

Under the Storm Giant's Castle

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UNDER THE STORM GIANT'S CASTLE

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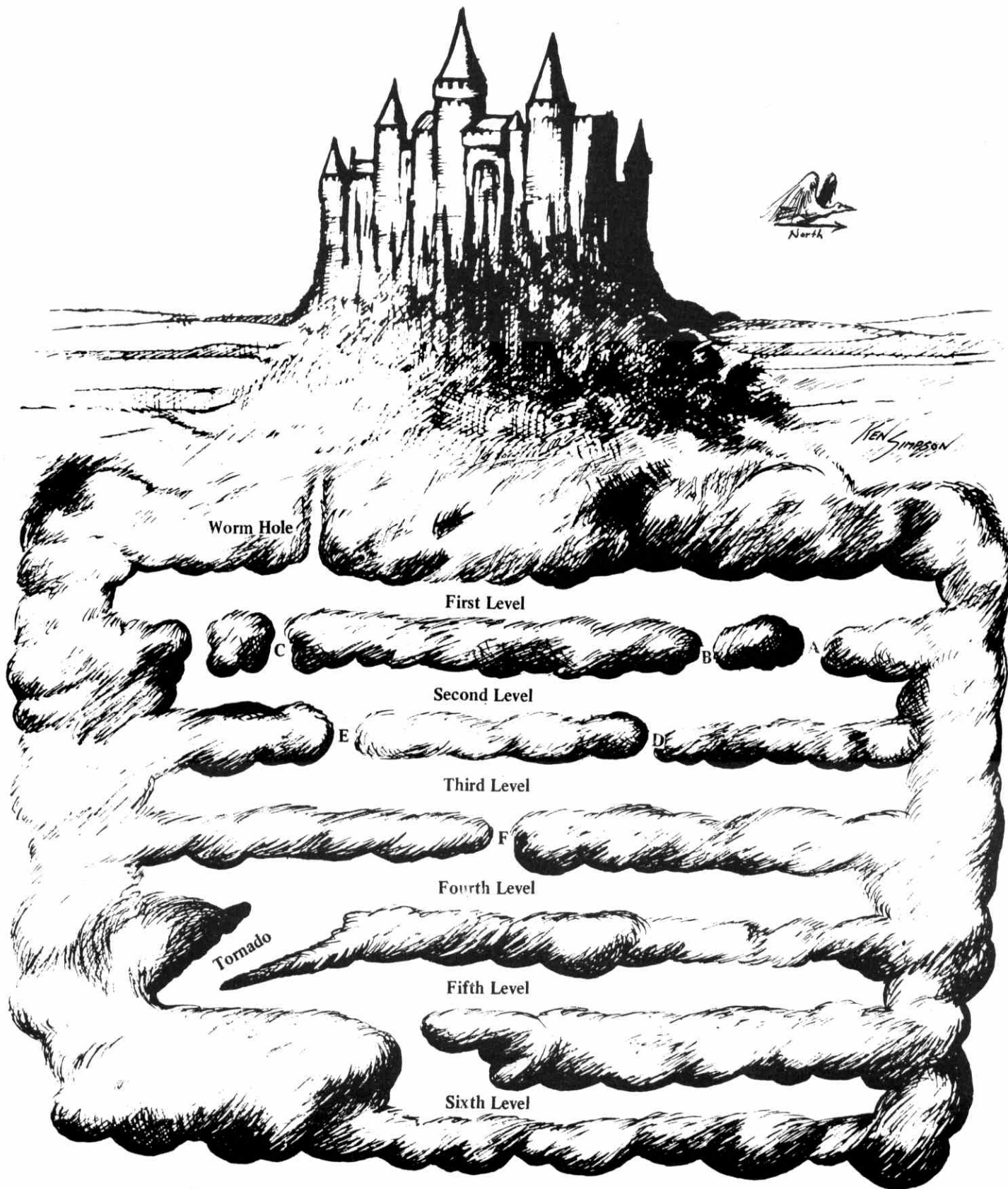
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A - F are holes in the floor of one level which lead to the next.
(Not to Scale)

The Storm Giant's Castle Cloud

Under the Storm Giant's Castle

by Thomas A. McCloud

Once upon a time there was a storm giant named Nimbus who lived with his wife, Cerulean, and their baby, Squall, in a marvelous castle on an island of magic clouds. They were all happy, until one dreadful day something terrible happened.

Nimbus was feeding a flock of sheep to his roc, and Cerulean had just put small Squall down for his nap. Suddenly, there was a terrible grinding noise, and the baby giant cried out in fear. Rushing back to the nursery, Cerulean was just in time to see a horrible wormlike monster drag her baby down through a hole in the floor.

"Nimbus! Help!" she screamed.

Quick as lightning, Nimbus came thundering in. "What's the matter?"

"A horrible worm stole our baby! And he went down that hole! And the hole is too small for us!"

"So it is," said Nimbus. "And if we make it any bigger, our castle's foundation stone," which was white quartz, and magical of course, "will crack and we will crash to the ground." He put his arm in the hole and felt around. "It's too deep. I can't touch the bottom." Cerulean started to cry.

"Don't cry, my dear," said Nimbus. "We have many friends who can help, and maybe some of those teensy humans and elves and things can be hired to bring back our baby. They like gems you know."

So there you are, my dear bold adventurers. The giants will pick you up from any convenient mountain top, or you may fly to their castle. They will lower you by rope to the first chamber in the cloud. Your mission is to find the lost baby, if you can, and bring him safely home. While you are looking, destroy any evil monsters you meet. You may keep any treasure you find. If you do succeed in bringing Squall back to his mommy and daddy, they will reward the party with gems worth 10,000 Gold Pieces, and come to your call 3 times. (They are both 15 Hit Die Storm Giants with 120 HP.) As this is a tremendous reward in addition to any treasure you find, expect a tough dungeon.

Conditions in the Cloud

All of the rooms and passages under the storm giant's castle have been delved out of the magic cloud. The material of the cloud is soft and yielding (like sponge rubber) and very puffy and billowy. It is white and translucent so that there is plenty of light except at night or in storm. There is a great deal of weather inside the cloud, and it can change totally in a single turn. Roll a twelve-sided die. If 12 is rolled, use the following table for weather, otherwise it is bright and calm. It is always a little wet.

Weather Table

Roll Weather	Chance of Damage	Damage
01 - 70 Dark, rain	5%	Catch Cold *
71 - 75 Windy, bright	0	
76 - 80 Windstorm	1%	Special**
81 - 85 Dark, rain, thunder, lightning	1%	1 - 100
86 - 90 Dark, snow, cold	6%	1 - 6
91 - 95 Dark, hail	5%	2 - 8
96 - 00 Dark, sleet	20%	2 - 12

Adjust as you please for warm cloaks, umbrellas, etc.

* Catching cold leaves a character -1 on everything. Magic Users may not be able to cast magic as they may sneeze in the middle of a spell.

** If a windstorm does damage it will blow away 1 - 6 items, those most easily blown away go first, but even a shield or weapon may be blown out of someone's hand. The 1% chance of damage was set with this in mind.

The stuff of the cloud is strong enough to support a party of adventurers, even those with plate and shield. But some sections of floor look fine, but are nothing but cloudlike mist. Those not heavily weighted (AC 10 - 6 with normal pace, AC 10 - 4 with no pack) simply fall to the next level and land on nice soft cloud. Those heavier (AC 5 and more, with normal pack, AC 3 and more with none) fall to the next level and sink 7 - 12 feet into the cloud, and if a 12 is rolled, they crash through another level and the roll is repeated. Those heavier yet just keep on going. This kind of trap is marked on the maps with a small square around a letter: **A** The landing place on the next level is marked with a small circle: **A**

Another kind of trap is a strong static charge in the cloud walls, which does 1 - 10 points of damage to those within 10'. These traps are subject to the usual rules for detection and disarming. Static charges can be disarmed by grounding them out, but only thieves are presumed clever and nimble enough to do this without taking at least ¼ damage. Static charges are marked by: 

The stuff of the cloud may be easily cut with anything sharp. Pieces cut out can be squeezed into water, one drop per cubic yard. (This is much more water than real clouds.) It is in fact possible to cut corridors right through the cloud. Players should not be told this, let them figure it out. The stuff of the clouds absorbs spills, is unhurt by lightning (flashes inside the walls are common), and is unhurt by blunt weapons. Fire dissipates it into a mist.

There are no doors, but often a cloudlike mist conceals openings. Such places are marked by: M. Treat them as you would secret doors, but if someone specifically says they are feeling along the wall then the opening will be found.

Note that all forms of air, fire, and water elementals pass freely through the cloud. Fire elementals burn holes through it, the others are in their element.

Another hazard throughout the cloud is whiteout—blindness from staring too long at nothing but bright white cloud. There is a 1/6 chance per turn of whiteout for the point (lead) man, and 1/12 chance/turn for others. The effect need only be considered when nothing is encountered. The blindness lasts for 1 to 12 hours. Elves are immune, as are truly aerial creatures including birds.

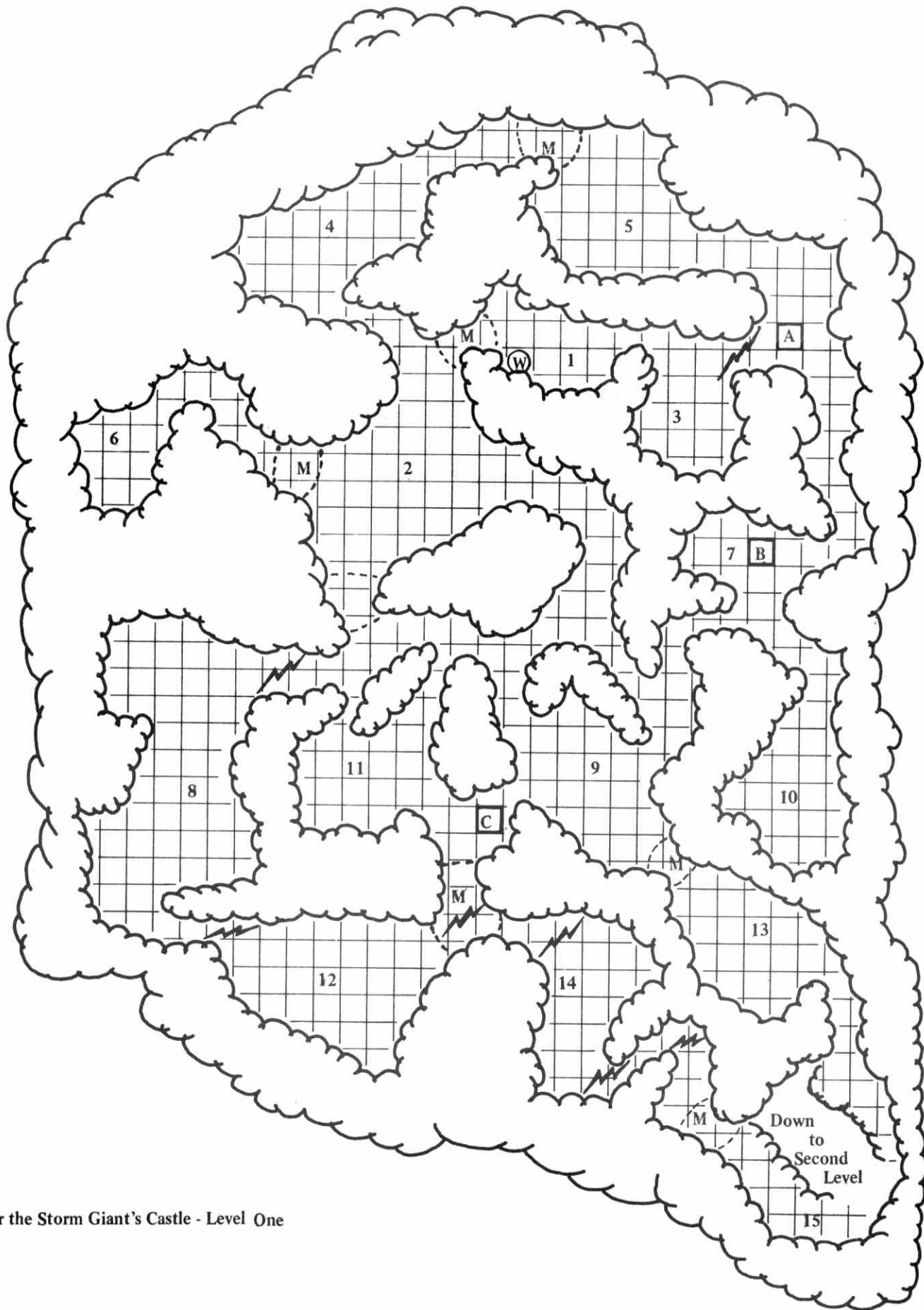
Wandering Monsters

The usual Wandering Monsters tables are not appropriate in the magic cloud under the storm giant's castle, so the following table is offered. Most of the monsters listed are taken from TSR's **Advanced Dungeon's and Dragons Monster Manual**. For the aerial manta ray, use the data given for underwater manta rays in the **Monster Manual**. Balloon People and Static Monsters are described in Appendix One - Special Monsters. Wandering Monsters are rare here.

Wandering Monster Table
(Roll 2 six-sided dice.)

Roll	Monster Appearing
2	1 - 5 Eagles (2 HD, Damage/Attack: 1 - 3/1 - 3/1 - 10, otherwise as giant eagle.)
3	1 - 3 Wind Walkers
4	2 - 8 Hippogriffs/Pegasi/Griffons
5	2 - 8 Aerial Manta Rays
6	5 - 30 Balloon People
7	3 - 18 Statck Monsters
8	1 Invisible Stalker
9	1 Sylph/Djinn
10	1 - 4 Couatl
11	1 Ki-Rin
12	1 Aerial Servant

One final note on conditions: mapping this dungeon will be awkward at best. The walking conditions make pacing off a room impossible. Remember that there are deep billows in the floor. Even if a chain measure is used, the irregularities of the rooms and passages make it hard to tell what to measure.



Under the Storm Giant's Castle - Level One

Dungeon Level One

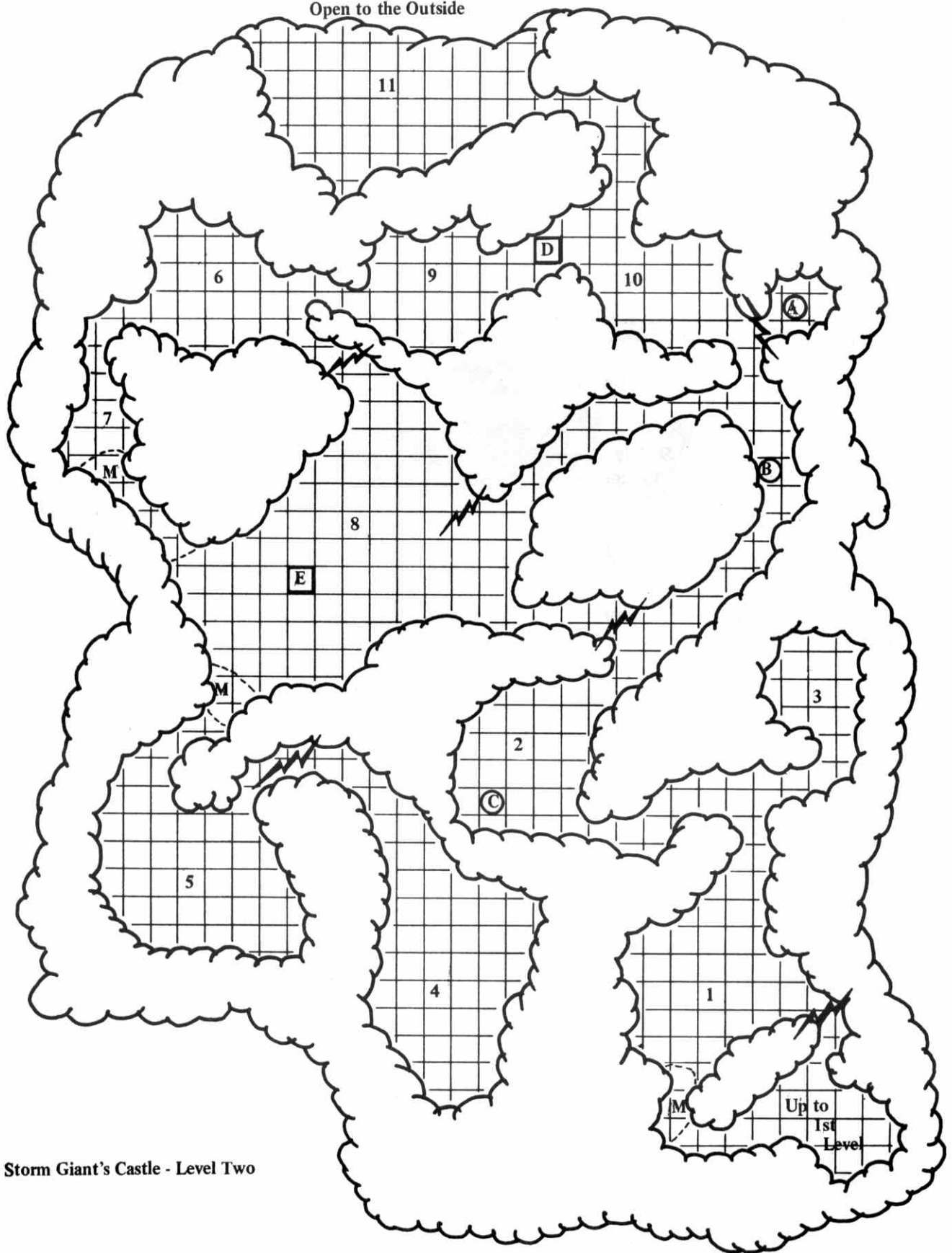
- 1) The worm's hole leads to this small chamber, which is empty. This is a good place to describe such of the conditions in the cloud as are readily apparent. The entry point is marked by: (W)
- 2) Forty Balloon People: AC 7, HD 1, HP 1 each, are floating in an aerial dance around a baldly wounded pegasus, AC 6, HD 4, HP 25, but now down to 1, which they will soon sacrifice to their evil god. No. 7, 13, 24, and 38 are green. No. 2 wears a pearl necklace worth 100 GP. All have hailstones.
- 3) A wounded invisible stalker named Torif-Syie: AC 3, HD 8, HP 44, but now down to 6, sleeps in the middle of the air here, trying to recuperate. He is very angry if disturbed. There is no treasure here.
- 4) Six Balloon Mage/Clerics: AC 7, HD 1, HP 1 each, armed with +1 ice clubs (see Appendix Two - Special Magic), are preparing for the ritual sacrifice of the pegasus in Room 2. These nasties are all level 4/5 (Magic/Cleric) and enjoy casting "Cause Disease and Cause Blindness". No. 1 has 200 GP pearl, No. 2 has a lightning bolt wand with 15 charges remaining.
- 5) Thirty-three Balloon People: AC 7, HD 1, HP 1 each, one-half armed with +1 ice clubs, the other half armed with hailstones, are eating an air elemental which is too stupid to escape. No. 4, 12, and 13 are green. There are 25 GP scattered in the folds of the floor.
- 6) One Static Monster: AC 9, HD 2, HP 12, looks for food. No treasure.
- 7) One air elemental: AC 2, HD 12, HP 63, circles aimlessly. No treasure.
- 8) Fifty Balloon People: AC 7, HD 1, HP 1 each, each with a +1 ice club, and 6 hailstones, sleep here, guarding a Ki-Rin pelt which they value greatly. No. 6, 9, 10, 23, 31, and 41 are green. No. 6 is a 4th/4th level Mage/Cleric.
- 9) Six Balloon People: AC 7, HD 1, HP 1 each, unarmed, are talking idly. There is no treasure here.
- 10) Fourteen Balloon People: AC 7, HD 1, HP 1 each, are engaged in a throwing contest. Each has a bag with 4 - 24 hailstones, and each is +2 for missile hits. They have a Potion of Invisibility which is their trophy.
- 11) Six Balloon People: AC 7, HD 1, HP 1 each, armed with bags of one dozen hailstones, are discussing how to get rid of the remains of a previous expedition which lie on the floor. No. 6 is orange. No. 1 is a 5th/7th level Mage/Cleric with a lightning-bolt wand with 18 charges. Among the remains are coins worth 120, a gem worth 50, and a +1 hand axe.
- 12) Here a djinn: AC 4, HD 7 + 3, HP 34, fights thirty Balloon People: AC 7, HD 1, HP 1 each. No. 4, and 23 are green, No. 17 is orange. No. 1 is a 5th/4th level Mage/Cleric, and has used a Rod of Amnesia with 8 charges remaining (see Appendix Two - Special Magic) on the djinn.
- 13) Fifteen eagles: AC 7, HD 2, HP 7, 10, 5, 7, 5, 3, 12, 4, 6, 12, 16, 4, 8, 14, 8, are eating the carcass of a fawn. In the crannies of the floor are a topaz worth 400 and an uncut amethyst worth 200.
- 14) Twenty-five Balloon People: AC 7, HD 1, HP 1 each, victims of the green disease, lie in this sickroom, too weak to fight. All are green. On the wall is a rare treasure indeed: a painting done by some ancient and now forgotten Balloon Person, showing a sunset among the clouds during a thunderstorm. Describe the painting as you wish, but unless the expedition includes an art expert they will not realize that the painting is a masterpiece and could be sold for 1 - 8 thousand Gold Pieces. The less they know about art, the lower will be the price they get.
- 15) Eight eagles: AC 7, HD 2, HP 11, 11, 9, 8, 10, 6, 4, 13, are eating the remains of a doe. There is a necklace around the doe's neck: a silver chain with three amber studs. The necklace is worth 500 GP. The hole in the middle of this room leads down at a slant to the second level. There is no special difficulty going up or down by this route.





F.L. Perry

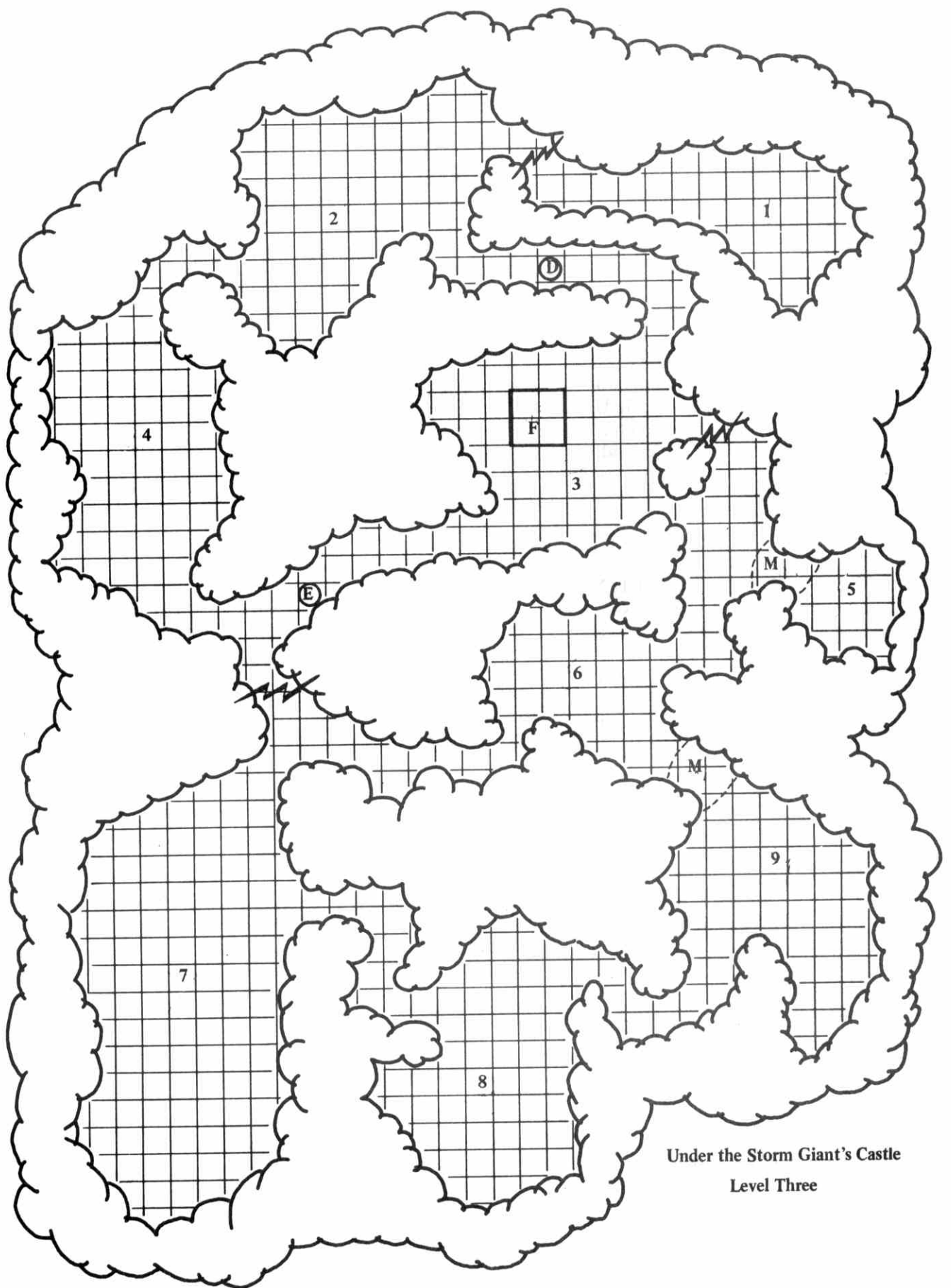
Open to the Outside



Under Storm Giant's Castle - Level Two

Dungeon Level Two

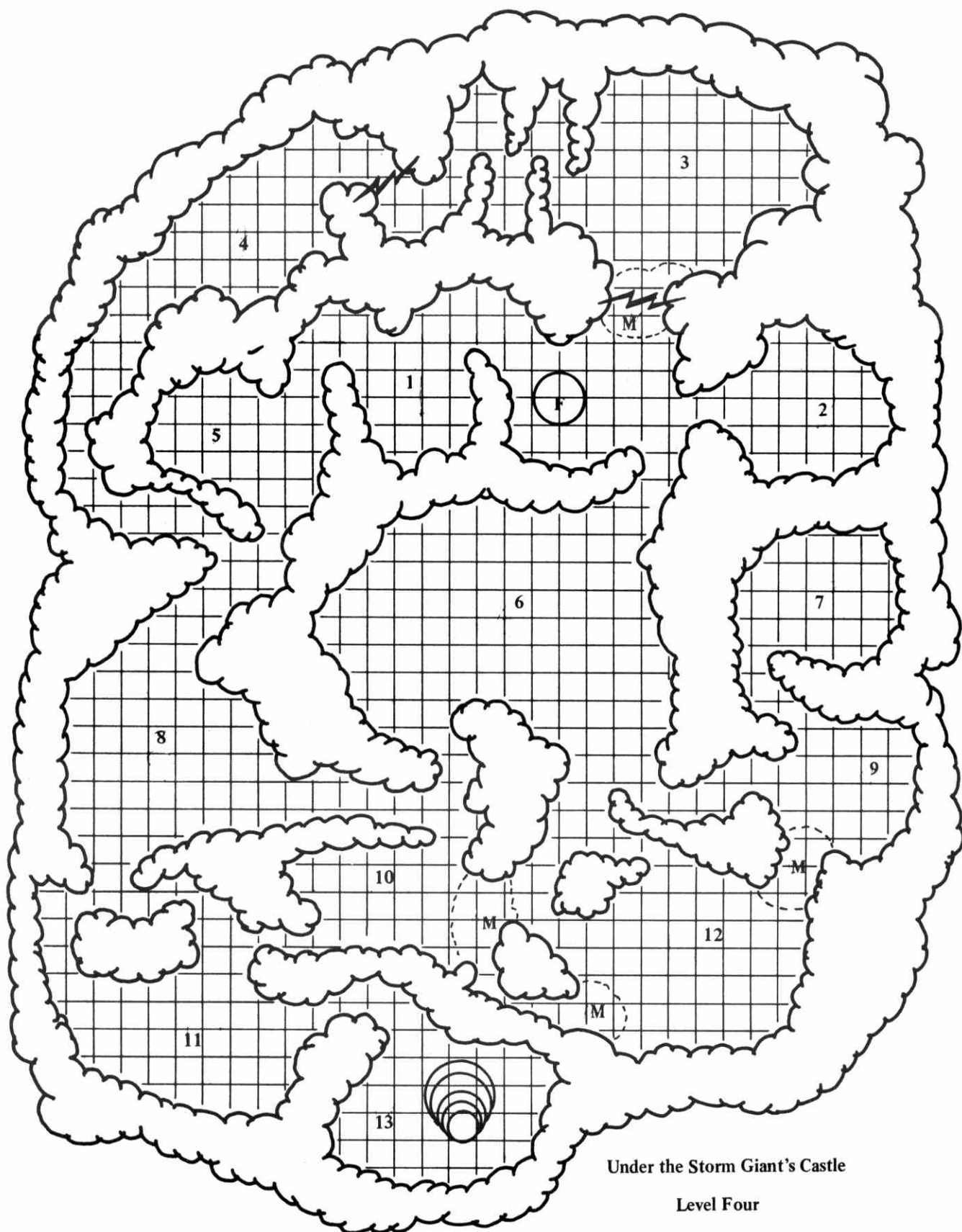
- 1) Two Eagles: AC 7, HD 2, HP 3, 11, are fighting each other. No treasure.
- 2) Twenty Balloon People: AC 7, HD 1, HP 1 each, are quietly feeding on the wind which blows in from Room 11. No. 4, 6, and 12 are green. No. 10, and 11 are appraising a pile of twenty moonstones. The whole pile is worth 100 SP. No. 7 has a potion for controlling silver dragons. No. 3 has a +2 cloak of Protection (M, C, T) and is a 5th/3rd level Mage/Cleric.
- 3) The walls of this small chamber flash and snap with thousands of tiny lightning bolts, and six Static Monsters: AC 9, HD 2, HP 7, 5, 12, 11, 10, 10, are browsing on the walls. No. 6 has a 200 GP aquamarine held within its body by static electricity. The burned remains of a Manual of gainful Exercise lie on the floor. An unharmed wand of Metal Detection is stuck in the wall, but 1 - 20 points of electric shock damage await the brave fool who pulls it out.
- 4) Six unhappy Pegasi: AC 6, HD 4, HP 16, 16, 30, 17, 25, 13, discuss ways and means of getting out of the cloud alive.
- 5) Ten Static Monsters: AC 9, HD 2, HP 12, 11, 7, 9, 12, 7, 6, 9, 6, 6, are dancing wildly around an amber box carved with a bas relief of a mage in his laboratory. The box contains sleep gas, is otherwise empty, but itself is worth 800 GP.
- 6) Two dozen cloud bushes (see Appendix Two - Special Magic) conceal five Ariels of Moab (see Appendix One - Special Monsters): AC 0, HD 2, HP 16, 10, 10, 5, 2.
- 7) In this small chamber three Sylphs: AC 9, HD 3, HP 24, 12, 18, ready to befriend any good creature, are discussing the pool of six Diamonds of Compassion (see Appendix Two - Special Magic) which lies in the middle of the floor. They do not know the nature of these gems and have just about concluded that they cannot be caught.
- 8) Fifty-nine Balloon People: AC 7, HD 1, HP 1 each, discuss the problem of population control. No. 5, 14, 22, 41, 48, and 59 are green. No. 12, 17, and 57 are orange. The colored ones wear white robes, not sufficient to hide their color, but sufficient to hide the Scroll of Wall of Ice carried by No. 5, the Scroll of Web carried by No. 12, and the Scroll of Invisibility carried by No. 14. There are no Mage/Clerics in this group; the Balloon People cannot use their scrolls. Each Balloon person here wears a necklace with a small ornamental stone worth 5 GP.
- 9) Three Static Monsters: AC 9, HD 2, HP 15, 7, 12, seem to be fighting each other for no apparent reason. Actually they are unable to hurt one another. A Jade and Jasper Ring of Contrariness lies on top of a billow in the north wall.
- 10) An Invisible Stalker, AC 3, HD 8, HP 38, sits in the middle of the air contemplating his mantra. His name is Aie-Syie, and he is cousin to the wounded Invisible Stalker in Room 3 of level 1. There is no treasure here.
- 11) Twelve Eagles: AC 7, HD 2, HP 7, 8, 12, 14, 5, 12, 13, 2, 9, 8, 8, 10, roost here. In a fold in the floor are the remains of an elf and a hobbit, with 37 GP and a +1 sword with no special abilities.



Under the Storm Giant's Castle
Level Three

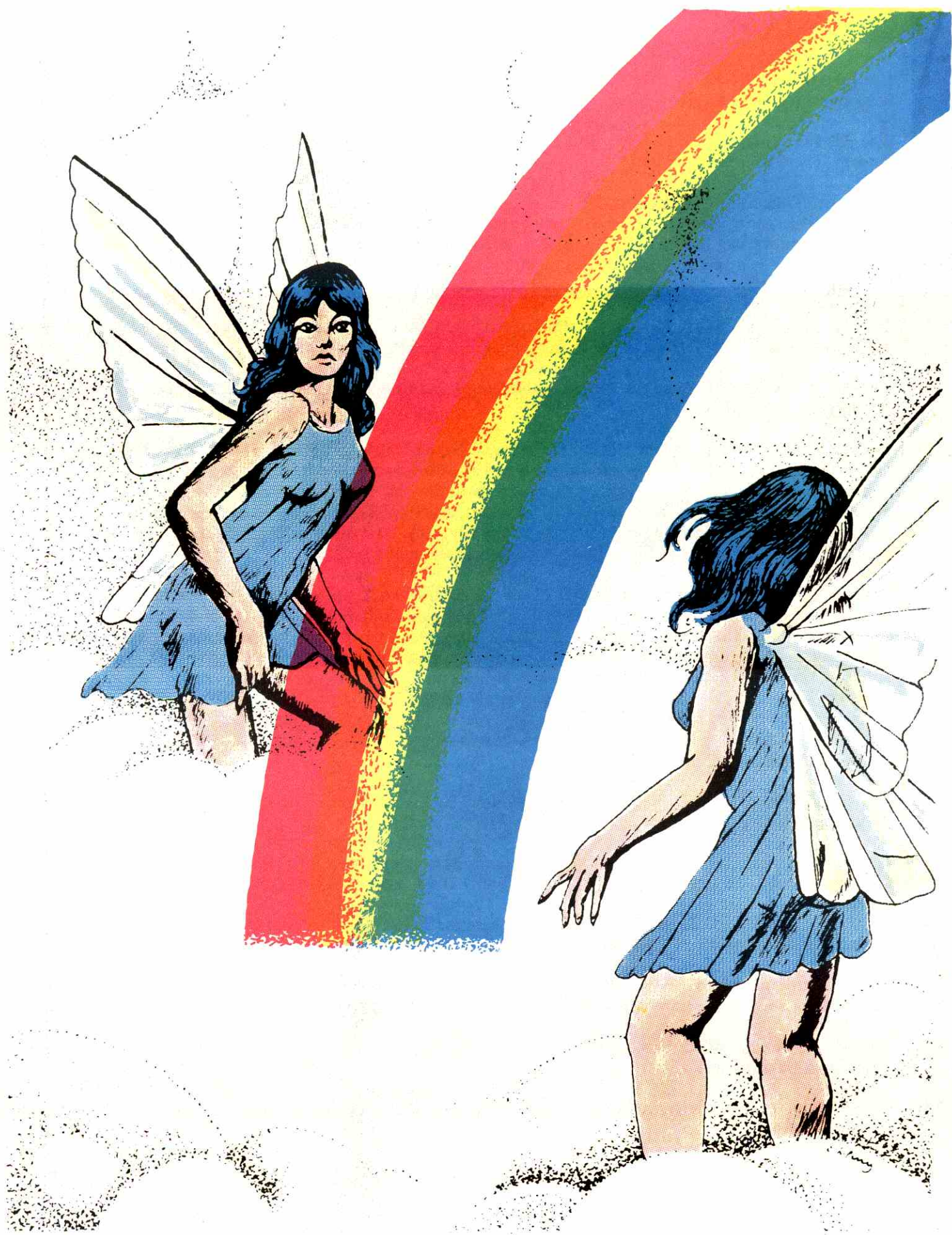
Dungeon Level Three

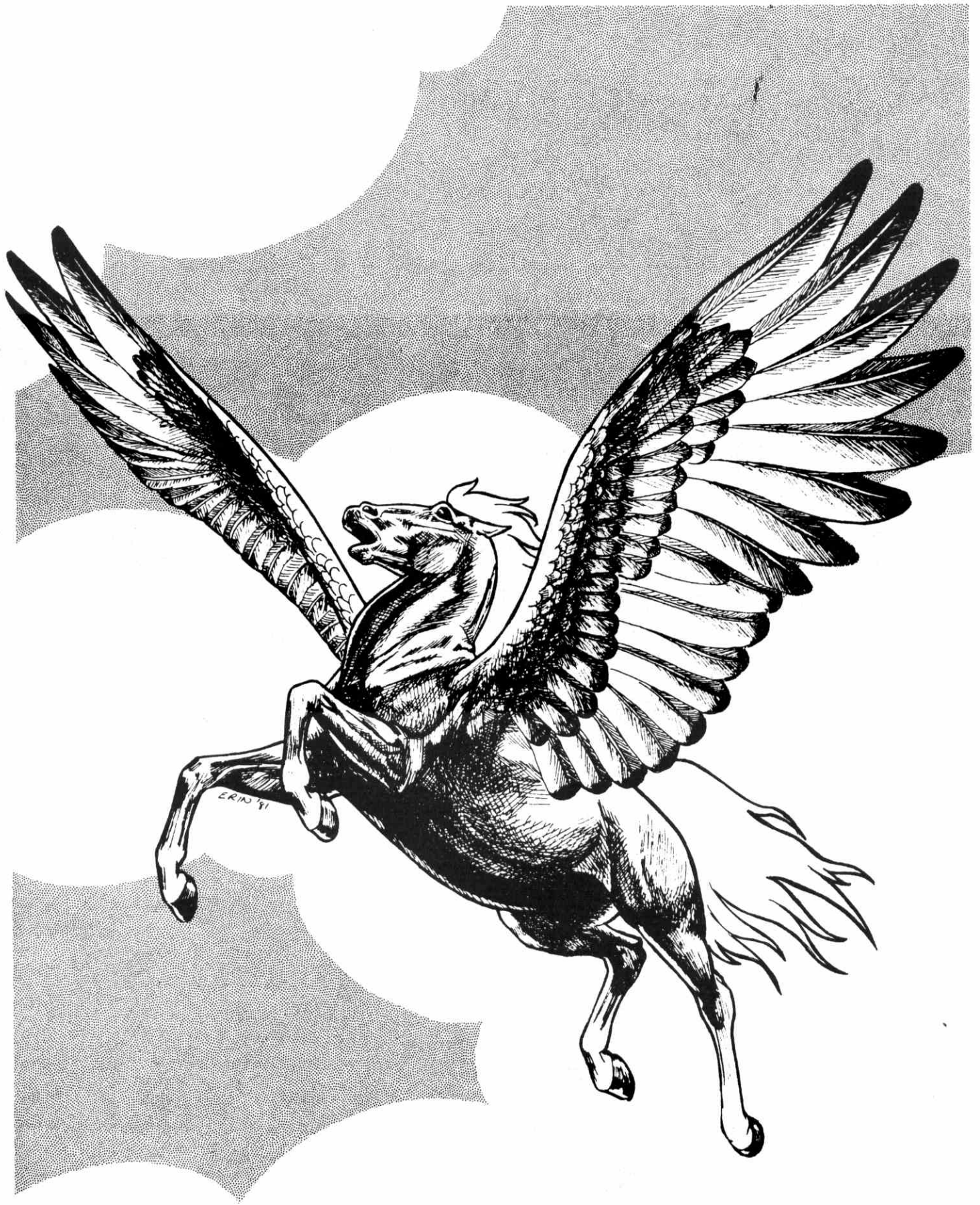
- 1) One Aerial Manta: AC 6, HD 8, HP 27, lies in wait on the floor. It is white like the cloud and almost invisible until it strikes. Six matched perfect white pearls lie scattered between the bumps in the floor. Each alone is worth 100 GP, but a pair is worth twice the price of the two in the pair, three are worth $100 \times 3 \times 3$ GP, and so forth. The entire set is worth $100 \times 6 \times 6 = 3600$ GP.
- 2) Three Griffons: AC 3, HD 7, HP 23, 29, 37, contemplate a banner which is "Sable, a Gryphon sergeant Vert", that is touching the ground with but one foot and clawing the air in noble rage. (Sergeant = rampant applied to a griffon.) The banner is worn, faded and tattered, and appears worthless. Actually it is the ancient battle standard of the Dukes of Corwin (see Katherine Kurtz's *Deryni Rising*) who would gladly pay 1000 - 8000 GP in reward for it. The banner is on a pole stuck into the middle of the floor. The griffons know nothing about the history of the banner.
- 3) A Couatl: AC 5, HD 9, HP 66, battles a wraith: AC 4, HD 5 + 3, HP 24. The couatl is named Huitapex. Huitapex uses magic as a 5th level Magic User and as a 7th level Cleric. He is casting Continual Light to counteract the Staff of Darkness (see Appendix Two - Special Magic) wielded by the wraith. The conflict of the two magics is making the room flash on and off like a strobe light. On the floor is a Staff of Light (see Appendix Two - Special Magic) which Huitapex cannot wield as he has no hands. The wraith seeks to destroy that staff.
- 4) One Aerial Manta: AC 6, HD 8, HP 48, lies in wait on the floor. A pair of Wings of Flying lie in plain sight. The Manta is white and thus well hidden on the white floor.
- 5) Two Static Monsters: AC 9, HD 2, HP 4, 11, browse on the sparse lightning in the walls. There is one diamond worth 1000 GP in a floor crease.
- 6) Six tough Balloon People: AC 7, HD 1, HP 3, 1, 4, 4, 8, 8, dine on the very gentle breeze in this room. No. 6 is green. They have a sack which holds a turquoise worth 10 GP, a bloodstone worth 50 GP, and a strange glowing blue gem worth 100 GP. (The blue gem has no magical properties, it glows only in daylight or equivalent.) The sack also holds a vial of Oil of Etherealness, and a Horn of Bubbles. They are all armed with both +1 ice clubs and No. 6 also has three Javelins of Lightning. No. 5 is a 6th/6th level Mage/Cleric.
- 7) Ten tough Balloon People: AC 7, HD 1, HP 3, 8, 7, 3, 5, 5, 1, 1, 4, 3, are playing catch with a bubble weight golden ball which they do not realize is actually a Golden Ball of Leading. (see Appendix Two - Special Magic.) They are all armed with sacks of hailstones, 20 stones per sack. One half are orange and the others are green. They have no other treasure.
- 8) An Air Elemental: AC 2, HD 16, HP 96, wanders in and out of the walls, looking for the Orange Dragon. There is no treasure here. (The Orange Dragon is on Level 6.)
- 9) The Trang: AC -9, HD 1, HP 7, floats in the middle of the room talking to itself. (see Appendix One - Special Monsters) There is no treasure here. The trang's name is George.

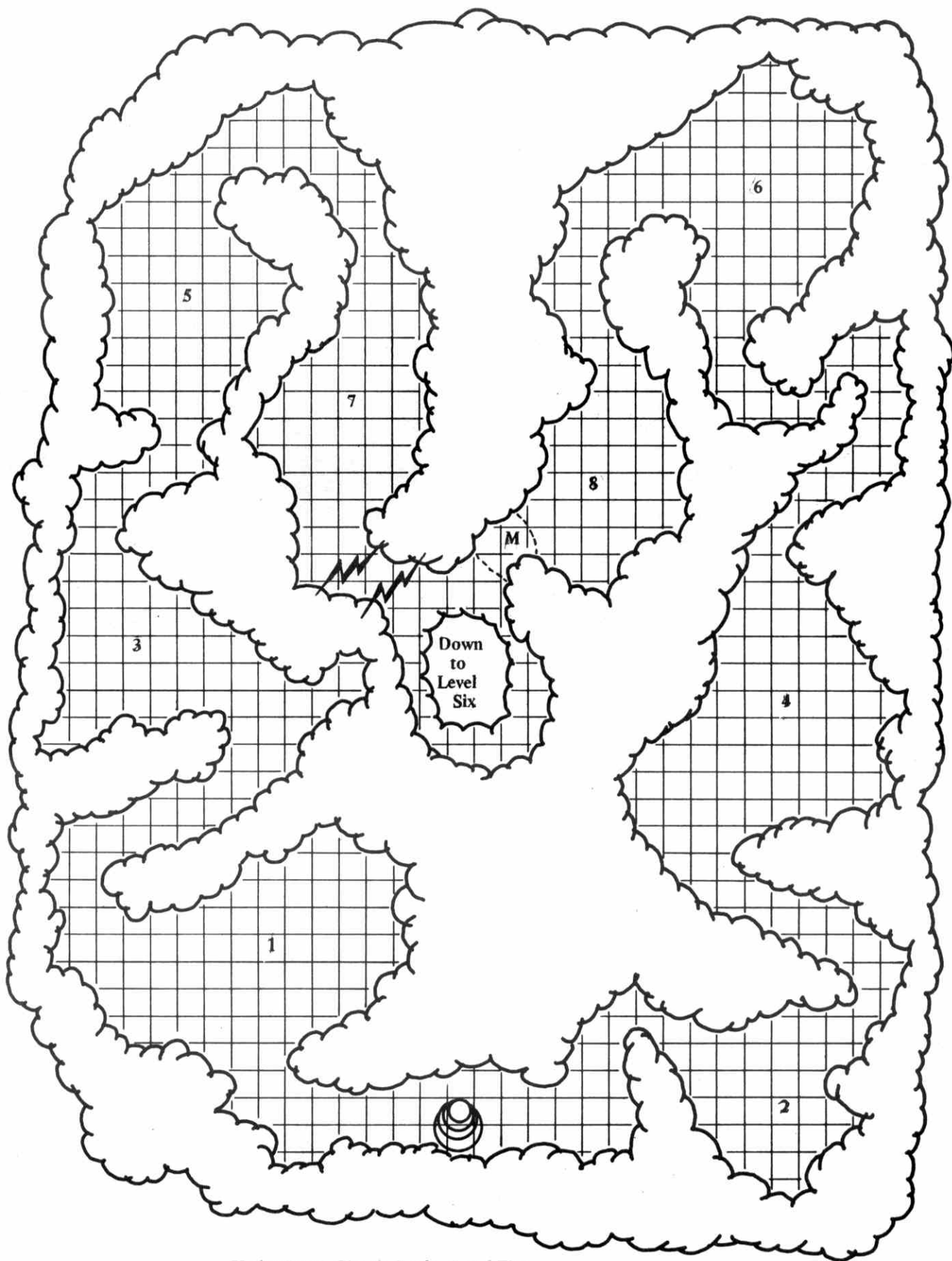


Dungeon Level Four

- 1) One Aerial Servant: AC 3, HD 16, HP 106, conjured by the rainbird, searches for the Orange Dragon. There is no treasure here.
- 2) One Air Elemental: AC 2, HD 16, HP 113, conjured by Acorn (see Room 7 below), searches for the Orange Dragon. There is no treasure here.
- 3) A Chinese Dragon: AC 2, HD 16, HP 45, sleeps here. The sleep is an enchanted sleep, produced by a bag of Poppy Dust, now used up, which can only be broken by the kiss of a beautiful woman, minimum Charisma is 16. The empty bag lies on the floor and is labeled "Poppy Dust" in magic writing. The dragon's name is Chang-Hua. He is a special friend of Acorn, and is himself a 12th level magic user. There is a Censor Controlling Air Elementals on the floor, partially hidden behind a billow. (see Appendix One - Special Monsters)
- 4) One Air Elemental: AC 2, HD 16, HP 93, conjured by Chang-Hua, searches for the Orange Dragon. There is no treasure here.
- 5) One Air Elemental: AC 2, HD 8, HP 52, conjured by Acorn with his staff, searches for the Orange Dragon. There is no treasure here.
- 6) Twenty Static Monsters: AC 9, HD 2, HP 8, 14, 7, 14, 8, 7, 7, 9, 12, 7, 8, 9, 5, 6, 8, 9, 8, 10, 6, 11, browse on small static charges or look for food. No. 2 has a Lightning-bolt Wand, which he is moving around, trying to activate, but can't. A dead Mage, with an Arrow of Slaying Evil Magic Users sticking out of his chest, lies on the floor. He wears a black robe (no special value), has 58 platinum pieces in his purse, and in his pack are six vials of different colored poisons, and an Ebony Fly. At a little distance from the dead Mage is a dead Elf, blasted by lightning, who has Elven Boots, an Elven Cloak, and a long bow.
- 7) Here lies the dying Mage Acorn: AC 9, HD 22, HP 36, but down to 1. He will die in 1 melee turn. He is guarded by two air elementals: AC 2, HD 16, HP 67, 83. They were conjured originally by the efreet Alquel and ordered to find and kill Acorn. Yet even after they had given Acorn his mortal wounds Acorn broke the spell binding them to the efreet's will and set them free. They guard him now simply because they want to, largely out of curiosity. They, of course, have no souls and no sense of contrition or sorrow. A drained Staff of Wizardry lies on the cloud beside Acorn, and in his hands is a Rod of Dragonmastery (see Appendix Two - Special Magic). Acorn has been for many many years a dragon breeder, dearly loves dragons of any color, and had been searching the cloud, with the help of his friends Chang-Hua, Ibrahim, and the rainbird, for his lost orange dragon.
- 8) One Aerial Servant: AC 3, HD 16, HP 101, conjured by the rainbird, searches for the Orange Dragon. There is no treasure here.
- 9) The Djinn Ibrahim: AC 4, HD 7 + 3, HP 20, stands here to prevent Alquel from getting to Acorn. (Ibrahim was once Alquel's prisoner, until Acorn rescued him.) There is no treasure here.
- 10) The Efreet Alquel: AC 2, HD 10, HP 64, waits here for Acorn to die. Alquel is Dey of Jeru and, besides the normal abilities of an efreet, can summon any number of air and/or fire elementals. There is no treasure here.
- 11) The Rainbird: AC n/a, HD n/a, HP n/a, waits here in tears, waiting for Acorn to die. (see Appendix One - Special Monsters) The rainbird is directly a friend of Chang-Hua, and only indirectly a friend of Acorn.
- 12) One Air Elemental: AC 2, HD 12, HP 38, conjured by Chang-Hua's Censor, searches for the Orange Dragon. There is no treasure here.
- 13) In here is the tornado which reaches down to the fifth level. Oddly enough it takes people up or down without damage.





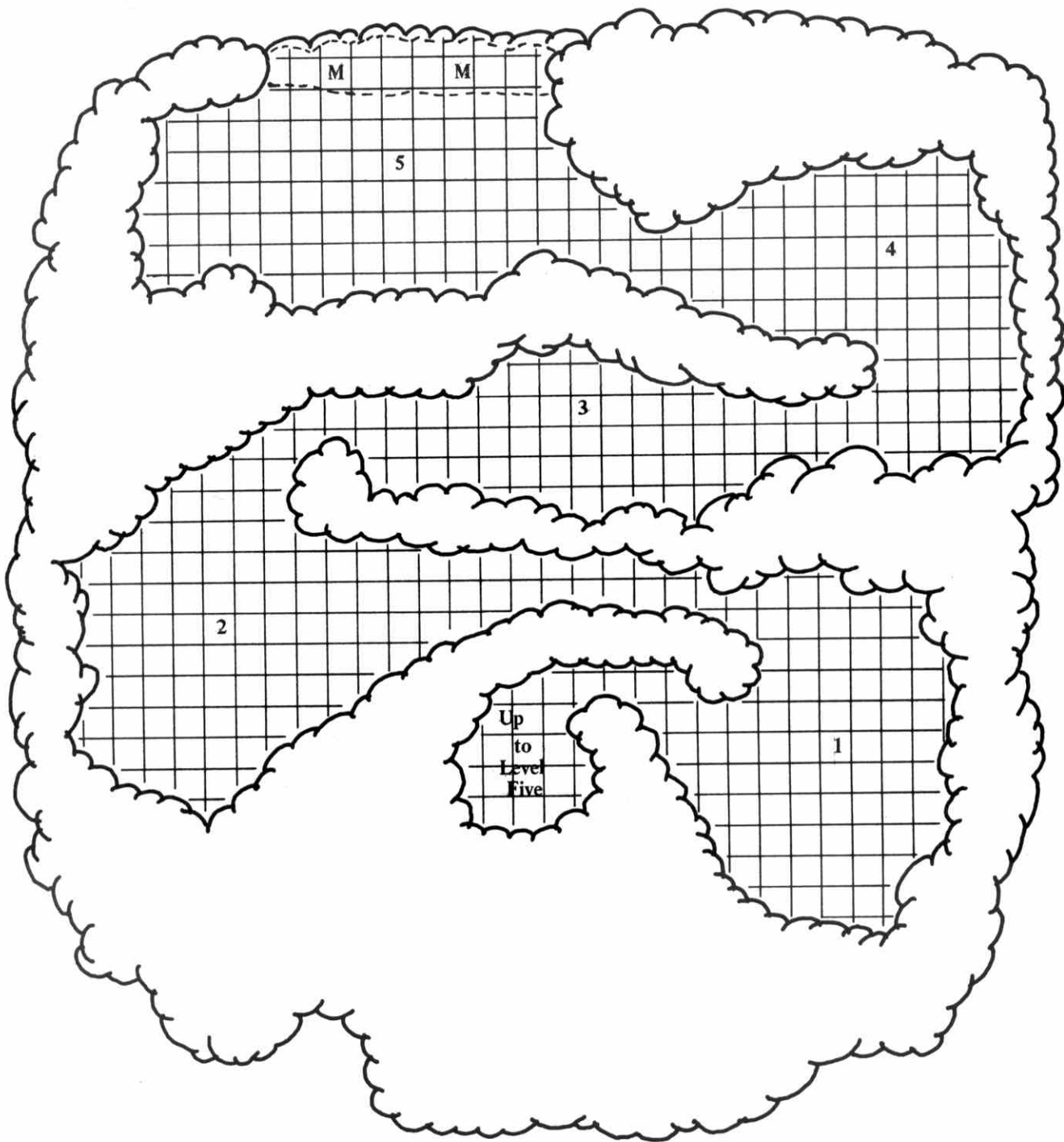


Under Storm Giant's Castle - Level Five

Dungeon Level Five

- 1) Four greater Static Monsters: AC 9, HD 3, HP 16, 14, 12, 11, eat the lightning from a static charge trap. On the floor is the skeleton of a hippogriff which wears a gold collar with seven coral knobs, total value, 800 GP.
- 2) One Wind Walker: AC 7, HD 6 + 3, HP 28, whistles around a large shield. The shield is a +4 Roman Legionnaire's Shield which is also weightless.
- 3) Four Hippogriffs: AC 5, HD 3 + 3, HP 19, 17, 15, 14, sleep here. Each wears a gold collar, No. 1 has a diamond, No. 2 has a ruby, No. 3 has a sapphire, No. 4 has an emerald. Each gem studded collar is worth 1200 GP.
- 4) Two Wind Walkers: AC 7, HD 6 + 3, HP 32, 26, howl around a wooden chest which contains four potions of Cloud Giant Strength, though each is labeled as poison in magic writing.
- 5) Six greater Static Monsters: AC 9, HD 3, HP 21, 17, 16, 12, 11, 6, surround a bewildered Elf: AC 9, HD 1, HP 1, who wears tinfoil armor and a Ring of Regeneration, holds a Javelin of Lightning, and has a Crazy Scroll of Weather Control with Amnesia (see Appendix Two - Special Magic) in his pocket. He also has amnesia.
- 6) Three Wind Walkers: AC 7, HD 6 + 3, HP 33, 27, 25, roar around three silver storm giant chalices. The chalices are 1' in diameter and 3' high. They are worth 100 GP each, but they are inscribed "Nimbus & Cerulean" in the storm giant language and Nimbus will pay 200 GP each (in gems) to get his wedding cups back.
- 7) Two Sylphs named Tace and Isslef: AC 9, HD 3, HP 12, 12, stand entranced by the rainbow in the middle of the room. The rainbow is hypnotic, anyone who fails a saving throw against staves and spells will simply stand and stare at it until physically removed from the room. Each Sylph wears a string of 20 white jade stones, each string is worth 2500 GP. In addition Tace has an Invisibility Ring and Isslef has a Shooting Stars Ring. If rescued they will give the rescuing expedition one of their four items of value (determine randomly).
- 8) The Ki-Rin Tao Tizng: AC -5, HD 12, HP 89, searching for the Orange Dragon, has absentmindedly forgotten his quest, and is thinking about K'ung Fu-tzu's comparison of Lao Tzu to a dragon of the air. Tao Tiang frequently discusses Taoism with Chang-Hua, and has never met Acorn. There is no treasure here, except, of course, the Ki-Rin himself.





Under the Storm Giant's Castle - Level Six

Dungeon Level Six

- 1) Ten Aerial Mantas: AC 6, HD 8, HP 39, 38, 37, 36, 35, 35, 34, 33, 32, lie in wait on the floor, the walls and the ceiling. They are hungry and will attack anything. A Potion of Healing lies partially hidden on the floor.
- 2) Eighteen greater Static Monsters: AC 9, HD 3, HP 21, 20, 20, 29, 29, 19, 18, 18, 18, 18, 17, 17, 17, 17, 17, 16, 16, 16, sing a strange eerie song. Between puffs of the floor are: a 100 GP bloodstone, a 500 GP topaz, a 100 GP alexandrite, a 50 GP onyx, and a 200 GP garnet—total value 950 GP. On the floor is the invisible dead body of the paladin Louis de Cachot: Fighter, Align LG, LVL 9, HP 36, AC 4, STR 18 (49) INT 9, WIS 13, DEX 16, CON 10, CHR 18, Weapon: Jacqueline, a +3 magic broadsword (INT 11, EGO 14) which speaks French and common. Louis has been dead not more than a day, and the body is intact. (Death was from electrical shock—heart attack.) The body wears +1 leather armor (for a 6' 5", 165 lbs. Human), a Helm of Reading Magic and Languages, Boots of Levitation, and a Ring of Invisibility. In its hands are Jacqueline (see above) and a +1 silver shield with a mirror surface.
- 3) Five Wind Walkers: AC 7, HD 6 + 3, HP 48, 47, 46, 45, 43, deafen the ears with discords as they blow through a giant diamond-studded harp, embellished with acanthus leaves. The harp weighs a mere 50 lbs, but is "worth" more than 100,000 GP. Obviously there is no such thing as a "market price" for such an item. To sell it, it would have to be auctioned—a dangerous procedure since it belongs to Cerulean. She will pay 2 - 12 thousand gold pieces in gems for the harp's return.
- 4) Satan himself, disguised as a demonic worm (see Appendix One - Special Monsters): AC 9, HP 333, lurks here, waiting for the orange dragon to commit murder. There is no treasure here.
- 5) Bangalore, the Orange Dragon, (at last! see Appendix One - Special Monsters): AC 2, HD 9, HP 36, ponders two dilemmas. First, he is not yet evil, but the worm has promised great rewards of power if he murders the baby storm giant, and he has estranged his master, Acorn, by running away. Second, he can't get at the baby for Squall has been turned ethereal, and the worm threatened him with terrible punishment if he doesn't kill Squall. He has managed to trap the infant in a Magic Net (see Appendix Two - Special Magic), but Bangalore does not know what to do next. He is both talking and magic using, with an intelligence of 15. Unknown to Bangalore, the baby storm giant is being protected by a guardian angel (see Appendix One - Special Monsters): AC -6, HD 1, HP 6, which is responsible for turning the baby storm giant ethereal, and is in the net in ethereal form. The baby storm giant, Squall: AC 9, HD 1, HP 1, is asleep.



Appendix One - Special Magic

Magic Ice Club - A magic club made of ice, which is equivalent to a +1 Mace. It melts in the hands of any warm blooded creature.

Rod of Amnesia - When a Magic User is hit with this rod, he forgets how to cast magic. If this curse is not removed within 24 hours, the Magic User is reduced to level one in all respects, including hit points.

Cloud Bush - A magic bush whose leaves when made into a poultice have the power of drawing out poison from any wound, even from those who are dead provided they have not been dead more than thirty minutes. Life may be thus regained, but no hit points are restored. Those who are brought back from death are still so weak that they only have one hit point remaining. Cure Light Wounds will not help them, but resting will eventually restore them to full health. The leaves do not work on ingested poison. The nature of these leaves can only be discovered by a herbalist, for example a Ranger, or anyone who specifically lists herbs of any kind among his possessions. Five poultices can be made from one bush.

Diamonds of Compassion - Elusive floating gems which flee from hands, nets, etc, and **cannot** be caught until a bare hand (paw, flipper, whatever) comes near one, and the hand belongs to a person deficient in some characteristics. (Characteristic less than 7.) When that happens one of the gems jumps into the hand, the character takes damage up to $\frac{1}{2}$ his remaining hit points, and the hand is paralyzed for 12 hours. But! When the paralysis wears off, the character's most deficient characteristic is inverted: a 3 becomes an 18, a 4 becomes a 17, a 5 becomes a 16, or a 6 becomes a 15. Only one characteristic is affected, in case of ties for lowest, choose one randomly. A player may only be affected by these gems once in his existence. Try not to let the players know the true nature of these gems when they are encountered, wait until the adventure is over.

Staff of Darkness - A black, but not "evil" staff which enables anyone to cast "Continual Darkness". The power of the spell is such that if it is countered with a "Continual Light" the place affected will flash on and off like a strobe light. The Staff of Darkness is destroyed by light greater than full sunlight, or by the touch of a Staff of Light.

Staff of Light - A crystalline six-foot staff which emits light with absolutely any desired intensity in all directions for a distance of 60'. The proper way to command it is in rhyme, and with a similarity, for example: "Give us light twice as bright as the brightest day in the month of May." You will note that it need not be good poetry. Any good character, lawful or chaotic, can use this staff. Anyone of any alignment foolish enough to call for the staff's "Maximum" light is blasted into vapor by the intensity of the resulting flash. Touching a Staff of Darkness with a Staff of Light will destroy the Staff of Darkness and reduce the staff's powers to emitting Continual Light as though by a 15th level Cleric.

Golden Ball of Leading - A golden ball, one foot in diameter and light as a bubble, which floats, bounces, or rolls wherever it is told to go. If told to lead to the nearest treasure, that is exactly what it does. If told to lead to the surface, it does so. Anyone may use it, and there is no limit to the number of times it may be used. However, the ball is extremely fragile and any damage at all will ruin it and it cannot be used again.

Poppy Dust - Dust such that a noseful will put any monster to sleep until the monster is kissed by someone of the opposite sex with a charisma of 16 or better. When the dust is used, a "hit" must be made, and throwing is a -1 per foot. Thus if the dust is to be thrown 10 feet, 10 is subtracted from the result of to hit roll. Armor does not affect this dust, but a shield does, so for purposes of this dust opponents have AC 9 or 8. (Watch out for wind!)

Crazy Scroll of Weather Control with Amnesia - This works perfectly well as a scroll of Weather Control, but as a side effect gives the victim total amnesia, thus reducing the user to first level with zero experience points. The victim is able to cast the spell and use it for twenty minutes before amnesia sets in. Thereafter he cannot cast or read magic until he relearns it. A Remove Curse cast by an 8th or higher level Cleric within 12 hours will reverse the effects. The scroll is a permanent scroll and does not erase itself when used.

Magic Net - (Traps Ethereals, etc.) A grey string net with one inch square holes and an overall size of 40' by 40', weighing ten pounds. It can be thrown toward any target, range 30', and it will wrap itself around the target. The net exists in all planes and thus traps ethereals and astrals, and cannot be passed through by teleportation nor by any similar technique. A human with strength 18 (51) or better can break out in 1 turn. The net can be cut. From the outside the net can be unwrapped. Note that if the net is cut or broken it can be fixed simply by tying the string ends together. Market value is around 5000 GP. Any type of character can use this net.

The Rod of Dragon Mastery

This unique rod is the prize of the dungeon. It was made and enchanted by Acorn, the great and famous (among fellow mages) dragon breeder to assist him in his work. It does not control dragons, but it provides several powers.

The Rod of Dragon Mastery is 3' long and ½" in diameter, weighs ¼ lb., and seems to be covered with Scales of many colors. It is made of a branch of Yggdrasil and magically remains a living part of that great tree. (For details on Yggdrasil, refer to any good reference on Norse mythology.)

Some of the powers of the rod are continuous and need not be specially activated. In fact, they cannot be turned off. These are:

- 1) All dragon breath attacks on the holder of the rod are shut off at the breath gland or equivalent.
- 2) The holder knows all dragon languages.
- 3) The holder has total empathy with any dragon within 30'. This empathy is so complete that if a dragon within range take damage, the holder of the rod takes the same damage. Dropping the rod does not relieve such injuries. (But, see below)

For these permanent effects, anyone may hold the rod. Note that holding it is what counts, not ownership. The other powers of the rod are activated by spoken words in the language of magic. They must be spoken by the magic user who owns the rod, while the rod is held in his hands. Buying, giving, or stealing the rod transfers ownership, lending does not. The user may be of any race.

The following patterns show what words must be used, and what happens when they are said. Phrases in parentheses are to be replaced by the kind of word or words indicated. Thus (name-of-dragon) could be replaced by "Chang-Hua", or the name of any other dragon known to the user. Each of these spell powers may be used only once per week.

Spell 1: "(name of dragon), (name of dragon), (name of dragon)! Like the dove comes back to its nest, you will come at my request. By this branch of the world spanning tree, I open the way past rock, sky, and sea. Come to me now, come to this place, cutting through time, and sundering space!"

Effect: The dragon named is instantly teleported into the immediate presence of the owner of the rod. the dragon is not "summoned" and retains free will.

Spell 2: "As the dragon of darkness gnaws at the root, and the four harts are fed by the shoot--so I conjure now a plentitude of thy proper drink and lawful food."

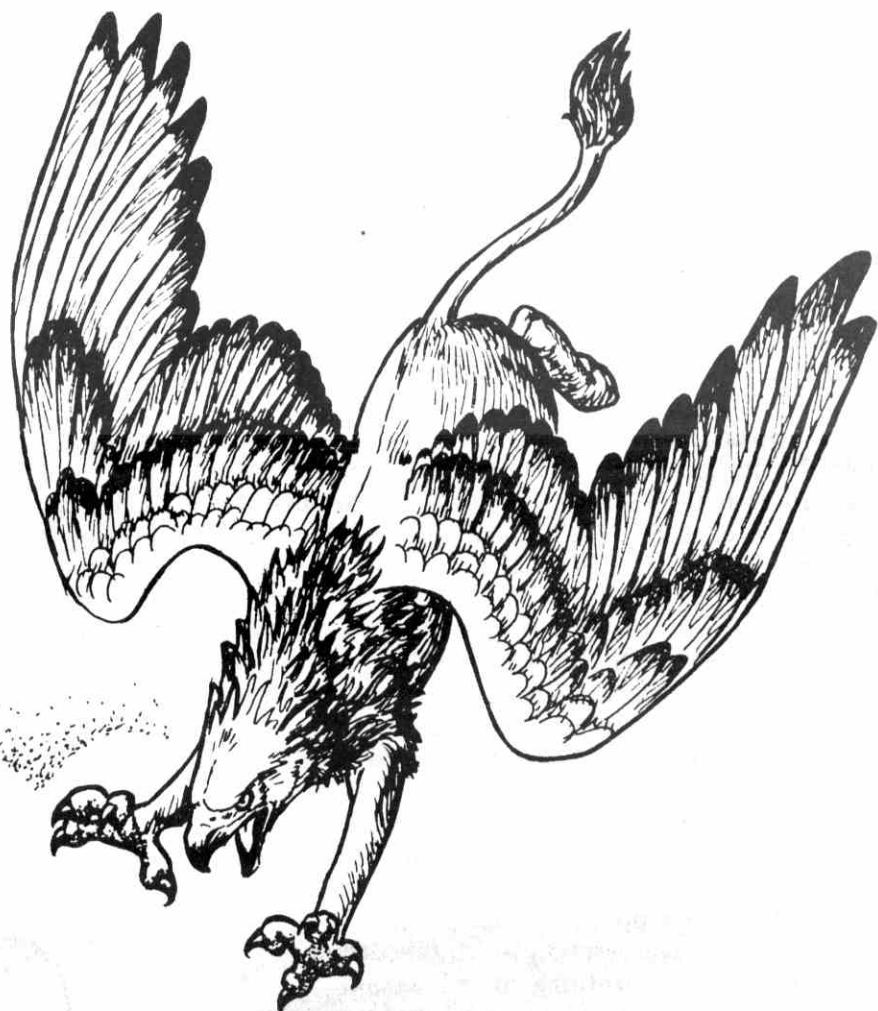
Effect: A meal is conjured up for each dragon confronted. Note that the food is lawful. Not only will it never include the flesh of any intelligent creature, it will also conform to any required dietary restrictions.

Spell 3: "As the Autumn leaves from the tree fall away, so shall thy injury and illness fall away. As the leaves grow back in Spring's great spell, so shall my words make thee well. Let it now be swiftly done, as quickly as it was begun."

Effect: Any dragon or dragons confronted are healed of all hurts and sickness. Note that if anyone who held the rod suffered damage due to the empathy produced by the rod, this third spell can totally repair that damage.

One final note: The Rod of Dragon Mastery is well known to almost all (90%) dragons. For obvious reasons they will tend to be cordial and respectful to its proper owner, but woe betide any thief they catch with this rod.





Appendix Two - Special Monsters

Static Monsters

Frequency	Rare
Number Appearing	3 - 18
Armor Class	9
Move	Special, quick as lightning
Hit Dice	2
% in Lair	10
Treasure Type	Q, V
Number of Attacks	6
Damage/Attack	1 - 4
Special Attacks	See below
Special Defences	See below
Magic Resistance	See below
Intelligence	Animal
Alignment	Neutral
Size	M

Static Monsters are living beings of lightning found only in magic clouds. They make sharp crackling sounds, and eat electricity. They are affected only by metal and the magic spell of 'Control Weather'. The latter can be used to control them. Metal weapons do damage by type as shown below. Hitting one also hurts the attacker unless he is insulated. **Greater Static Monsters** are similar, but have 3 hit dice, and do 1 - 6 points damage per hit. They also melt any non-magic weapon which hits them (Magic weapons save vs lightning at +3 against greater Static Monsters). For all types of static monsters, treasure rarely includes anything metallic or heavy.

Ariels of Moab

Frequency	Very Rare
Number Appearing	1 - 6
Armor Class	0
Move	0/240
Hit Dice	2
% in Lair	90
Treasure Type	Nil
Number of Attacks	2
Damage/Attack	0
Special Attacks	see Special Attacks
Special Defences	Poison Bite and Poison Sting
Magic Resistance	None
Intelligence	Standard
Alignment	Neutral
Size	S (8" long)

Ariels of Moab, named for but unrelated to the biblical warrior, have the fore quarters of a snake, the hind quarters of a scorpion, and the wings of a dragon-fly. Their small size, quick movement, and tough chitin outer covering combine to make them very hard to hit. They are black in color. Both bite and sting are deadly poison, either one is fatal in 1 - 100 seconds if a saving throw vs poison fails, and is instantly disabling in any case. A person both bit and stung gets no saving throw, but may live 1 - 100 seconds also before expiring.

Static Monster Damage Table

Weapon Type	Damage on Monster	Damage on Attacker	Weapon Type	Damage on Monster	Damage on Attacker
Any Non-metal	0	0	Dagger	1 - 4	1 - 4
Hand-axe	1 - 6	1/1 - 6*	Mace	1 - 6	1/1 - 6*
Sword	1 - 10	1 - 8	Hammer	1 - 4/1 - 8*	0/1 - 8*
Battle Axe	1 - 8	0/1 - 8*	Morning Star	1 - 10	0/1 - 6*
Flail	1 - 8	0/1 - 2*	Spear	1/1 - 6*	0/1 - 2*
Halberd	1 - 8	0/1 - 2*	2-Handed Sword	3 - 30	1 - 6
Shield**	3 - 36	1	Chain Mail**	4 - 40	1 - 20
Plate Mail**	5 - 50	1 - 20			

* The first figure is used if the weapon has a wooden (or any non-metallic) handle, the second if the weapon has a metallic handle.

** Shield and/or armor attacks on static monsters are -12 (that's a minus twelve) on hit rolls, since the monsters very quickly get out of the way.

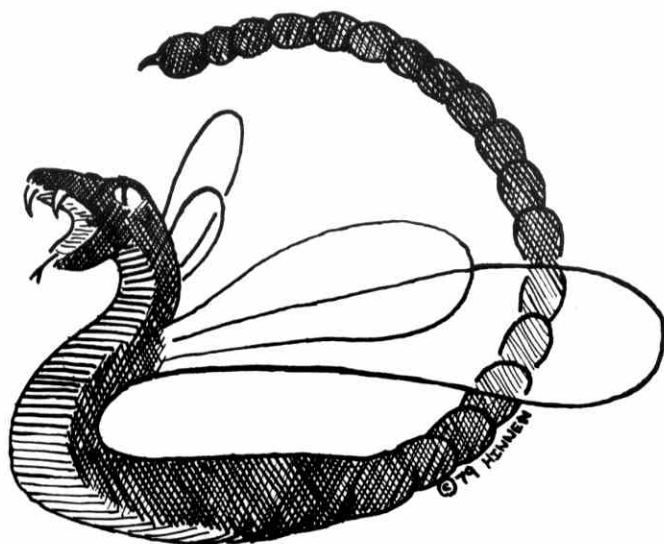
Demonic Worm (Satan)

Frequency Very rare
 Number Appearing 1
 Armor Class Worm Form : 9
 (Normal Humanoid Form: -7)
 Move 9" (12")
 Hit Dice 100 HP (199 HP)
 % in Lair 0
 Treasure Type Nil
 Number of Attacks 1
 Damage/Attack See Below
 Special Attacks None
 Special Defences None
 Magic Resistance 90%
 Intelligence Supra-Genius
 Alignment Lawful/Evil
 Size L: 40' (M: 6')

This giant snakelike monster is actually Satan in one of the Evil One's many disguises. It is a form taken for seducing and corrupting dragons and other intelligent giant reptiles. In spite of the enormous number of hit points, this monster was defeated by

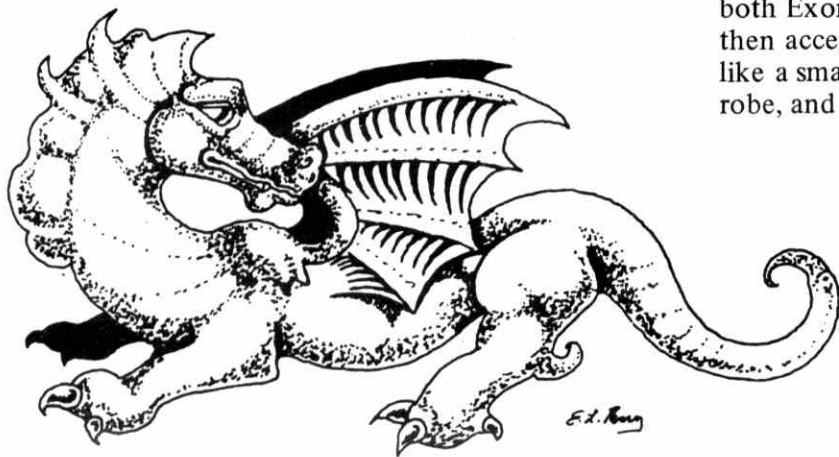
Percentage Chances for fatalities When Attacked by the Demonic Worm

Class	Alignment								
	LG	NG	CG	LN	N	CN	LE	NE	CE
Fighter	5	10	10	25	25	25	65	65	65
Thief	-	5	-	35	35	35	70	70	70
Ranger	5	10	10	-	-	-	-	-	-
Monk	10	-	-	30	-	-	50	-	-
Magic User	10	15	15	35	35	35	80	80	80
Cleric	1	5	5	15	15	20	60	60	60
Illusionist	10	15	15	35	35	35	70	70	70
Bard	-	5	-	20	20	20	-	35	-
Druid	-	-	-	-	30	-	-	-	-
Assassin	-	-	-	75	75	75	85	85	85



Orange Dragon

Frequency	Rare
Number Appearing	1 - 4
Armor Class	2
Move	9"/24"
Hit Dice	7 - 9
% in Lair	50
Treasure Type	H
Number of Attacks	3
Damage/Attack	1 - 4/1 - 4/2 - 24
Special Attacks	Explosive Saliva, Magic Use
Special Defences	Immune to Explosions
Magic Resistance	50%
Intelligence	High
Alignment	Chaotic Evil/Neutral
Size	L (40')



Orange Dragons are 80% talking, 80% Magic Using. If an Orange Dragon is magic using, he will know 3 spells each of levels 4, 3, and 2. Orange Dragons are too egotistical to use level 1 spells. They consider themselves vastly superior to Red Dragons. The explosive saliva may be spat as a "breath" weapon according to the usual rules, or the dragon may chose to spit up to nine smaller amounts which do 1 - 12 points damage, but for which a hit must be rolled. The range is 90'. A full "breath weapon" expectoration as a 40' diameter blast. The small spit has a 10' diameter blast.

The Trang

Frequency	Very Rare
Number Appearing	1
Armor Class	-7
Move	See Below
Hit Dice	1
% in Lair	0
Treasure Type	Nil
Number of Attacks	None
Damage/Attacks	None

Special Attacks	None
Special Defences	Immune to Psionic Attacks
Magic Resistance	100%
	Except as noted below
Intelligence	Supra-genius, but insane
Alignment	Chaotic Good
Size	S (1' high)

The Trang always sits in the air in the middle of a room and recites poetry to itself. It never does anything else. However, if it encounters a paladin, it will ever after preceed that paladin into any area or room entered by the paladin by instantaneous teleportation, and there continue to sit in the air and recite poetry. It cannot be persuaded to do anything else, and it simply ignores all attacks. The paladin may be rid of it only by having a high Priest cast both Exorcism and Atonement and the paladin must then accept a Quest. In appearance, the Trang looks like a small white bearded old man, wearing a purple robe, and bald.

The Chinese Dragon

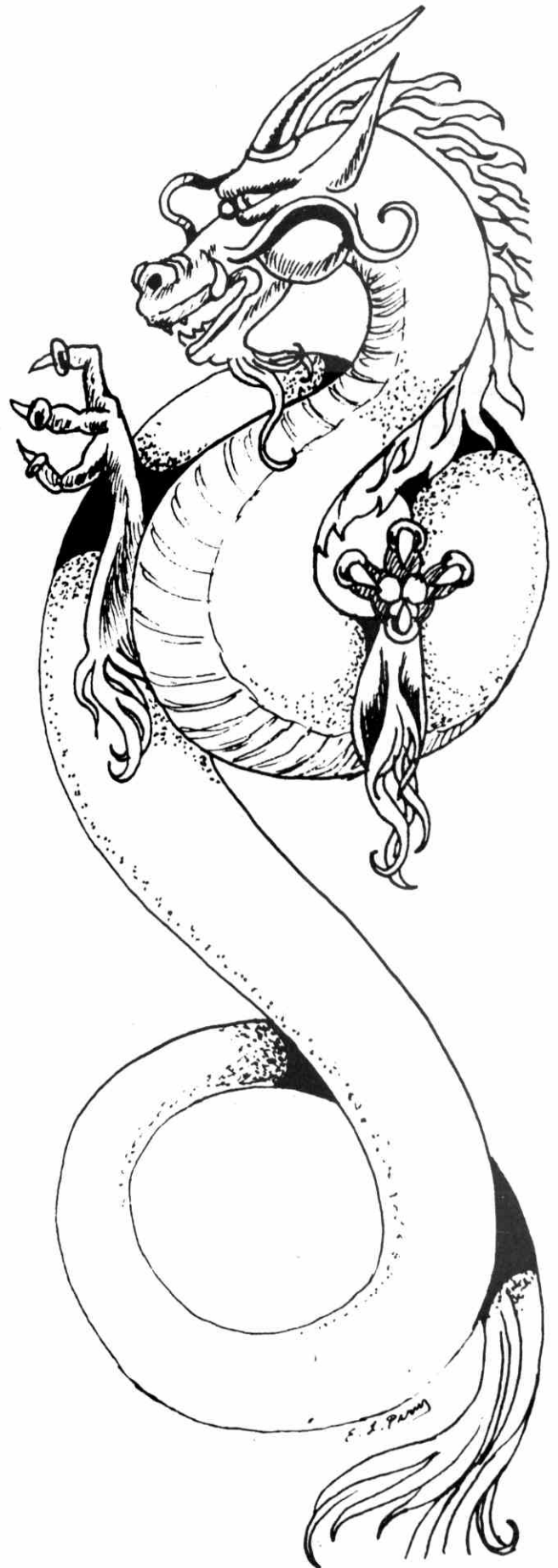
Frequency	Very Rare
Number Appearing	1 or 1 - 4
Armor Class	2
Move	12"/48"
Hit Dice	16
% in Lair	1
Treasure Type	H x 2
Number of Attacks	3
Damage/Attack	1 - 6/1 - 6/5 - 30
Special Attacks	Breath and Magic
Special Defences	Immune to aerial based attacks
Magic Resistance	30%
Intelligence	High
Alignment	Lawful Good
Size	L (49' long)

(Note the "Chinese" dragon type is discussed in TSR's Gods, Demigods, & Heroes. The dragon here is not identical, but has some similarity.) The Chinese Dragon in this cloud has no wings, but "flies" by magically walking, or running, on air. It can work magic as a standard 12th level magic user. It's breath weapon is a hot blue flame up to 200' long and only 1' wide. It's hide is silver and blue and it is fond of philosophy.

Balloon People

Frequency	Uncommon
Number Appearing	5 - 30
Armor Class	7
Move	12"
% in Lair	50
Treasure Type	T, U, X
Number of Attacks	1
Damage/Attack	By weapon, or 1 - 6
Special Attacks	None
Special Defenses	Unhurt by Weather or Blunt Weapons
Magic Resistance	Standard
Intelligence	Average
Alignment	Chaotic Evil
Size	M

Balloon People look like people made out of balloons. They sound like hissing air, and they eat wind. They are found inside magic clouds and almost nowhere else. They are hurt only by sharp weapons or fire, but are susceptible to magic. Their hide is tough, hence the AC of 7, but when ordinary balloon people are hit, they POP! hence the single hit point. Naturally, they hate sharp weapons and instantly attack those who carry them, screaming "Pins! Pins! Kill the Pins!" 50% attack with magic ice clubs (treat as +1 mace) which melt in warm-blooded hands. 50% attack by throwing large hailstones (treat as slung rock). Normal balloon people are white. **Green Balloon People** form 1/8 of the population. They are victims of the green disease which fills them with chlorine gas, which is released if they are hit. Those within ten feet must make a saving roll vs poison, or take 1 - 20 points lung damage. **Orange Balloon People** form another 1/20 of the population. A complication of the green disease has turned them orange and filled them with explosive gas. If hit, they explode, doing 3 - 36 points damage to those within 10 feet. **Tough Balloon People**, of any color, are self-sealing and therefore do not pop. These have a full 1 - 8 hit points. **Mage/Cleric Balloon People** exist who may be 1st - 12th level both as clerics and as magic users (roll for each). For all types of balloon people, note that their treasure never includes anything sharp, and they have no use for anything heavy.



Guardian Angel

Frequency	Very rare
Number Appearing	1
Armor Class	-3
Move	12"/48"
Hit Dice	6 + 6
% in Lair	0
Treasure Type	Nil
Number of Attacks	1
Damage/Attack	1 or by weapon type
Special Attacks	See below
Special Defences	See below
Magic Resistance	60%
Intelligence	Supra-Genius
Alignment	Lawful Good
Size	M

Guardian angels are provided for every living soul, to guide that soul to heaven. Normally they are invisible, undetectable, and interfere very little in life. When one dies, then they become visible. They are not interested in preventing death, but may answer prayers, provide comfort, and render secret assistance. However, if demons or devils threaten his charge in any way, the guardian can call higher levels of angels (5 - 30). On their own guardian angels can fight, but only with holy weapons, turn visible and/or ethereal any object, assume human or animal form, change others the same ways, heal serious wounds, and assume the awesome angelic form which is totally terrifying to demons and devils, and acts as a +5 fear spell on humans (those confronted may (50% chance) fall on their knees instead of running).

The Rainbird

Frequency	Very rare
Number Appearing	1
Armor Class	n/a
Move	3"/24"
Hit Dice	n/a
% Hit Dice	n/a
Treasure Type	Nil
Number of Attacks	None
Damage/Attacks	None
Special Attacks	None
Special Defences	Cannot be hurt
Magic Resistance	100%
Intelligence	Godlike
Alignment	Neutral
Size	S (6")



This small bluegreen bird is an immortal. She has no name except "the rainbird". She makes friends easily. When a friend dies, she grieves, and when she weeps, it rains. The power of this effect exceeds that of magic. The rainbird is also a minor god and she may cast any of the following spells as often as she likes: Detect Magic, Detect Evil, Find Traps, Speak with Animals, Remove Curse, Create Water (she's very good at that one), Dispell Evil, Aerial Servant, Wind Walk, Part Water, Control Weather (she's better than most at that one too), and Gate. She is acquainted with, and known by, the gods and goddesses of all "non-fictional" mythologies.

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