.



O - Locked in each of ten cells lining the walls (5 north, 5 south) appear to be nothing but 10 chairs. These are really friendly Mimics that have been imprisoned by the Killer Mimic in N. If freed and fed, they will each answer one question about the immediate area of the caverns. Since they have been trapped so long, there is only a 40% chance of knowing the answer to any specific question.

P - In the center of this cavern is a grating that covers a pit 15' deep and 10' in diameter. The bars and walls of the pit are made of a lead and silver alloy. The latch to the pit is unlocked by one of the keys found in room N. The pit appears to be empty except for a small chest. Actually, there is an Ogre Magi in it who is using Dust of Disappearance. He will remain silent until the pit is opened. Within the chest is a Beaker of Plentiful Potions that he has stolen from area T. Fearing a curse, he has not yet tested the beaker.

Q - In breeding pens set a few feet lower than the floor are five Tripus (41, 38, 27, 23, 31 HTK) and three young (10, 9, 12 HTK and which strike as 2 die monsters). The parents will attack at +2 to hit and be hit if any of the young are attacked. Hidden among the straw and torn pages of the nests is an intact Manual of Stealthy Pilfering. These are the uncontrolled remnants of Orlow's breeding experiments.

R - The floor of this cavern is 5' lower than that of the passageway leading to it. The floor itself appears to have been plowed up as if an earthquake struck it at one time. A spider web with a large Spider (13 HTK) is visible on the ceiling in the area of the west wall. Trapped in the web, wrapped in its strands so as to not be clearly visible is an Efrete bottle. Living in the floor are two Ground Mantises (31, 41 HTK). The area

is dimly lit magically and the ground up remains of wooden breeding pens in the floor will show this to be another experimental area hastily abandoned.

S - The corridor leading to this cavern is barred by six iron gratings. The two closest to the cavern have been torn from their hinges. There appears also to have been an attempt that failed to have tried to dig under the third grating out. Just inside the entrance to the cavern itself are the crushed skeletons of three men and a dwarf. Amid their bones is a Shovel of Excavation. In the chamber is a Gorgon (52 HTK). The Gorgon is wearing a mithril collar trailing a broken mithril chain (1,000 gp value). The chain contains enough mithril that a suitable smith could make a +1 sword or mace or two +1 daggers.

T - The walls of this cavern are lined with 19 open cages. Scattered about is a substantial amount of bones and broken weapons. The bones are mostly human, dwarven and Tripus. They are deepest near the trap door to the lab below in the southwest corner.

U - The corridor leading to this area slopes down visibly. The area itself is deep within the heart of the mountain. It was here that in days past, Frantasy would summon fierce devils and demons (unknown to Orlow).

The western chamber is lined entirely of gold in plates 1/8 inch thick from floor to ceiling. Each 4' x 4' plate being worth approximately 125 gp. The black marble floor is inlaid with two pentagrams, one silver, one gold, three feet across situated 4' north and south of the center of the room. When the silver pentagram is stood in, a Type II Demon (57 HTK) is summoned into the gold pentagram. Since the Spells of Binding (or even the Demon's name) are not known, there is no way to control this Demon who will attack. Standing in the gold pentagram will summon an Ice Devil (63 HTK) who is also uncontrollable. He will attempt for one round to merely frighten the party away (and assess its strength), and then attacks any who remain.



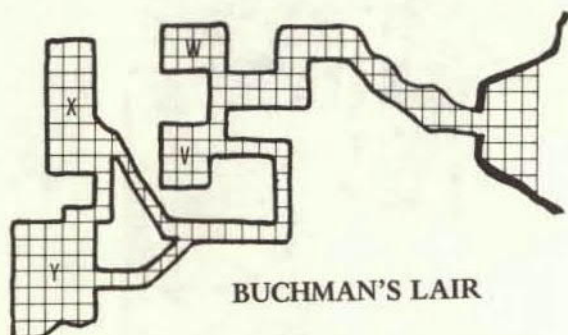
Hidden in a small panel in the center of each of these pentagrams are six great diamonds which power the summoning (4,000 gp each). If removed, the pentagrams become harmless. Any demon or devil that later comes within 50' of these diamonds will sense them and slay the bearer so he can return them to his own plane.

A Permanent Silence spell envelopes the entire chamber except within the pentagrams. The ceiling glows with a muted golden light as from a spell.

The easternmost chamber glows with an intense white, almost blue, radiance that seems to radiate from nowhere and everywhere. The floor is made up of jade tiles (1 gp per 3 pried up) about 2" square. The walls of the chamber are ¼ inch thick silver panels similar to the gold panels in the western chamber (50 gp each). Along the southern wall is a platinum altar 2' x 7' x 3' high (total value 40,000 gp). Two golden manacles are set 1' in from each end. On a golden tray in the center of the altar is a +3 knife with a large diamond at the end of its hilt (diamond is worth 4500 gp). Centered four feet above the altar is a lifesize mask of Asemodeous in mithril and diamonds (13,500 gp).

Worshipping at the altar will be a Lawful Evil Cleric, level 7, 34 HTK, in an orange robe and carrying a +3 mace and wearing Boots of Speed. The Cleric will defend the treasures of the altar with his life. He will immediately demand the donation of one magic item from each member of any party that is so insolent as to enter the temple area. If any blade is drawn or magic used within this sacred Eastern chamber, the Guardian(s) of the chamber will appear: (Roll on percentile dice)

1 - 35%	Two horned devils
36 - 50%	Two barbed devils
51 - 85%	One Ice Devil
86 - 98%	One Pit Fiend
99 - 100%	Asemodeous himself appears for 1 - 4 melee rounds and then gates in one of the above and leaves.



BUCHMAN'S LAIR

V - Four guards (Neutral Fighters, level 2; 7, 15, 8, 11 HTK) are always on duty just within the entrance to this cave. Anyone passing by the entrance will be challenged and all strangers attacked and subdued. Daytime, there will also be six apprentice fighters practicing with crossbows (Fighters, Neutral, Level 0; 5, 4, 6, 3, 7, 4 HTK). All will be wearing leather and



carrying short swords.

W - Two dogs are always kept staked a few feet outside the entrance to this stable (4, 3 HTK). These will bark, etc. if any strangers come near. Within the cavern itself are one heavy, four medium, and seven light horses. Piled near the door are their saddles and bridles. Daytime, two grooms will be with their charges (Fighters, AC 9, level 1, Neutral, 4, 6 HTK) carrying only daggers. If attacked, these will yell loudly for the guards in V. On the south wall is a handtooled leather and silver bridle (7 gp) and a matching saddle (45 gp).

X - This cavern is where the bulk of Buchman's band lives. Two large leather canopies fill most of the area. A small fire is kept lit between them to provide light. Visible under the canopies are eleven bedrolls, jugs, plates, etc. Seven men (four Fighters, AC 4, level 2, Neutral, 10, 9, 12, 7 HTK and three Thieves, AC 6, level 2, Neutral, 8, 9, 7 HTK) will be gambling near the fire. At night, the apprentices described in room V will be sleeping on straw mats in the northeast corner. A pile of 135 gp will be on the floor between the gamblers and each will have and additional 18 gp on him. Lying within easy reach of each will be spears and swords.

Y - This cavern is where the bandit chief Buchman lives and where the gang's booty is kept. Any very loud noises or extended combats will surely get the

attention they deserve from the gang in X.

Two guards are always stationed between the two entrances, (Thieves in leather, level 3, Neutral, swords and short bows, 14, 17 HTK). They are intensely loyal to their leader. Two similar tents are pitched within the southern half of the cavern. Closest to the door is Buchman's purple tent. Buchman is a Neutral 7th level thief in leather, 29 HTK. Also in the tent with him is Shiela, his mistress, 5 HTK, charisma of 15, and his part wolf, pet dog (9 HTK). The 12' by 12' tent is nearly filled with elegant but tattered couches and rugs. Against the southern wall is a wooden chest guarded by a poison dart that fires out of it when opened. This is Buchman's personal booty, and contains 310 gp, 850 sp, and 19 mithril pieces (enough to make a small dagger).

Between the two tents on the southern wall is an iron chest. Inside, on its cover is the rune for Symbol Sleep. This contains the gang's loot and that of the wizard in the yellow tent. This is 230 gp, 345 sp, 680 cp, a ruby brooch (168 gp), a Rope of Climbing, and a Growth Potion (labeled in elvish). The Sleep rune is deactivated by a switch concealed on the chest's bottom.

A fugitive Magic User who has only recently joined Buchman lives in the slightly smaller yellow tent further from the door. Most of this tent is filled with a large bed and a writing table. On the table are the spellbooks for all first and second level spells and a scroll of Dispel Magic. The Magic User is Lawful Evil, level 5, and wearing a +1 Ring of Protection (AC 7) with 14 HTK. He tends to use offensive spells that harm his enemies. He currently has Sleep, three Magic Missiles, Mirror Image, Web, Fireball.



LOWER LEVEL

- 1 — This area is the laboratory where Orlow carried out his most dangerous experiments. Notes scattered about the floor will give the impression that the Tripus were developed here. The sloping walls are covered by four heavily reinforced cages. All are now rusted and weakened, making the bars easy to bend (double normal probability). All the doors are rusted shut. Dozens of Tripus footprints cover the floor.
- 2 — The steel door to this room is Wizard Locked by a 6th level Wizard. On its inside is the Symbol Fear. Most

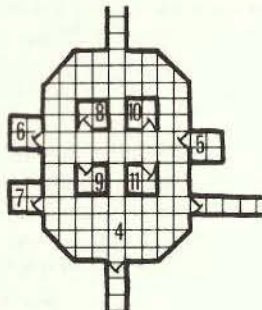
of the vault has already been looted. There are six pearls (195 gp total) that have rolled behind an open strongbox in the northwest corner. On the top of a 2' tall carved ivory column (510 gp value) in the southwest corner is a velvet cushion with a large diamond on it (12,000 gp). The stone is cursed so that all who possess it and any of his companions within 20' are Slowed. Any party exiting the vault with any treasure will be attacked by seven Skeletons that will emerge from a panel in the floor directly outside the door (3, 4, 2, 3, 3, 2, 3 HTK). Five will have swords and two, maces.

- 3 — There are six large empty vats in two lines 10' apart running east to west in this room. Each vat is large enough to hold four men and stands 5' high. The one closest to the door has been overturned and a dark stain spreads from it. The room has an acrid odor to it. On the east wall are three stone slabs 6' long and 3' high which jut out at a right angle. These were used to prepare the bodies and an odor of death still lingers near them.

In the alcove on the south wall is a sarcophagus. When anyone enters the alcove, its lid will open. Within it is a mummy that is wearing two scarabs. One is a Scarab of Death and the other protects its wearer from all Magic Missile spells. This mummy will lie perfectly still until someone moves to within 5' of his resting place and then will attack with surprise.

- 4 — The halls approaching this crypt are filled with a throbbing noise like a heart or a giant pump. The closer the party gets, the louder the throbbing becomes. Opening any door to the chamber causes absolute silence. A dank breeze will rush out of the door as it is opened extinguishing all torches and candles. All of the walls of the chamber itself and the crypts within are covered with reliefs of the gods of death and their helpers. The doors to all of the crypts are made of thick bronze. The name of the Enclosed is etched into the bronze.
- 5 — This is the chamber of Amyx Ichtyl. This is the most ancient ancestor buried here and once the most powerful. He has used his power to become a Lich (Magic User version) (55 HTK), but was so evil that he was cursed by the rest of his descendants so that he is unable to leave the crypt or to cast spells out of the crypt. His notorious sadism should be remembered when spells are chosen (as a 14th level Magic User). In an oaken box in the rear of the crypt is a Staff of Wizardry with 42 charges. The box is alignment sealed so that only a Lawful Good Cleric can open it.
- 6 — In this chamber Bordysis the Watchful lays peacefully. His body is covered with a jeweled cloak (715 gp) and is protected by the Skeletons of 18 servants slain at his funeral (3, 2, 4, 3, 2, 4, 3, 2, 3, 2, 3, 2, 3, 4, 2, 4, 2, 3 HTK). These will animate and attack when the door is opened.
- 7 — The body of Deronid Gedit has long since been

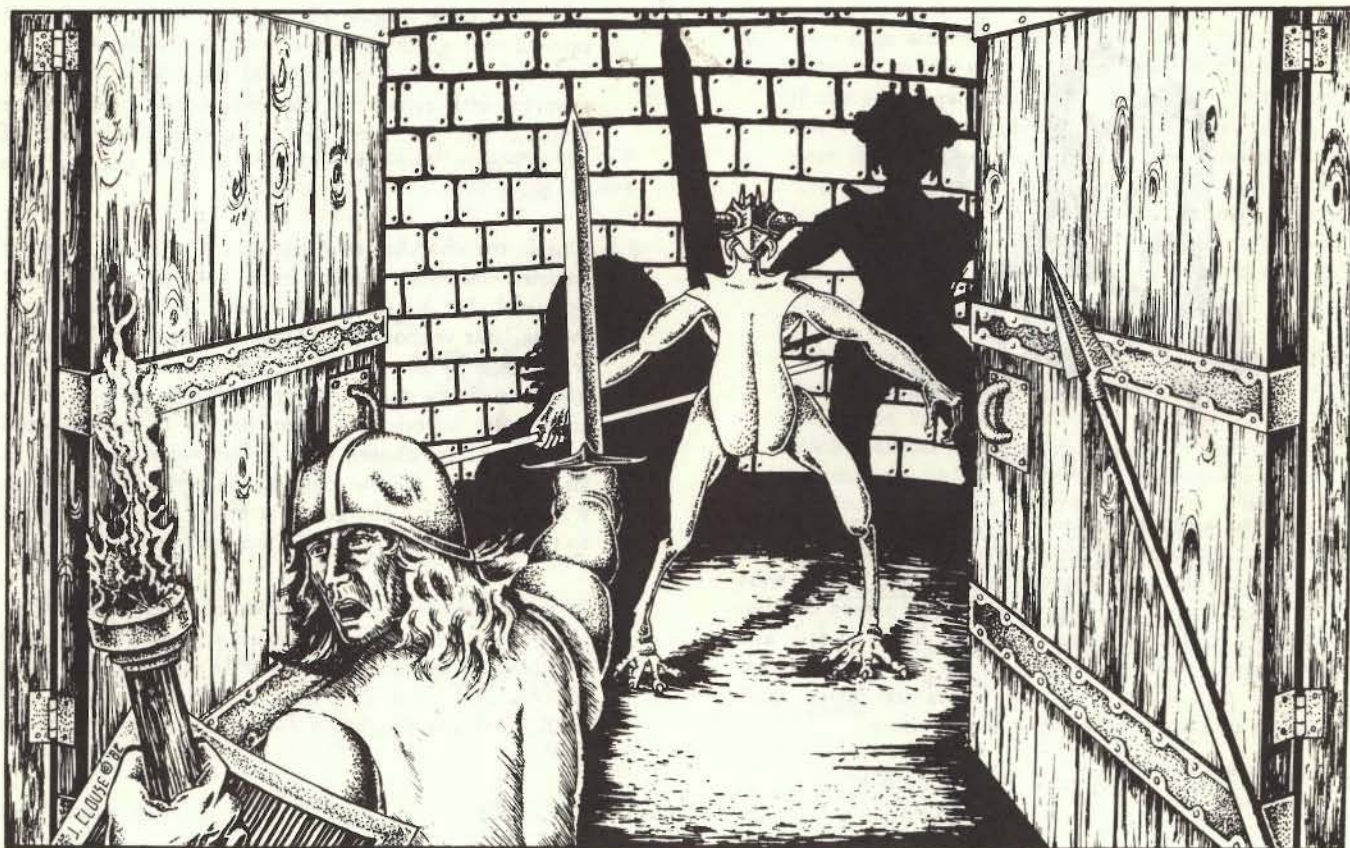
consumed by the four Ghouls (7, 4, 6, 5 HTK) and two Ghosts (24, 19 HTK) that dwell in this crypt. There are two silver hooks over the casket on the back wall. On them are two cloaks; one is elven and the other is an ordinary cloak. On the floor amid a layer of waste and bones (10% chance of disease if touched), is Gedit's golden death mask (210 gp).



- 8 - The door to Myrof Groom's chamber is ajar. A broken swordblade and bloodstains on the floor attest to the violence of its earlier looting. An ochre cloak with several sword cuts is draped over the empty casket.
- 9 - Vladmest Pryclep is actually the father of Orlow's wife, Frantasy, and not one of Orlow's ancestors. On the door to this chamber, his family's heraldry is carved. The heraldry is different from Orlow's: a Wyvern crushing the skull of an elf. Generations of evil has allowed Pryclep to become a Prince of the Undead. He is a Vampire (43 HTK). In the chamber's center is his

coffin of pure gold (5390 gp). Inlaid into the lid of the coffin is an unknown ancient rune. Seven rubies are set in this rune. Should any of these be taken, Pryclep will leave the crypt area to pursue the thief. Otherwise, the Vampire will never leave the area unless it is to check on the spare coffin he has hidden in room 18 of this level.

- 10 - Standing guard inside this chamber is a very obviously Lawful Good Guardian Naga. He never leaves the closed tomb. He has been placed here to watch over the Amulet around the corpse of Bydak the Lusting. This Amulet gives any Evil Cleric wearing it the ability to cast one extra spell per day per level of spell he is capable of using. These spells though, can only be used for evil purposes. The Naga (59 HTK) has the ability to compel assistance from any Lawful Good Cleric present if threatened in his duty.
- 11 - This crypt has been set aside for Orlow himself. The bronze casket is empty and unused. Painted on the back wall is a mural of Orlow and Frantasy walking hand in hand through a garden. The chamber smells faintly of lilacs.
- 12 - The walls of this chamber are pearly white. In the exact center of the room is a hexagonal altar 4' across made of ivory (1500 gp). In the center of the platform is a giant pearl nearly 4" across, (value as a jewel, 27,000 gp). This pearl can cure 4-24 points of damage once per day. Every time it is used, there is a 15% chance that the user will turn evil (as per alignment).



An ancient rune is carved into the mother of pearl tiled floor. This rune is very complicated and repeated hundreds of times. They cover virtually the entire floor.

This rune is the name of an Ice Devil (63 HTK) that will be summoned if any character that is not totally evil walks over his name. Accompanying the Ice Devil will be two Spectres (31, 36 HTK). If a humanoid is immediately sacrificed to the Devil, it will be taken as a sign as growing evil and the Devil will grant the sacrificer one wish. If no sacrifice is made, then the Devil will send the Spectres to gain one by force and give nothing. Once one death occurs, all three will vanish.

If the pearl is touched or removed, the Ice Devil himself will appear and attempt to return it to its rightful place. It will follow the bearer of the pearl anywhere as it is unable to return to Hell until it is placed on the altar. (If slain, it goes to Limbo for the year of banishment).

13 - The walls of this chamber are polished obsidian so smooth that they act as dark mirrors. In the center of the chamber is a hexagonal obsidian altar 6' on a side. Black leather straps are located at the points of the hexagon. Six 1" deep channels all run to the east edge of the altar. In their bottoms is a film of dried blood. In a slot in the top of the altar where the channels meet is a +2 dagger with a pure ruby hilt (4500 gp as a jewel). Once this dagger is pulled out, whoever is holding or is closest to it will be compelled to use it to slay the nearest living creature. Once this is done, then the dagger will be appeased for exactly 24 hours and then the compulsion will begin again. Should the first bearer of the dagger be slain by whomever he attacks, then the dagger will cast its compulsion upon his slayer and so on until it is the instrument of death or a Remove Curse is thrown on the current bearer, who can then drop it.

14 - An iron grating for a door and chains and fetters along the south wall show the purpose of this room. One set of Tripus footprints entering and leaving the room are visible in the dust.

15 - An Tripus (28 HTK) will be noisily finishing the body of a long dead horse he has dragged into this room. The stench is terrible (save versus paralyzation).

16 - The door to this room is spiked closed from the inside. The room is barren of furniture or any other unusual feature. Leaning against the door is the skeleton of a dwarf. By him is a hammer and several more spikes. Around his finger is a Ring of Water Breathing. He appears to have starved to death while barricaded in the room.

17 - Amid a jumble of tables and beds is the body of a recently killed Ground Hulk. It is so fresh that rigor mortis has not yet set in. It appears to have been slashed several times with swords, but none of the wounds seems serious enough to have slayed it. (This

was done by a Magic Missile.) Once discovered, on later trips this body will be in increasing states of decay.



18 - The door to this room is barred from the inside by a thick iron crossbar. Two small holes have been drilled in the bottom board 6" above the floor. These allow the Vampire Pryclep to enter easily in gaseous form. Within the room is only Pryclep's spare coffin. This is made of wood. Mixed in with the dirt in the coffin are three small rubies (140 gp each).

19 - A rack of rusty swords on the west wall just below the door reflect this room's original purpose as a guard's barracks. Most of the furniture has been splintered to make a nest for the Owlbeats living here now (31, 26 HTK). In this nest are three eggs.

20 - This room is nearly completely filled with a complicated mechanical pump. This is the mechanism that fed the fountain in room 17 of the main level. No longer functional, it will spin and creak if moved by hand, but accomplish nothing and can't be repaired.

21 - One large Boring Beetle lives here in a pile of old dung and offal (27 HTK). Among the offal are 17 gp and two mithril pieces that fell out of the pockets of those using the room above. There are two small holes in the ceiling that connect to room 18 above.

22 - A hideous stench gets thicker and more nauseating the closer to this room that one gets. If the door is opened, each character must save vs. poison or retch for 1 - 4 rounds. A hole in the ceiling connects to room 35 of the main level. The entire room is waist deep in dung and human feces. Living in this are dozens of rot grubs. From 3 to 12 of these will attack any who enter. Mixed in the dung (about 18" down below the hole) is a Ring of Flying that Orlow once dropped, but didn't value enough to face the stench.

EXTRANEIOUS MAGIC ITEMS

The Extraneous Magic Table was created to add a new challenge for experienced players and enable a DM to reward a player with a "magic" item for a large number of accomplishments.

The items on the Extraneous Magic Table are designed so that they are of no obvious immediate value. These items are for the most part magically endowed with an unusual power that makes them extraordinary, but not inherently useful. By their very nature, they challenge a player to find a use for their treasure. Watching a player trying to find a profitable way to employ an Obedient Hourglass or a Rag of Drying can also be an amusing and enjoyable experience for the DM.

A majority of the Extraneous Magic Table items were once part of the household of Orlow the Beastmaker, a high level Magic User. Orlow created many of the items for convenience, for his hobby of gardening, or to pacify his rather strident wife, Frantasy. When Orlow disappeared many years ago, his household was abandoned and its contents have since been distributed across the world. (Most were probably carried off by the servants when they left.) A few items are not of any known background and may have been created for unknown uses by less beneficent forces.

If tested, these items will show magic to a Detect Magic spell. Those that resemble other more potent items will be similar in appearance.

EXTRANEIOUS MAGIC TABLE

From Orlow's Den

- 01 Match of Many Lights
- 02-3 Brush of Colors
- 04 Lasting Pipe
- 05 Torch of Control
- 06-07 Boots of Comfortableness
- 08-09 Quill of Longwriting
- 10-11 Enlarging Glass*
- 12-13 Obedient Hourglass
- 14-15 Potion of Housecat Control
- 16 Scroll of Erasing

From Frantasy's Kitchen

- 17-18 Spoon of Stirring
- 19-20 Spoon of Eating
- 21-22 Sweet Onion Seed
- 23-24 Bottle of Pleasant Odors
- 25-26 Rag of Drying
- 27-28 Mug of Warming
- 29-30 Mug of Dribbling*
- 31 Mystical Brown Coating Box
- 32-33 Jug of Dyeing (Red)
- 34-36 Jug of Dyeing (Blue)
- 37-38 Broom of Sweeping
- 39-40 Eternal Salt Shaker
- 41 Eternal Peanut
- 42-44 Ever-Damp Sponge
- 45-46 Cloth of Polishing
- 47-48 Ever-Clean Towel
- 49-50 Needle of Sewing

Used in the Garden

- 51-52 Stick of Standing
- 53-54 Trollflower Seed
- 55-56 Dragon Lily Seed (1-4)
- 57-58 Chain Daisy Seed (1-4)
- 59-61 Goldbug
- 62-63 Amulet of Caterpillar Control
- 64-65 Bracers of Cleanliness
- 66-67 Dust of Fertilization
- 68-69 Manual of Garden Flowers
- 70-71 Dust of Small Bird Repulsion

Orlow's Travel Kit

- 72-73 Coal of Warmth
- 74-75 Socks of Dryness
- 76-77 Canteen of Coolness

Miscellaneous and Unknown Origins

- 78 Hammer of Nailing
- 79-82 Lodestone*
- 83 Returning Penny
- 84-86 Ring of Marking
- 87-88 Ring of Jasmine Odor
- 89-90 Cloak Clasp of Holding
- 91-92 Sphere of Darkness
- 93-94 Faithful Knot
- 95-97 Glow Cube
- 98 Helm of Blonding
- 99 Robe of Drying
- 100 Two additional rolls above

**Items marked are not magical*

EXPLANATION OF ITEMS

Orlow's Den

Match of Many Lights was created to save Orlow from having to search for a match to light his pipe. It has a maximum of 100 lights, but may be partially used.

The **Brush of Colors** was designed by Orlow to save him the bother of cleaning or changing brushes. It will magically produce enough paint of any color named to paint a 2' by 2' surface daily.

The **Lasting Pipe** may be found with the Match of Many Lights and will give up to 24 hours of continuous use from one filling. (Saves a fortune on Pipeweed.)

The **Torch of Control** was designed to save Orlow the trouble of putting out the torches at night. Though lighting and burning like a normal torch, the Torch of Control will extinguish itself upon command.

Boots of Comfortableness will fit any feet on any humanoid creature of any size. They feel like house slippers (which they were) but are as durable as hard leather.

Quill of Longwriting is a writing instrument that Orlow developed to eliminate the bother and mess of inkwells. Treat as an everlasting ballpoint pen.

Enlarging Glass is a simple (if you already know about them) magnifying glass that is approximately 2" in diameter and 5 power. There is a possibility of two being formed into crossbow sights.

The **Obedient Hourglass** ("yes, dear, I'll be through in

an hour") was developed by Orlow to flow at any rate he desired. It will complete its cycle in as little as 10 seconds or take up to 10 days to drain. If unordered, it will act as a normal hourglass.

The presence of Frantasy's familiar (a large white cat) caused the creation of the **Potion of Housecat Control**. It will allow the user to control one housecat for six plus his level's turns. Unfortunately, it did not work on familiars, which was said to have been one reason for suspecting less than dire cause for Orlow's disappearance.

The **Scroll of Erasing** was developed as a note pad for Orlow. Passing one's palm over anything written on this scroll will erase the scroll completely. (It was also rumored that the Wizard was enamored of a local lass and would compose passionate poems to her on this pad. Should Frantasy approach, he was then able to erase the incriminating verse.)

Frantasy's Kitchen

After a few weeks of subtle reminders from Frantasy, the Wizard is said to have developed many utensils for her kitchen. (There is also a rumor that most of her efforts were inedible by even Orcs, but as there are no records of survivors of her meals, this is speculation.)

To aid in baking, the **Spoon of Stirring** was developed. This spoon will stir upon command any substance up to the consistency of bread dough until ordered to stop.

Perhaps to avoid tasting the food, Orlow also created the **Spoon of Eating** which enabled him to eat an entire day's rations in one bite without indigestion. Being unable to bear his wife's tears, the Magician developed **Sweet Onion Seed** which grows an onion that tastes like a normal onion, but smells like a rose. To rid the kitchen of other odors (i.e. burnt food), the **Bottle of Pleasant Odors** was developed. This will cause any room up to 30' by 30' to smell of rose, lemon, or pine.

The **Rag of Drying** will absorb and teleport into the ocean one gallon of any non-caustic liquid per day.

The **Mug of Warming** was originally designed for Orlow's favorite drink, mulled wine. It will keep up to one pint of liquid warm indefinitely. Cold liquids poured into it are heated in 2 - 7 turns.

The **Mug of Dribbling** may have been created by Frantasy in protest to Orlow's fondness for wine. It is similar to the dribble glass found in joke shops.

The **Mystical Brown Coating Box** is often used with the **Eternal Peanut**. Up to 12 grape sized objects placed in this box per day will be given a sweet and delicious brown coating. Also often used with raisins. The coating will melt in the hand if the coated objects are held for too long, leaving a sticky mess.

The **Jug of Dyeing**, Red or Blue, will dye any object placed in it the appropriate color permanently. (One player put his hand in the Blue one and quickly acquired a new nickname.)

For obvious convenience, the **Broom of Sweeping** was developed. It can sweep an area 10' by 10' clean of loose dust and small items per turn. These are left in a neat pile.

The **Eternal Salt Shaker** will provide a small amount of salt for the user each time it is shaken. (It cannot be poured.) The amount is small, perhaps .25 grams per shake,

but neverending if the player's arm holds up.

The **Eternal Peanut** will bring a smile to your character's face. This peanut can be opened repeatedly and will provide up to three ounces of peanuts in an hour. This will be enough to supply rations for one man for half a day of travel or one evening of munchies for two.

The **Ever-Damp Sponge** is a 2" x 2" sponge that is dampened for one week with a single drop of water. This is only damp and will supply very little water if squeezed.

To make cleaning the family silver easier, Orlow conjured up for Frantasy a **Cloth of Polishing**. This one foot square cloth, when rubbed lightly over any metal surface, will remove all grime and tarnishes and return the surface to a like-new luster.

The **Ever-Clean Towel** was developed when Frantasy's nephew visited and left a small mountain of dirty towels and stained carpets. This one foot square cloth cannot be stained or dirtied in any way. It can be torn or burnt.

The **Needle of Sewing** will allow its user to effortlessly sew through up to one half inch of leather. It cannot penetrate the skin of any living creature, so the user can never prick himself with it.

The Garden

The **Sticks of Standing** were developed to hold up Orlow's tomato plants. These are 1/8 inch thick two foot long pieces of wood. When placed on any horizontal surface they will remain standing unless moved by a living creature.

Tired of having to replant his flowers every time a Dragon traipsed through his garden, Orlow developed the **Trollflower** (seed). This is what would be described as a very hardy perennial. This flower grows slowly at the rate of 2" per month, but will regenerate as a Troll within 24 hours (unless burnt, of course).

The **Dragon Lily** (seed 1-4) may have been developed to contain the Trollflowers. When the bright orange blossom of the Dragon Lily is disturbed, it will spout a small burst of fire (can do one point of damage). Attempting to smell the blossom will normally result in a singed beard and eyebrows.

A **Chain Daisy** (seeds 1-4) looks and smells like a normal daisy. The plant, which stands about 1' high has a stem and leaves that are tougher than cured leather. It is also highly resistant to fire and acids.

The **Goldbug** was developed by Orlow for unknown, but probably unsavory, purposes. One story says it was developed because, to Orlow, the plants were important and gold was plentiful. Another tale tells of a greedy brother-in-law who used to show up for prolonged visits until one day he discovered his gold had disappeared. The Goldbug eats gold. It takes one gold piece per day to feed an active Goldbug. (When not in the presence of gold, the bug will hibernate.) After consuming 20 gold pieces, the Goldbug will lay 1 to 4 eggs that will hatch in one more day to begin consuming with their parent. Goldbugs are illegal to possess in most kingdoms. AC 2 and 1 HTK.

The **Amulet of Caterpillar Control** allows the wearer to control the actions of 4 to 24 garden variety caterpillars.

After extended nagging by Frantasy about getting his hands dirty, it is said that Orlow developed the **Bracers of Cleanliness**. This would allow him to work in his garden and

still have the clean fingernails his spouse felt were appropriate for his station (or at least hers). These bracers, when placed around a wrist, will cause all dirt and foreign matter to turn to dust and to fall off. (This includes any gloves that may be worn, but not items such as jewelry or rings.)

Dust of Fertilization, when sprinkled on any plant, will cause it to gain over a year's growth (or their full growth for shorter-lived plants) in one week. Does not work on Ents or Enchanted Plants.

Anyone reading the **Manual of Garden Flowers** will immediately be able to identify all garden flowers and plants from a seed, leaf, or blossom.

Probably a pest-control device, the **Dust of Small Bird Repulsion**, when sprinkled on up to a 20' by 20' area, will prevent any bird smaller than an eagle from landing there for one year.

Travel Kit

The **Coal of Warmth** is approximately 2" square and 1" thick. It stays at a constant temperature of 96 degrees Fahrenheit regardless of its surroundings. It was thought to have been used as a hand-warmer during winter trips.

The **Socks of Dryness** are a pair of foot wrappings that repel water like rubber, but which allow air to pass through.

The **Canteen of Coolness** holds one quart of liquid and will keep it at 47 degrees Fahrenheit regardless of its surroundings. It is said to work especially well with certain red wines.

Miscellaneous and Unknown Origins

The **Hammer of Nailing** looks like a Dwarven Hammer, but is really a carpentry tool. Use of this hammer allows the construction of wooden items in 50% of the normal time. It will always drive a nail into any wood in one blow.

A **Lodestone** is a piece of magnetic rock with enough attraction to stick to iron. This is an unrefined lump and would need a skilled Mage working with a very skilled artisan to turn it into a compass. Most pieces will be 1" in diameter.

The **Returning Penny** may be the source of a well known cliché. When cast away from the bearer, this penny-sized copper piece will return to the player's hand from as far as 30' away. It will avoid all obstacles on its return flight.

The **Ring of Marking** will leave a permanent green ring on the finger of anyone who puts it on. This mark is similar to that left by brass and can be only removed with a Remove Curse or a Wish. The ring can be removed at any time leaving the mark behind.

The **Ring of Jasmine Odor** will change the body odor of the wearer to a pleasant jasmine scent.

Cloak Clasp of Holding is a small silver clasp that will hold up or release upon command of the owner. It can hold only against 50 pounds of pressure and opens to clip any object 1/2 inch thick or less.

The **Sphere of Darkness** was developed, it is rumored, to block the keyholes of the doors to Orlow's study and so prevent anyone from noticing he was napping and not doing exotic magic as he claimed. These are spheres one

inch in diameter that consist of an area in which light cannot exist (thus appearing a dark black). They will obey any command given by their owner, but will never travel more than 20 feet from him for any reason. When not specifically ordered, a sphere will float directly over the head of the player (probably attracting unwanted attention or derision). They cannot be harmed and will obey their owner(s) until his death. Upon the death of its owner, a sphere will obey the next sentient that touches it.

The **Faithful Knot** is actually a foot-long cord that, once tied in a knot, cannot be untied by anyone else. This cord can be cut by a sword stroke or similar action.

The **Glow Cube** is a one inch square cube of wood that glows a pale green. It gives off too little light to see by, but is visible from as far as 90' away in a dark room. These were originally used to mark the edges of the paths in the Orlow gardens.

Proof that some things have not changed is the **Helm of Blonding**. When this helmet is placed on the player's head, it will turn his or her hair blonde for a week. This has no effect, other than the fact that some acquaintances may not recognize the player immediately (which can be a bother if he is your banker or creditor). It is probably safe to surmise that the Helm was created at Frantasy's request, as Orlow the Beastmaker was said to be bald.

The **Robe of Drying** will remove all the moisture from the skin of a human sized player. This robe was created by Orlow to dry himself quickly on cold mornings. It operates similarly to the Rag of Drying, but works once a day on less than a pint of water.

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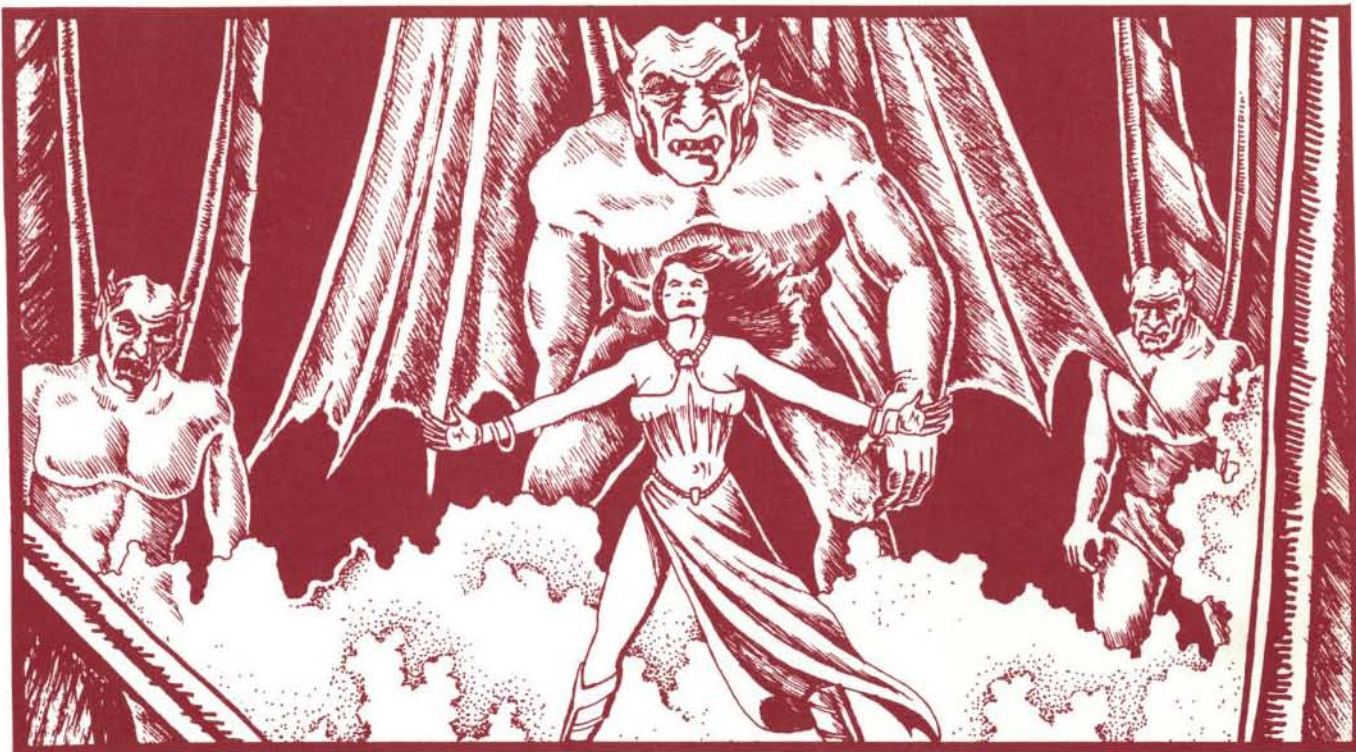
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The massive, black monolith dominates the small valley. At its base is the long abandoned villa of the Wizard Orlow. Its open door beckons adventurers to their fortune . . . or their fate.

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