

The Spire of Iron and Crystal



By Matthew J. Finch



Swords
& Wizardry



FROG GOD
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Credits

Authors: Matthew J. Finch
Producers: Matthew J. Finch, Bill Webb
Editor: Greg A. Vaughan

Layout, Typesetting, Graphic Design: Charles A. Wright
Front Cover Art: Colin Chan

Interior Art: MKUltra Studios
Cartography: Robert Altbauer, Sean Stone
Playtesters: Jason Cone, Russell “Grim” Cone



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The Spire of Iron and Crystal

A Swords & Wizardry Complete adventure for parties of 4-6 adventurers, level 5-8.

Background

For centuries, out in the wilderness beyond civilization's reach, there has stood an enigmatic tower known as the Spire of Iron and Crystal. It is a bizarre and ancient structure; four massive, egg-shaped crystals are mounted into a twisting, ornate structure of rounded metal girders, one crystal at the top and the other three mounted lower down. Moving lights seen inside the huge crystals suggest that they are hollow and even inhabited, but no one has ever discovered the secret of how to enter them. This is not surprising, for the tower is located on a broad stone ledge halfway up a sheer cliff face, the glassy walls of which have killed several adventurers who attempted to climb down to the tower almost a hundred feet below.

Over the course of the last few months, with considerable effort and some highly questionable methods, the adventurers have assembled quite a bit of information about the Spire – things not widely known, even among the wisest sages of the lands. Most importantly, they believe they know how to enter the structure safely. Once per year, the sun shines through an ancient runestone at the edge of the great cliff upon which the Spire stands; for a period of three days when the stars are aligned with the runestone, an invisible causeway manifests, connecting the highest crystal of the tower with the edge of the cliff, far above. According to the party's information, it is only during the first hour of evening, while the sun is visible through the runestone, that the ramp remains in being.

This information promises to allow the party access to the riches of the tower, which are lavishly described in rumor and lore. They have equipped a small expedition and made their way through the trails of the wild borderlands to their goal: the tower and its still-unplundered riches.

If you are using this adventure in the **Lost Lands** campaign setting by **Frog God Games**, then the Spire of Iron and Crystal can be found in the southernmost extent of the ancient Kal'lugus Mountains. The mysterious tower stands where the southern slopes of the mountains reach into the vast Harwood Forest above the waters of the Hyon River. Legends of the Spire may be heard in the County of Toullen to the east, and in the rough-and-tumble Coredor Belt on Tywyl Bay, to the south. These legends are vague, more in the nature of folklore than any sort of specific information. Actual historical records of the spire have fallen into obscurity except among the most dedicated treasure hunters and scholars of antiquity.

Referee Notes

The Spire is an extrusion from the vast, underground dungeons of a powerful wizard of pre-human origin named Iomnogoron (yom-no-GOR-on), originally designed to draw materials from the surface world for his strange projects far below. The invisible causeway between the spire and the cliff is not actually designed to provide a means into the spire – this is purely an incidental effect – the purpose of the causeway was actually to channel energy (“surface-essence”) into the Spire for conversion into the unearthly mineral compounds once used for the wizard's magic.

Iomnogoron still lives within the bottommost crystal of the Spire, albeit in a horribly transformed shape. His researches into immortality drove him mad centuries ago, and while transforming into his new “immortal” form he went on a rampage, killing all of his minions and destroying much of the arcane machinery in the Spire.

At the bottom of each of the huge egg-shaped crystals in the Spire is an open-ceiling system of corridors and rooms, like a maze; the upper portion of the egg is open air, but this area is filled with lightning and crackles with dangerous electrical currents, flashing and often joining suddenly into deadly, arcing bolts of current that persist for minutes at a time. If the electricity is not deactivated (which is possible in some areas for limited amounts of time), anyone putting so much as a hand beyond the top of one of the walls will be struck instantly by one of the electrical arcs, and will sustain 1d6 points of damage if not wearing metal armor (save for half) or 2d6 points of damage if wearing metal armor (save for half). Non-conductive, non-living substances can be reached over the top of the walls, including (for example) a mirror.

Egg-Tanks

In several places, the party will come across egg-shaped tanks slightly larger than a man; most of these are filled with liquid and contain dangerous creatures. However, the tanks can be used as protection against electricity once the critters are removed. Each one weighs only 100 pounds, but they are bulky and will require a couple of people to drag even one of them from place to place. They can also be moved from inside by walking, like a hamster wheel.

Light Conditions

Because of the constant lightning field overhead, the characters will not need a light source unless they enter one of the crawlways. It is also possible for the entire lightning field to be turned off for short periods of time, in which case a source of light would be required in order to see.

Glow-Geodes

Several rooms in the Spire contain glow-geodes, which are about the size of golf balls, and look like rocks except for the fact that there is a flickering blue light shining and flickering inside – visible through the rock exterior. These can't be broken open. They are used as raw material for various machines in the Spire, and will prove very useful to the party if the players think to collect them. The key phrase, which will allow the players to connect the geodes with the machines, is “about the size of a golf ball.” Use this phrase to describe the geodes, as well as the holes and funnels in the various machines (don't overdo it, of course).

Treasure in the Spire is roughly equal to three times the experience point value of the monsters that guard it, which is a bit high, but reflects the fact that the Spire has never been plundered ... and that it is quite a dangerous place.

Visibility in the Lightning Field

Visibility in the lightning field is limited to ten feet due to the sudden flashes of light and arcing current unless some sort of dark lens is worn over the eyes. Glass from the egg-tanks will also serve this purpose, although it is not actually dark. For some reason, the lightning field becomes almost invisible when viewed from above, at the very top of the egg's ceiling, and visibility is excellent.

Moving from Egg to Egg

The levels of the Spire (each of the huge egg-shapes) are numbered from top to bottom, with level 1 being the topmost. For each one there is a summary of access points to that level, at the beginning of the level description. These access points are also described in the rooms where they are found.

Start

Outside the Spire

The party has already located a safe, easily defended cave in which to establish a base camp, large enough to hold the wagon, horses, and retainers comfortably. The wagon and non-player characters will not be attacked at this campsite.

The spire is located mid-way up a huge cliff of relatively sharp and glassy volcanic rock. It will sever ropes (check every ten feet of climbing, with a 1 in 6 chance for the rope to get cut). The invisible causeway is by far the safest way to approach the tower (other than by flying). It is certainly possible to climb all over the spire using ropes or flying magic, but essentially there are no entrances other than via the causeway or through the secret entrance into the second level. The crystal of the eggs is impervious to any sort of power the characters could possibly bring to bear.

The Invisible Causeway

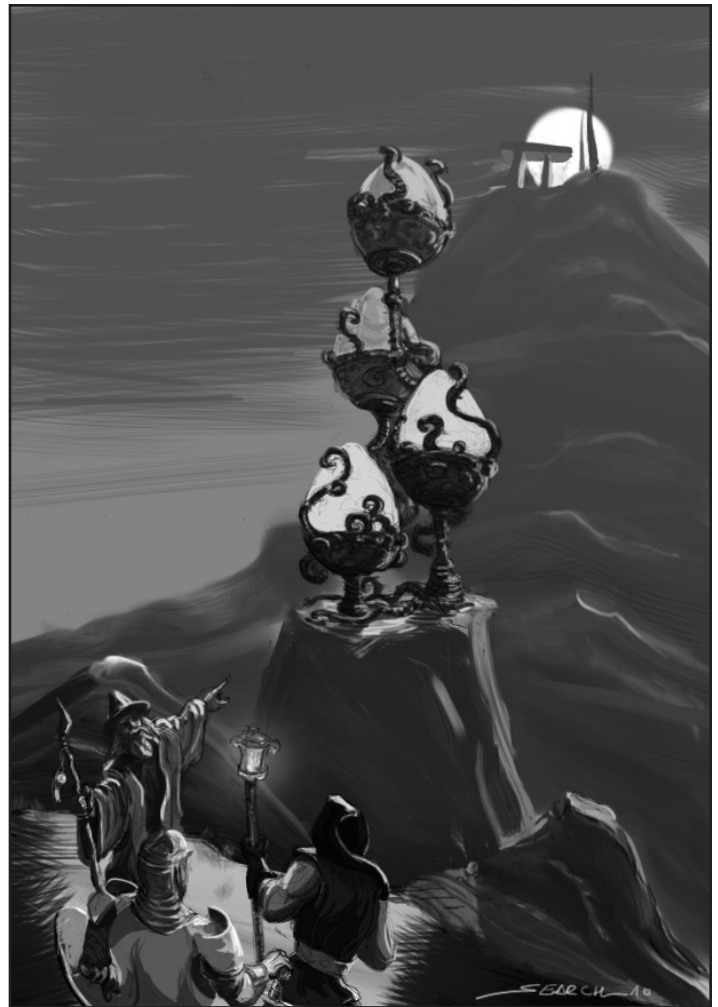
The causeway only exists in the material world for one hour each evening, and it will appear three times before disappearing again for a full year. It is invisible, and made of a strange, slightly elastic substance. Spikes can be driven through it, and will hold the weight of a person; however, when the causeway vanishes, the spikes will fall to earth. Traveling the causeway can only be done slowly, for it curves unpredictably and has an uneven surface. It takes 20 minutes to cross (only 5 if the traveler can see invisible objects). Running across it will almost certainly cause a character to fall to his death (80% chance to fall each minute, with a 5-minute crossing time required). As the causeway approaches the topmost crystal, its edges begin to curve inward like a spout, eventually folding into a tube about four feet in diameter as it enters the crystal.

Top Level (Level 1)

(Equivalent to dungeon level 3-4 in difficulty)

Access

The top (first) level is reached by means of the causeway, which gradually closes into a tube just as it enters the top of the uppermost crystal egg. It is possible to squeeze out from the causeway and onto the quartz surface of the egg itself. Anyone doing so will find that a small tendril



of iron reaches up from the side of the egg to within ten feet of the causeway, and terminates in a hook-like flourish (which can be used to tie off a rope). The tube leads downward for seventy-five feet through the crackling electricity of the egg's upper atmosphere and down to the safer environs of the open-topped maze at the bottom. There are no handholds, and the tube is extremely slippery. If the adventurers try to drive spikes through the tube once inside the egg, the spikes will become charged with the electricity of the egg's upper lightning fields, and will deliver a shock of 1d6 hit points if touched directly or with any material that conducts electricity. They will still work to hold a rope, but it is much better to tie a rope to the iron hook atop the egg itself if the adventurers explored to find it.

Atop the Crystal

The outside of the topmost egg is smooth quartz. Lower down, it is supported by a tangle of round iron girders, with numerous baroque spirals and flanges. A rope can easily be attached to the flanges lower down, although getting down to them solely by climbing (sliding) down the edge could be dangerous. Tying a rope to the iron hook atop the egg is certainly the easiest way to descend safely, although a rope could also be tied around the causeway. When the causeway disappears, the entrance into the topmost egg also closes up (although it will not sever a rope), and the only way to enter and exit the Spire will be from the secret door (Area 22 on level 2) or the stairs into the dungeons (beyond the edge of the adventure).

Wandering Monsters

Each turn spent in the maze of open-ceiling tunnels has a 1 in 6 chance

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of attracting a wandering monster. Roll 1d4 to determine the type of monster:

1	Giant fire beetles (light glands are blue rather than red) (1d4)
2	Giant worker ants (mottled blue and white) (2d6)
3	Lightning lampreys (1d4)
4	Slitherrat (1)

Giant Fire Beetle: HD 1+3; AC 4[15]; Atk 1 bite (1d4+2); Move 12; Save 18; AL N; CL/XP 1/15; **Special:** Light glands.

Giant Worker Ant: HD 2; AC 3[16]; Atk Bite (1d6); Move 18; Save 16; AL N; CL/XP 2/30; **Special:** None.

Lightning Lamprey: HD 1; AC 9[10]; Atk 1 bite (1hp + 1d6 shock); Move (Fly 6); Save 17; AL N; CL/XP 1/15; **Special:** Electrical bite.

Slitherrats: HD 4; AC 5[14]; Atk 1 bite (1d6+1); Move 12 (burrow 9, through crystal 24); Save 13; AL N; CL/XP 4/120; **Special:** Slide through crystal, +1 to hit.

Location Key

1. Entry Chamber

You descend through the invisible tube, down into the crackling and blasting sheets of lightning inside the crystal. The flashes obscure your vision on the way down. After about sixty feet of descent, you're suddenly able to see the bottom, a flat plane of what looks like quartz, with deep, geometric holes carved into it. After another ten feet the tube ends, depositing you into a room cut ten feet deep into the quartz. It contains three doors of dark quartz, and at your feet there is a small hole, about one foot in diameter. There is no ceiling, and the lighting crackles and flashes viciously overhead, even striking the top of the walls from time to time, but it doesn't appear to be striking any further down than the top of the walls. The air is sharp with the smell of lightning, and you don't need lanterns or torches – the bluish inferno of lightning above you provides light so bright it's almost uncomfortable.

The invisible tube from the top of the crystalline egg (marked as "C" on the map) brings the adventurers through the crackling blue electrical discharges of the lightning field in the egg's top half, and down into an open-ceiling room. The walls are 10 ft. high and made from some sort of irregular, smoky quartz crystal. Overhead, arcs of blue electricity leap and dance viciously, often connecting with the top of the walls for moments at a time. The three doors leading out of the room are also made of quartz, much darker than the crystalline walls, so as to be almost black. Just underneath the point where the tube enters the room, there is a hole about 1 ft. in diameter, and a fan is whirring about 2 ft. deep inside the hole. There is condensation of some strange kind on the fan – it somehow doesn't look like water. Beneath the fan, only visible if light is directed inward, the characters can vaguely see a tangle of what looks like tiny crystalline tubes collecting the condensation and disappearing into minute openings in the quartz wall. It is impossible to jam this fan; it has an unearthly strength and sharpness, and will even cut through magical metal that is pushed into its circular path.

2. Teleport Chamber

There is a ghostly, glowing figure in the southern end of this room, its arms upraised, and six strange-looking – possibly mineralized – skeletons are moving toward you with obviously hostile intent. The lightning overhead illuminates two of the dark quartz doors in the northeast and southeast walls.

The glowing figure is 7ft. tall and has a vaguely bipedal shape. It does not move in any way, nor does it have any discernable details. Also within the room are six skeletons, whose bones glitter and sparkle in the irregular light. (The mineral-charged internal atmosphere of the egg has caused deposits of quartz to form in and upon the bones; they are more durable than normal skeletons, but can be turned normally by a cleric). They appear once to have been an adventuring party from their armor and ragged clothing, but the style of the armor and weapons is extremely archaic.

Fossil Skeletons (6): HD 2; HP 15, 12, 10, 8, 8, 7; AC 6[13]; Atk 1 weapon (1d8); Move 9; Save 16; AL N; CL/XP 2/30; **Special:** None.

Treasure: 2 potions of lightning resistance (reduces damage by 2 points per hit die inflicted, duration 1d6+1 turns); rusty sword with 500gp gem in the pommel; scroll with *knock* and *detect magic*; rotted belt pouches containing a total of 50gp, 100sp, and 200cp; rotted backpack in corner containing 1,500sp.

The glowing figure is a teleportal to the second level of the egg. In order to make the teleportal function, a character must stand inside the ghostly shape and raise his arms to match the figure's posture. The teleportal leads to **Area 32** on the second level.

3. Empty Room (Trick doors)

This room is apparently empty, although there are strange mineral deposits crusted on the floor. There are two darkly-colored quartz doors in the room, one in the northeast wall and one in the southeast wall.

Only one of the two doors in this room can be open at any time. If one door is open, the other will not open unless broken down (3 turns). Breaking down a door causes a 2 in 6 chance each turn for wandering monsters to investigate, rather than the ordinary 1 in 6 chance.

4. Trapped Room

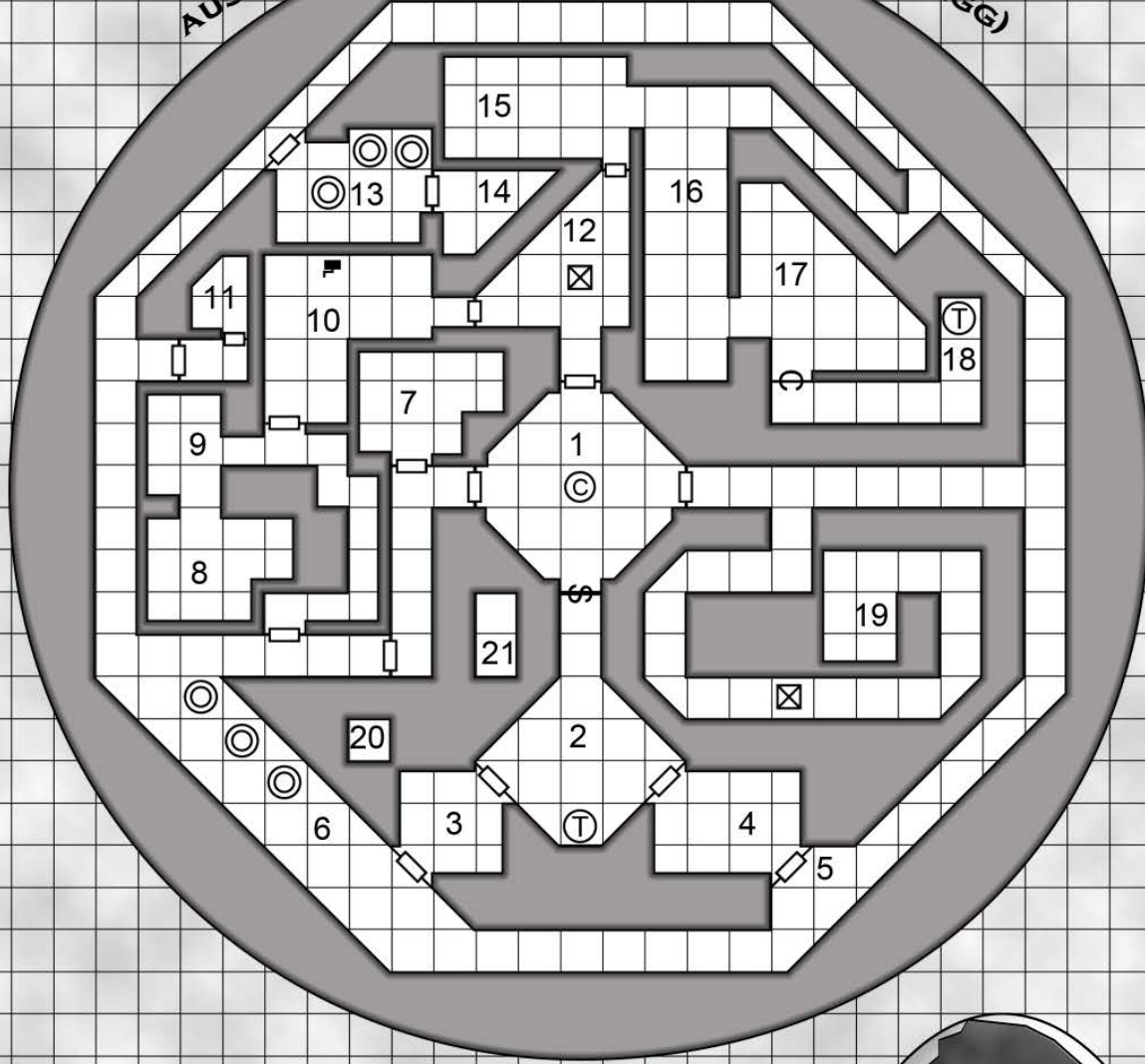
This room looks empty other than a deep encrustation of minerals on the quartz floor. There are two doors of dark quartz, one in the northwest wall and one to the southeast.

This room is designed as a trap; each time a person walks through the doorway, there is a 1 in 6 chance that both doors of the room will slam shut and seal closed for a period of 3 hours before the trap re-sets itself. Escaping over the tops of the walls incurs the normal risk of entering the electrical currents in the egg's "sky." These doors cannot be broken down by normal means (other than by use of a *knock* spell).

TOPMOST EGG

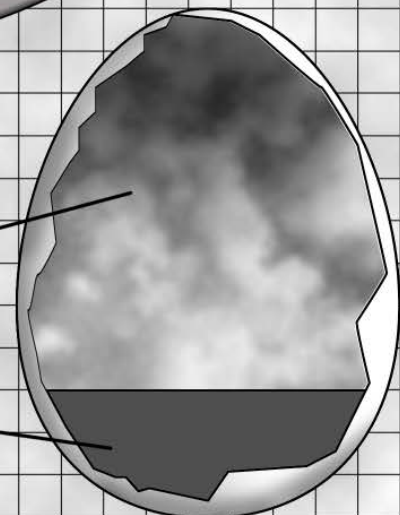
ONE SQUARE = 5 FEET

AUSSENSEITE DES EIES (OUTER SURFACE OF EGG)



ELEKTRISCHER STURM
(ELECTRICAL STORM)

QUARZ LABYRINTH
(QUARTZ LABYRINTH)



5. Doorway Chamber

This is a wide spot in the corridor, with a black quartz door like the others you've seen. Runes that look like the capital letters "ZHA" are graven deeply into the center of the door.

This area has nothing of interest other than the runes in the door. "ZHA" means "danger," although the players won't know this yet unless they are returning from lower levels of the Spire. This marker is a warning about the trap in Area 4.

6. Observation Gallery

This long chamber contains three very ornate structures, egg-shaped crystals mounted in bizarre, twisting strands of black metal that climb to an ornate loop at the top. Two of them are filled with greenish liquid and have something in them. The third looks empty.

This was once an observation chamber, and with the proper command word the crystal between this room and the outside will become transparent for 1 hour if anyone remains in the room more than one turn. The gallery also includes three creatures in liquid filled tanks: one is a metal sea urchin encased in a close-fitting coating of gelatinous material. It floats lifeless in the tank. The content of the second vat is a humanoid, possibly a caveman, but with strange alterations made to its body. The fingers are easily a foot long, with long bones and extra joints, ending in sharp claws. This creature is also dead. The third vat is empty and the crystal is broken. The tanks themselves are of a design similar to that of the tower; twining bars of iron support and climb up the sides of the crystal walls of the egg-shaped tanks, joining in a graceful swirl of iron at the top. Each tank has an entirely different construction; they are obviously not mass-produced in any way. Each of the vats has some ornate little dials at the base, which can be found with minimal inspection. There are three dials, each with the numbers 1 to 3. The egg will open when the combination is set to 1,2,3. It takes one full round to test a combination (you have to wait while the egg makes little whirring noises before it does anything).

7. Supervisor's Chambers

This room contains a bed and an oddly proportioned chair with a writing desk. There is a strange-looking skeleton upon the floor, covered with what looks like dried glue.

There are papers on the desk, but they are ancient and crusted in mineral deposits, which make all but the bottom page illegible even with the use of magic. The bottom page in the stack can be deciphered (requiring the use of a *read languages* spell or other ability) as follows: "The master goes mad in his obsession with immortality. He is increasingly preoccupied with melding of bone and other substances he has created in his laboratories. More and more of the resources we collect from the surface are dedicated to these tasks, instead of being assigned to our constructions in the tunnels beneath."

The dried, glue-like substance on the skeleton is harmless and has no unusual properties. The skeleton itself is 7 ft. tall and has a skull slightly similar to that of a horse. It cannot be identified as any known creature, and any attempts to communicate with its dead spirit are fruitless.

8. Gelatinous Cube Lair

The quartz walls and floor of this room are shiny and clean, completely free of mineral deposits.

A gelatinous cube lairs in this room, but will not be seen immediately since it is in the eastern alcove, where it appears to be a cluster of items floating suspended in the air.

Gelatinous Cube: HD 4; HP 18; AC 8[11]; Atk 1 (2d4); **Move** 6; **Save** 13; **AL** N; **CL/XP** 5/240; **Special:** Paralysis, immune to lightning and cold.

Treasure: 2 normal swords, 4 head-sized chunks of quartz, one of which bears written carvings, a potion of *flying*, a +1 *longsword*, and a normal helmet. The inscription on the quartz piece can only be deciphered with a *read languages* spell, for it is in a very old language. It reads: "The causeway has closed, and I am trapped here for at least a year if I could even find water and food. Here ends the illustrious adventuring career of Natono of Parg, betrayed by lesser men. As a gesture of my extreme annoyance at the situation, I shall go and feed myself to the gelatinous cube."

9. Clean Room

The crystal walls and floor of this room almost sparkle with cleanliness. There are no mineral deposits on the floor, nor is there any dust.

This room is empty.

10. Lightning Control Room

There is a large, crank-driven mechanism on the north wall of this room.

This machine can be used to turn off the lightning in the top atmosphere for a period of 1d6+1 rounds, but after use it will not function again for 3d6 turns. The crank must be turned continuously while it is in use, or the lightning will resume immediately. (The referee must allow partial movement over the top of the walls during this period, dividing the characters' turn-based movement into rounds). Keep in mind that when there is no lightning, there is no light.

11. Slitherrat Lair

There are five bizarre and unsettling creatures in this room. They have rat heads and sleek, furry bodies, but they are about four feet long, and move like snakes. They have tiny, vestigial, rat-like legs poking out from the sides of their bodies, but as they slither toward you over the floor, the vestigial legs are held high, out of the way. There is also an ancient wooden chest in this room, turned on its side and leaning against the wall.

This chamber is the lair of five slitherrats. These monsters can move in and out of the crystal walls without leaving a trace – when they attack, they will take advantage of this ability, moving around behind the party or attempting to surround them, as circumstances dictate. The open chest

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contains the following: 100 pounds of worthless mineral chunks; 3 perfectly round crystalline rocks with what appears to be a flickering blue light shining through the stone (these are glow-geodes, described in the Referee Information section above), a chunk of silver worth 20gp (weighs 200 pounds), a dagger inscribed with archaic language (needs spell to decipher): “To Natono, from the Thieves Guild of Parg – Good Luck!” The dagger is a –1 cursed dagger, although its effects do not manifest until it has been carried for at least an hour. The chest also contains 20 gems worth 50gp each, and a potion of flying (which looks diluted and only functions for 3d6 minutes).

Slitherrats (5): HD 4; HP 28, 20, 16, 12, 8; AC 5[14]; **Atk** 1 bite (1d6+1); **Move** 12 (burrow 9, through crystal 24); **Save** 13; **CL/XP** 4/120; **Special:** Slide through crystal, +1 to hit.

12. Astrological Formulae Room

This room appears to be completely empty, but the walls are carved all over with tiny letters and numbers.

There is nothing of interest in this room; the carvings are not a language, they are formulae involved in predicting the motion of stars and planets.

13. Oozanderthal Tanks

There are three egg-shaped crystal tanks in this room, nestled in twisting spirals of iron that rise to a graceful loop at the top. The tanks are filled with a thick green liquid, and there are deformed, man-shaped creatures inside.

This room contains three cavemen with huge heads, in egg-shaped, liquid-filled tanks. They have extremely elongated hands and fingers that terminate in wicked claws, and appear to be coated in a layer of slime. These are oozanderthals, and the egg-shaped tanks are similar to the others found in the Spire, with complicated ironwork that terminates in a graceful loop at the top. They are in suspended animation until party enters, and they have controls in their tanks which allow them to close the room’s door once a few party members are inside. They can make other attacks from inside the tanks. Controls inside the tanks allow each oozanderthal to do one of three things: (1) pull lightning down into the chamber to strike one person wearing metal armor for 2d6 points of damage (no attack roll required to hit, save for half), (2) cause a blast of electricity from the tank, causing all within 10ft to suffer 1d6 points of damage (save for half), (3) cause the room’s door to open or close. Once one of the tanks has called down electricity, it cannot do so again for 24 hours. The oozanderthals can drain their tanks and emerge if they so choose, although the process takes a full combat round. Note that the tanks can be used by the characters as a way of getting through the lightning, if a way of moving them is found (they weigh only 100 pounds each. The tanks are AC 0[19] to smash, and can sustain 20hp of damage before breaking. Each has dials at the front of the base, allowing for the tank to be opened without damage (combination 1,2,3). Smashed tanks cannot be used to defend against lightning.

Oozanderthals (3): HD 3; HP 13, 12, 11; AC 8[11]; **Atk** 2 claws (1d4); **Move** 12; **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** Ooze coating causes seizures.

14. Treasure Room

This room contains a variety of items scattered on the floor: a couple of weapons and bottles, as far as you can tell at first glance.



This room contains a variety of useful items. There are four vials, covered in dust, lying in one corner (each is a healing potion); a normal mace, a normal shield, a pair of dark lenses, an ivory wand of flying (3 charges) with a tiny pair of wings carved into the handle, and a bag of holding.

15. Slitherrat Lair

Fast-moving, dark shapes slither toward you across the floor of this chamber!

This is one of the rooms where slitherrats congregate and sleep. There are 3 present.

Slitherrats: HD 4; HP: 18, 16, 14; AC 5[14]; **Atk** 1 bite (1d6+1); **Move** 12 (burrow 9, through crystal 24); **Save** 13; **AL** N; **CL/XP** 4/120; **Special:** Slide through crystal, +1 to hit.

16. Disk Room

Hundreds of coin-sized circles appear to be carved into the quartz wall of this room.

The “carvings” are actually freely-rotating, coin-like disks made of metal. Whenever anyone moves inside the room, about fifty of the disks will suddenly begin whirring around. These have no significance to adventurers; whatever they once did, they don’t function any more other than spinning in response to movement.

17. Technician's Lair

There are three humanoid figures in this room. Two of them look like cavemen with huge hands and claw-like fingers, their bodies coated in greenish ooze. The third figure is seven feet tall, with a long head almost like that of a hairless horse but with a body like that of a strong but thin human being. It is holding a short silver wand. There are a couple of beds in the room.

This room is the sleeping chamber and base of operations for a Korog Technician, who has come to the surface to collect surface mineral and sun essences while the causeway is open and collecting. He has two oozanderthals with him as servants.

Korog Technician: HD 4; HP 16; AC 4[15]; Atk 1 sword (1d8); Move 12; Save 13; AL C; CL/XP 5/240; **Special:** wand of paralysis (5 charges).

Oozanderthals (2): HD 3; HP 13, 11; AC 8[11]; Atk 2 claws (1d4); Move 12; Save 14; AL N; CL/XP 4/120; **Special:** Ooze coating causes seizures.

18. Teleporter

The corridor makes a dead end here.

The teleportal marked on the map transports characters to **Area 32** in the second level of the Spire. It activates when anyone steps into the 10 ft. diameter area marked on the map.

19. Crystalline Tree

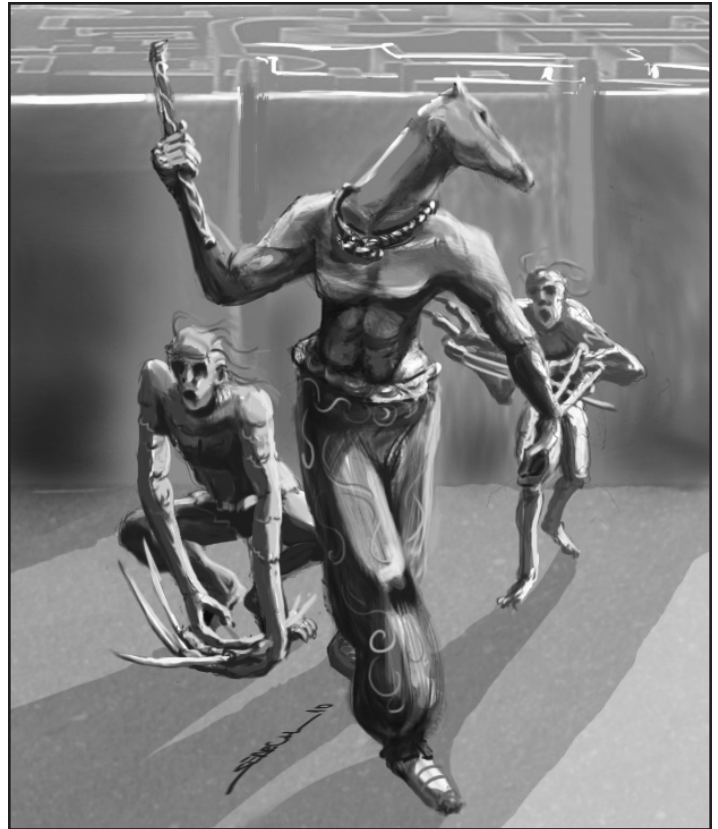
A crystalline tree grows here, its top rising into the lightning field itself. Blue light coruscates throughout the trunk and branches of this strange growth in response to the flashes of lightning overhead. Toward the base of the tree, the trunk is studded with mineral growths, almost like the growth of a parasitic moss or fungus; but these pustules glimmer with the warm luster of precious gems.

The crystalline tree is a predator, and when it sees the adventurers it will move one of its 8 roots to block the northern passageway so that retreat becomes difficult. Although (unless it is surrounded) the tree will not be able to bring many attacks to bear, it will try to kill and eat the adventurers. If it is being beaten, it will try to escape through the crystal walls. Ask the players what part of the tree their characters are attacking, but make it clear to them that attacks against the trunk or branches don't appear to be harming the tree – it must be attacked at the base. There are 12 gems at the base of the tree, worth 100gp each. They are of various types.

Crystalline Tree: HD 5; HP 22; AC 3[16]; Atk Up to 8 roots (1d6); Move 3; Save 12; AL N; CL/XP 6/400; **Special:** Move through stone and crystal, pin opponents.

20. Treasure Room

This room contains a small tree-like structure with several clear glass globes hanging from the branches, all of which appear to contain precious gems.



The tree is crystal, has 10 glass globes attached, and each globe contains a selection of four 50gp gems. (2000gp worth of gems in total). The tree and the glass globes are all harmless.

21. Treasure Room

This room contains a large, stylized statue of a woolly mammoth, apparently made of gold.

The tusks are made of ivory, and tiny patterns are carved into them. The statue weighs 250 pounds and is worth 2,500 gp.

Second Level

(Equivalent to dungeon level 5 in difficulty)

Access

The second egg can be reached in one of two ways; teleporters in the top level provide one route, but climbing down the side of the tower will also give the players access to a secret door in the side of the crystal. The ledge in front of this door is not visible from the cliff (it is obscured by a twisting "growth" of iron), but examination of the egg's side from higher up (dangling by a rope from the top of the uppermost egg) will reveal its presence. From the top, it is quite obviously a ledge of some kind – but this is not apparent without a conscious effort to scout out what the sides of the second egg look like from the top.

Like the top level, the atmosphere above the open-ceiling maze of the second level is charged with a fiercely active lightning field. Unlike the topmost egg, the second-level egg contains some crawlways through the quartz, which have ceilings and cannot be entered by running across the top of the maze. These are visible on the map as narrower corridors. THE CRAWLWAYS ARE NOT LIT.

Wandering Monsters

The wandering monsters of the Spire are attracted by movement. Each turn spent moving in the second level of the Spire has a 50% chance of attracting a wandering monster. If the characters are simply talking or searching a room, there is only a 1 in 6 chance per turn. In general, the monsters travel along the walls over the top of the labyrinth, and will come over the top of the wall to attack. Exploring this level will involve lots of combats with relatively easy monsters; separately the encounters are not likely to be lethal or difficult, but collectively they are likely to wear down the characters.

Roll 1d4 to determine the type of monster:

1	Giant fire beetles (light glands are blue rather than red) (1d6)
2	Giant worker ants (mottled blue and white) (2d8)
3	Lightning lampreys (1d6)
4	Slitherrat (1d2)

Giant Fire Beetle: HD 1+3; AC 4[15]; Atk 1 bite (1d4+2); Move 12; Save 18; AL N; CL/XP 1/15; **Special:** Light glands.

Giant Worker Ant: HD 2; AC 3[16]; Atk Bite (1d6); Move 18; Save 16; AL N; CL/XP 2/30; **Special:** None.

Lightning Lamprey: HD 1; AC 9[10]; Atk 1 bite (1hp + 1d6 shock); Move (Fly 6); Save 17; AL N; CL/XP 1/15; **Special:** Electrical bite.

Slitherrats: HD 4; AC 5[14]; Atk 1 bite (1d6+1); Move 12 (burrow 9, through crystal 24); Save 13; AL N; CL/XP 4/120; **Special:** Slide through crystal, +1 to hit.

Location Key

22. Outer Balcony

This is an outcropping of quartz, protruding from the side of the egg. It is almost completely surrounded by twisting growths of iron, which hide it from view except from above.

This area is outside the crystal wall of the egg; it is a quartz outcropping mostly surrounded by twisting growths of iron, and is not visible except from the uppermost parts of the tower. The iron here is made up of bars about three inches in diameter, dividing up into twisting branch-like decorations. A secret door leads into the side of the egg; it is easily (automatically) spotted if anyone looks for it (resembling a circular crack in the crystal), but there is no visible means of opening it. Anyone who tries pulling and twisting on the iron growths of the branch-like “railings” around the outcropping will almost immediately find one that is a lever. When the lever is manipulated, the quartz door evaporates into nothingness, allowing entry. The door cannot be closed once it has been opened.

23. Entry Access

This wide spot in the corridor has four little spouts sticking out of the corridor’s western wall. The quartz below them has a heavy crust of mineral deposits.

There are four spouts in the wall here that seem as if they’re supposed to pour liquid from the wall. They are dry, and don’t do anything any more. There is a blank piece of parchment stuffed into one of them. If this area is searched for secret doors, the access to the outside will be found automatically. It cannot be opened from the inside; however, if it is opened from the outside it will remain open. This is a relatively important achievement, since it means the party will no longer have to rely upon the causeway to enter the Spire.

24. Ululation Crystals Room

The bottom of this room is studded with relatively large growths of mineral deposits, making the floor look somewhat like a sea floor with scattered growths of coral.

As soon as anyone enters the room, the crystal growths will begin to make a low but audible humming noise, which has a 1 in 6 chance to immediately summon wandering monsters. More importantly, the humming alerts the ochre jelly in **Area 26** that some potential prey is nearby. It will wait for a short period of time, then squeeze under its door and start tracking the party.

25. Covered Room with Condensation Grate

Important Note: This room has a ceiling, and cannot be seen or entered from above!

This is a closed in room, dug underneath the quartz, with an actual ceiling. Some sort of water-like fluid is condensed in droplets on the wall, which apparently roll down to drain through an iron grate in the floor.

This room can only be accessed through the crawlways, for it has a ceiling of quartz about eight feet high. The grate can be removed, and permits access to one of the slide-tubes down to the third level, arriving in **Area 47**.

26. Ochre Jelly Lair

This room has no unusual architectural features. **[Other than the ochre jelly, if it is still here].**

An ochre jelly lives in this room. It generally lies on the floor, looking like an irregularly shaped orange carpet, but when it hears the ululation crystals in **Area 24** start to hum, it waits a bit and then comes out to track down whatever prey alarmed the crystals.

Ochre Jelly: HD 6; HP 26; AC 8[11]; Atk 1 acid-laden strike (3d4); Move 3; Save 11; CL/XP 6/400; **Special:** Lightning divides creature.

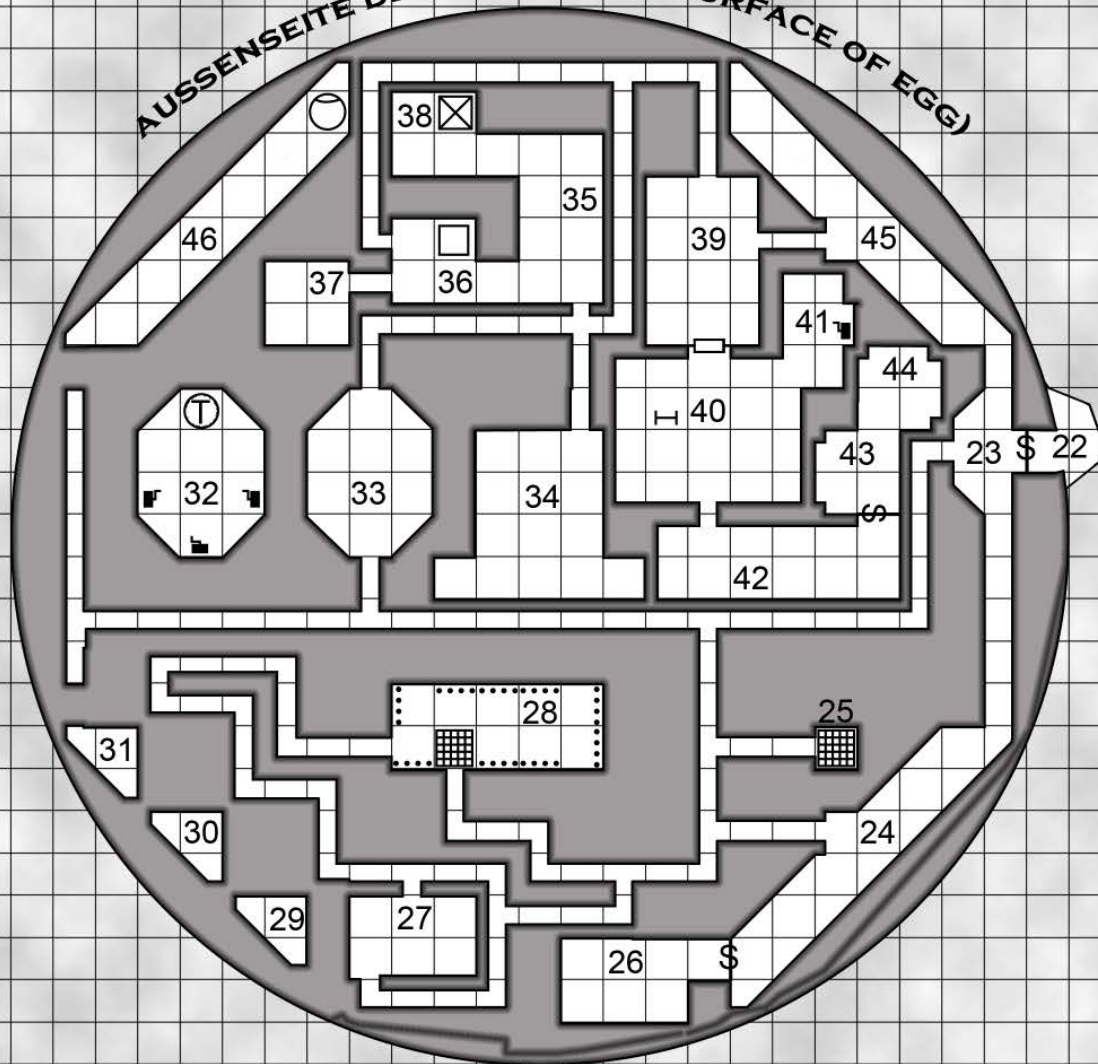
27. Trapped Room

The only visible thing of interest in this room is an empty egg-tank.

SECOND HIGHEST EGG

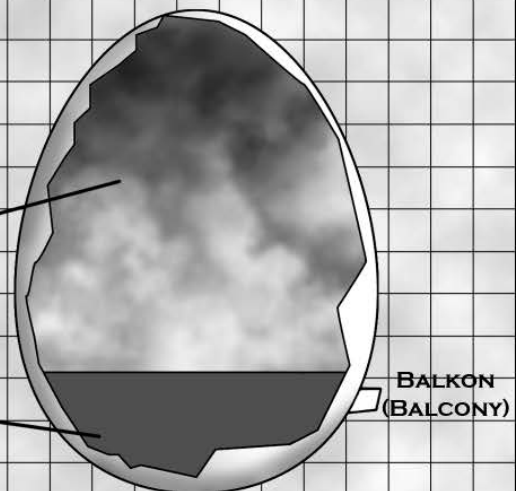
ONE SQUARE = 5 FEET

AUSSENSEITE DES EIES (OUTER SURFACE OF EGG)



ELEKTRISCHER STURM
(ELECTRICAL STORM)

QUARZ LABYRINTH
(QUARTZ LABYRINTH)



THE SPIRE OF IRON AND CRYSTAL

The floor of the room is trapped: each person stepping onto the floor of this room has a 1 in 6 chance to activate the trap. (Poking the floor from outside with a spear or pole has a 4 in 6 chance to activate the trap, too). When the trap is activated, the room's floor suddenly shifts upward to leave only five feet of clearance between the floor and the lightning field, blocking entrance to the crawlway. After this, it will move upward one foot per ten minutes until it is even with the top of the wall and anything standing on it is fully exposed to the lightning. It will remain in the fully upright and locked position for one round, and then sink back to its original position. The egg-tank, of course, can be used as protection from the lightning, but only for one lucky person...

28. Invisible Ceiling Room

Important Note: This room has a force-field ceiling — it cannot be entered from the top, although this isn't likely to be discovered unless someone tries. The room CAN, however, be seen from above.

There is a dark quartz grate, like a drain, in the floor of this room.

The force field is denoted by the dots around the room on the map. The floor-grate leads down leads down to **Area 49** on Level 3 via a tube hollowed out through the interior of one of the round iron girders supporting the Spire.

29. Treasure Storage Room One

There is a transparent crystal treasure chest in this room, and apparently nothing else.

The chest has no handles, no lock, and no latch – it is opened simply by lifting the lid. A scroll case is visible inside. The scroll contains three spells: *knock*, *detect traps*, and *fireball*. The crystal of the chest itself is very heavy, and the chest weighs 50 pounds despite the fact that its only content is the scroll case. The words “Natono. Cleared. Mule,” are scratched into the crystal on the lid, if anyone examines the chest closely (and they almost certainly will). Note that anyone in this room will attract the lightning bladder in **Area 30**, which will show up in a short amount of time.

30. Lightning Bladder's Lair

This room has no distinguishing features. [other than the Lightning Bladder, if it is still here].

A lightning bladder lives in this chamber, and has for hundreds of years, crawling over the top of the wall occasionally to feed on wandering monsters. If there is any activity in Treasure Rooms One or Two (**Areas 29 or 31**) it will climb over the walls to investigate, as it was trained to do over a hundred years ago.

Lightning Bladder: HD 3+3; HP 15; AC 9[10]; Atk 1 touch (1d6); Move 6; Save 14; AL N; CL/XP 5/240; **Special:** Electrical discharges when pierced.

31. Treasure Storage Room Two

This room contains a square pile of gold, and a skeleton, apparently completely mineralized, which is lying on the floor with one hand about two feet in the air, over the top of what might be a gem.

This room contains a fossilized skeleton and two transparent crystal chests. The fossilized skeleton has a hand on one of the chests (the one containing the gem). It will not animate unless someone remains in the room for a turn or more. One chest contains a single gem (500gp) and the other contains 450gp. The chest with the gem weighs 50 pounds (due to the weight of the dense crystal forming the chest itself); the chest with the gold weighs 95 pounds. Each chest is trapped, and releases poison gas when opened. However, the gas has weakened with age and the saving throw against the poison is made at +4. Note that the lightning bladder from Area 30 will also come to investigate any movement in this room.

Fossil Skeleton: HD 2; HP 10; AC 6[13]; Atk 1 weapon (1d8); Move 9; Save 16; AL N; CL/XP 2/30; **Special:** None.

32. Teleport Arrival Chamber

There are three machines on the walls here, all of which are unlit and silent, with a single gargoyle-like button on the front face of each one. There are no doors leading out.

All teleports from Level 1 arrive here in this chamber. If a gargoyle button is pressed, the machine will begin to hum and clank. If all three machines are turned on, the lightning field overhead suddenly goes out, and all is dark and quiet. The lightning field remains turned off for 1d6 turns. The machines will operate only twice before they must recharge, which takes a full 24 hours. The vertical conveyor in **Area 33** can be seen from here. The teleport here can be used to get back to the first (top) level of the Spire, but whether it transports people to **Area 2** or **Area 18** is a 50-50 chance determined separately for *each traveler*.

33. Vertical Conveyor

This room contains a tall structure supporting a segmented metal belt, which extends upward into the lightning field above. Large metal scoops are mounted on it at intervals of about six feet. The belt is mounted on an ornate metal stand that resembles a huge sawhorse.

The segmented belt, if further description is needed, resembles a tank-tread or bicycle chain. There is a lever on one side of the massive “sawhorse” mounting; it is stiff and requires two people to move it. The lever activates the machine, which will begin the chain moving, cranking the shovel blades upward into the lightning field, and then back down in an endless loop, the shovels swinging to remain upright through the whole journey. That's all it does.

34. Main Oozanderthal Lair

This chamber is strewn with bones and primitive fur cushions. Several humanoid creatures are in here, cavemen

with unnaturally long hands and clawlike fingers, dripping all over their bodies with a strange greenish ooze.

13 Oozanderthals live in this room, their only furnishings the cushions made from slitherrat fur. Any battle will likely begin in the crawlway, but some of the oozanderthals will crawl up to the top of the walls and try to cut the party off, attacking them from behind in the crawlway. (The oozanderthals' slimy coating makes them immune to electrical damage from the lightning field).

Oozanderthals (13): HD 3; HP 24, 20, 15, 12, 12, 12, 12, 12, 12, 12, 8, 5; AC 8[11]; Atk 2 claws (1d4); Move 12; Save 14; AL N; CL/XP 4/120; **Special:** Ooze coating causes seizures.

35. Empty Room with Floor Circles

Four circles, five feet in diameter, are deeply incised in the quartz floor of this room.

The circles no longer do anything.

36. Grate and Access to Level 3

As you look into this chamber, a huge blob of what looks like liquid lightning drops down from the lightning field, and runs down through a big funnel in the floor.

Blobs of liquid lightning fall from the lightning field and run down through a big funnel in the floor. They fall every ten minutes, and trickle down through a hollow support bar to a processing area in Level 3. This is one of the ways down to Level 3 and the downward-sloping, spiraling tunnel is 60ft long. It takes a full 8 minutes to get to the bottom of the tube due to the twists and slopes. Unfortunately, there's a filtering grate halfway down the tube, blocking it and delaying progress while a blob forms above. It can be broken very easily, but will likely cause the party to get hit by some of the liquid lightning (depends on the 10-minute timing). The blobs cause 3d6 points of damage (half with a successful saving throw). The staffs at **Area 38** might help the party avoid this fate, however.

37. Cockatrice Machine Room

This room contains what appears to be a very large rooster with a snakelike tail. There is also some sort of machine in here.

This room contains a cockatrice, which (unlike most of the monsters in the crystal) is not immune to lightning and cannot leave its chamber. There is a machine in the room, placed under a steady drip of lightning-charged condensation from the ceiling. The machine has three dials and a metal button on it; the dials are stuck in place by crusted mineral deposits. Pushing the button causes a door at the bottom of the machine to swing open and release whatever creature the machine is currently set to create from the condensed energy; it is currently set on "cockatrice." The machine only has enough condensed energy to make one cockatrice. None of the readings on the dial are in a language that can be understood (the use of Read Languages will reveal that they are: basilisk, blue dragon, giant snake, slitherrat, and lightning lamprey).



Cockatrice: HD 5; HP 20; AC 6[13]; Atk 1 bite (1d3 + petrification); Move 6 (Fly 18); Save 12; AL N; CL/XP 7/600; **Special:** bite turns to stone.

38. Empty Room with Maintenance Wands

This room is empty, except for four ornate staffs leaning together against one wall.

These staffs aren't useful for anything much, unless the party needs a metal bar 6ft long. One thing about these – if one gets within ten feet of the grate blocking the tube down from **Area 36**, the staff will zap over to the grate, as if by magnetism, and the grate will unlock and open without causing any delay. The staffs are used for maintenance on things that mostly aren't operational any more.

39. Oozanderthal Lair

There are five ooze-covered cavemen with massive claws in this room.

This room contains 5 oozanderthals. If they are being beaten in combat, some may attempt to flee over the walls to Area 34.

Oozanderthals (5): HD 3; HP 14, 10, 12; AC 8[11]; Atk 2 claws (1d4); Move 12; Save 14; AL N; CL/XP 4/120; **Special:** Ooze coating causes seizures, immune to electricity.

40. Crane Room

This room itself is featureless quartz, but there is one very strange thing here; a huge hook suspended from an extremely thick iron chain hangs down into this room from the obscured heights of the crackling lightning field overhead. It sways slightly, creaking back and forth as it is struck by lightning high above.

This is a crane, and the hook can be cranked upward and downward from the mechanism in Area 45. Any of the egg-tanks can be hooked onto the crane by the loop of iron that is built onto the top of each egg-tank, and these will insulate one occupant from the lightning. Other protections against lightning will also work. From the top of the crystal's interior (after getting through the lower-altitude level of low visibility), it is possible to see the open areas in the crystal maze below. A player map of Level 2 is included, in case the party takes advantage of the crane. Note that the crawlways are not visible from the top (or on the player map), since they have ceilings.

41. Crane-Swinging Machine

There is a lever mechanism on the eastern wall of this room.

Pulling this lever causes the chain and hook apparatus (Area 40) to swing back and forth, but does not raise or lower it. If this is used while someone is in the lightning field suspended from the chain, it will not cause problems – but the person up on the chain will have a very unpleasant time of it as the chain begins swinging to and fro.

42. Processing Track

This room contains an oval-shaped track about ten feet across. There is an oddly shaped cart on the tracks, made of crystal and carved with runes. The entire setup is studded and almost covered with what appears to be melted rock, that has hardened on it in patterns like candle wax.

This mineral-processing apparatus is located under a slow drip of surface minerals that condense at the top of the ceiling far above, then drip down. Over the years, the dripping mineral has hardened upon the non-functioning mechanism that once collected and processed it. The track and cart no longer function in any way, although the cart can be broken loose, removed, and used as an ordinary cart if the characters decide they need one.

43. Pillar-Machine Room

Two pillar-like columns are attached to the walls of the northwest and southwest corner of this chamber. In addition to the irregular mineral deposits, there are also four round rocks on the floor, about the size of a golf ball.

Note that if the characters linger in this room to play with the machine, the phase spider from Area 44 will come quietly to investigate the noises. Each pillar has a hole at eye level and a second hole at floor level. The

top holes are slightly larger than the four “round rocks,” which are glow-geodes, and the bottom hole is about twice the size of the top one. These are actually machines, operated by putting a glow geode inside. The one in the northwest corner does not function, but the one in the southwest corner is operational, and transforms glow-geodes into various possible products. If a glow-geode is placed into the top hole, it will roll downward and be transformed into something else that rolls out of the floor-level hole.

Roll 1d6 to determine what the glow-geode is transformed into:

1	Glowing sludge that creeps across the floor and then dies.
2	+1 mace (followed by +1 sword if rolled again, followed by wand of fireballs with 10 charges)
3	Chunk of gold worth 300gp
4	A cloak that will absorb 10 points of electrical damage before disintegrating
5	A telescoping rod of an unknown metal, about the width of a finger, that can be extended to five feet in length. If this is extended and held vertically, it will suck in lightning in a radius of ten feet, allowing people to move safely within the “shielded” area. This effect lasts for 3 turns, and then the rod is destroyed by the lightning.
6	A chunk of crystal with what appears to be a small, living octopus inside. It does nothing, and if the crystal is cracked open, the octopoid will die from exposure to the air.

44. Phase Spider Lair

There is treasure scattered on the floor of this room. **[And a phase spider, if it hasn't come out to attack the party in Area 43].**

A phase spider makes its lair in this room, and will come to investigate any noises from Area 43. Part of the phase spider's treasure is 4 glow-geodes that can be used in the Spire's machines (either the one in Area 43 or the ones found in Level 3). Other treasure, which is scattered in the room, includes: 200gp, a gem worth 100gp, a richly embroidered cloak worth 50gp, and a clerical scroll with three Cure Light Wounds spells.

Giant Phase Spider: HD 2+2; HP 11; AC 6[13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; AL N; CL/XP 6/400; **Special:** lethal poison (+1 save or die), dimension phasing.

45. Cranking Apparatus Room

There is an ornate bronze crank on the wall of this room, attached to a metal chain that disappears upward into the lightning field, angling toward where the center of the egg's ceiling must be.

This is the cranking apparatus for the egg-lifter in Area 40, and it can be used to raise and lower the chain which descends into that location. The crank amplifies the strength of anyone using it, so that a single person at the crank can raise almost 1,000 pounds of weight.

46. Chamber of the Luhuloi

Three strange beings are in this room, singing softly to a large pool of water. They look like small people with orange skin, blue hair running in a ridge down the back, and large, webbed hands and feet. They wear no clothing other than a loincloth. One of them is waving around a large golden bracelet.

Members of a peaceful race from another dimension, the luhuloi, come in and out of the Northwestern wall of this egg, utterly unaware that they are entering and leaving another world. They believe the quartz is a fine mist that blocks off their religious sanctuary underneath the lightning. Although the luhuloi do not understand any language spoken by the adventurers, they will pat them with friendly (webbed) hands and nod wisely at everything they hear. If the party somehow opens communications without language, the luhuloi will try to communicate that the pool in this room has magical properties. To demonstrate, they will throw a gold bracelet (100gp value) into the pool. Inside the pool itself is a dangerous monster with tentacles laden with golden bracelets. If anyone tries sticking a hand or a 10ft pole into the water, it will attack. The total value of the gold bracelets is 3,300gp.

Pool Monster: HD 8; HP 32; AC 7[12]; Atk 4 tentacles (1d6); Move 6; Save 8; AL N; CL/XP 9/1100; **Special:** None.

Third Level

(Equivalent to dungeon level 6-7)

Access

The third level can only be reached by sliding through metal tubes from **Areas 25, 28, and 36** - these tubes are the hollow interior of twisting iron girders, part of the complicated structure supporting the four eggs.

Notes: The third level is a machine level, used for the processing of surface-essence.

Wandering Monsters

Each turn spent in the third level of the Spire has a 1 in 6 chance of attracting a wandering monster. Roll 1d4 to determine the type of monster:

1	Giant fire beetles (light glands are blue rather than red) (1d8)
2	Giant worker ants (mottled blue and white) (2d6) and 1d2 giant warrior ants
3	Lightning lampreys (1d8)
4	Slitherrats (1d3)

Giant Fire Beetle: HD 1+3; AC 4[15]; Atk 1 bite (1d4+2); Move 12; Save 18; AL N; CL/XP 1/15; **Special:** Light glands.

Giant Worker Ant: HD 2; AC 3[16]; Atk Bite (1d6); Move 18; Save 16; AL N; CL/XP 2/30; **Special:** None.

Giant Warrior Ant: HD 3; AC 3[16]; Atk Bite (1d6+ poison); Move 18; Save 14; AL N; CL/XP 4/120; **Special:** Poison 2d6 (save for 1d4 only).

Lightning Lamprey: HD 1; AC 9[10]; Atk 1 bite (1hp + 1d6 shock); Move (Fly 6); Save 17; AL N; CL/XP 1/15; **Special:** Electrical bite.

Slitherrats: HD 4; AC 5[14]; Atk 1 bite (1d6+1); Move 12 (burrow 9, through crystal 24); Save 13; AL N; CL/XP 4/120; **Special:** Slide through crystal, +1 to hit.

Location Key

47. Chute-Access from Area 25

An iron tube, large enough for people to enter, comes in from the side of the crystal, and opens into this room. A dragon with bright blue scales uncoils itself and prepares to attack.

This room is where the chute from **Area 25** arrives; the iron girder twists to enter the side of the crystal, and opens out directly to the floor of the room. A young blue dragon (which made its way into the Spire through the top several years ago) has taken a fancy to this chamber and lairs here. It can spit a blast of electric lightning in a line 5ft wide and 100ft long, for 16 hit points (save for half damage). It does not speak or cast spells. If it is frightened, the dragon will fly up into the lightning field, but will keep an eye on the party and (if the adventurers take any of its treasure) attack at an opportune moment. If it was badly frightened and the adventurers do not take its treasure, it will simply avoid them in the future. The treasure is a disorganized scattering of items on the floor: 3 glow-geodes, 600gp, bones representing several skeletons (mainly those of slitherrats and lightning lampreys, but including one or two from oozanderthals), a golden lamp (100gp) a ruby (250gp), and a chunk of silver worth 50gp (weighs 100 pounds).

Young Blue Dragon (8HD): HD 8 (16hp); HP 16; AC 2[17]; Atk 2 claws (1d6), 1 bite (3d8); Move 9 (Fly 24); Save 8; AL C; CL/XP 6/400; **Special:** spits lightning (16hp, save for half).

48. Chute-Access from Area 36

An iron tube with a 5 ft. diameter enters the side of the crystal, and opens into this room. Just underneath the tube opening, there is a large quartz bowl with an iron pipe leading from it into the northeast wall.

This room is where the chute from **Area 36** arrives, in the same manner as the chute in **Area 47**. In this area, the tube empties into a large crystal bowl with a drain at the side. The drain leads to a pipe that disappears into the northeast wall just behind the bowl. If the characters wait until some of the liquid lightning comes down the pipe, they will see it drop into the bowl, spin around like liquid mercury, and then be sucked into the pipe.

49. Chute-Access from Area 28

An iron tube enters the side of the crystal, and extends down to the floor, where it ends. The opening is 5 ft. in diameter. There are carvings in the quartz floor.

This room is the termination point for the chute down from **Area 28**. All around the chute, strange geometric shapes have been incised into

THIRD HIGHEST EGG

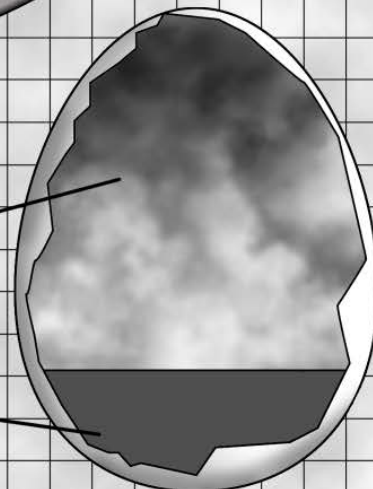
ONE SQUARE = 5 FEET

AUSSENSEITE DES EIES (OUTER SURFACE OF EGG)



ELEKTRISCHER STURM
(ELECTRICAL STORM)

QUARZ LABYRINTH
(QUARTZ LABYRINTH)



THE SPIRE OF IRON AND CRYSTAL

the floor, leading to the northeast and southeast and then forming two circles of carven shapes almost ten feet in diameter, just at the entry to the corridors (these circles are marked on the map). If a person stands or steps into the north circle, the southern circle will instantly levitate anything on it upward into the lightning field (20ft into the air), at which point the levitation power will stop and allow the person (or thing) to fall back to earth. Between the electrical and the falling damage, this is a fairly dangerous trap. However, it could be used against monsters, even those immune to electricity, just for the falling damage.

50. Teleporter Room

This chamber has no unusual features. There is an archway in the north wall, and another one in the south wall.

Anyone stepping into the area marked “T” on the map will instantly be teleported to **Area 56**. The transition is so smooth it cannot be felt, and the two rooms are identical.

51. Statue Room

This room contains the statue of a creature that is almost but not quite human. Its head is long and almost like that of an evil-looking horse. It is dressed in the flowing robes of a wizard and it carries an ornate staff.

This is a statue of the wizard Iomnogoron before his self-transformations into an immortal ooze-being were completed. This room is identical to **Areas 57 and 65**.

52. Room of Damaged Crystalline Golems

This room contains three crystal statues of large humans; each statue is bashed up and damaged.

This room contains three crystalline golems, each of them very badly damaged from the battle between Iomnogoron and his minions, after the wizard went mad. The statistics below describe their conditions (one has only one fist, one has reduced hit points, and the third has -4 to hit):

Armless Crystalline Golem: HD 8 (32 hp); AC 3[16]; Atk 1 fist (1d10); Move 6; Save 8; AL N; CL/XP 9/1100; **Special:** Immune to fire and lightning.

Bashed-Up Crystalline Golem: HD 8 (10 hp); AC 3[16]; Atk 2 fists (1d10); Move 6; Save 8; AL N; CL/XP 9/1100; **Special:** Immune to fire and lightning.

Headless Crystalline Golem: HD 8 (32 hp); AC 3[16]; Atk 2 fists (1d10); Move 6; Save 8; AL N; CL/XP 9/1100; **Special:** Immune to fire and lightning. This golem suffers a -4 on its to-hit rolls.

Treasure: The treasure in this room is in a large chest of smoky quartz – it is not transparent enough to see the interior. The chest itself is worth 1,000gp and weighs 100 pounds. Inside is a bag containing 350gp, a second bag containing 3 gems worth 100gp each, and a third bag containing a golden orb studded with gems, worth 1,500gp.



53. Machine Room

This room contains two machines: the one on the southwest wall is lit with a glowing light, and the machine on the northeast wall is dark and inert.

The glowing machine is a potion-making machine with a hole on top about the size of a golf ball. There is a spout in the middle, just above a metal plate, and there is a rack of glass bottles (four of them are intact, several others are smashed) beside the machine. There are three small transparent windows in the machine, a blue lever, a red lever. Two of the windows contain numbers (currently “1” and “2”), and the third shows runes which resemble the letters “ZHA.” Pulling the blue lever spins the numbers like a slot machine, the runes identify what the potion maker will make as a result, and the red lever tells the potion maker to make the potion out of a glow-geode (assuming one has been inserted at the top). Every time the blue lever is pulled, whether or not a glow-geode is inside the machine, roll a d4 for each of the number dials. Read the result below to find out what potion this would make (and the corresponding label in the “description” window). Note that the machine will not make a potion until there is a glow-geode in the machine and the red lever is pulled; at this time, the machine will make whatever potion the current dial setting indicates. The blue lever can be pulled as many times as desired, to get the right combination of numbers before pulling the red lever (the players may be aware that “ZHA” is a warning).

- 1,1: potion of flying (descriptive runes: “KTHI”)
- 1,2: potion of poison (descriptive runes: “ZHA”)
- 1,3: potion of healing (descriptive runes: “OAN”)
- 1,4: potion of lightning resistance, 1d6 turns (descriptive runes: “ATO”)
- 2,1: potion of healing (descriptive runes: “OAN”)
- 2,2: potion of poison (descriptive runes: “ZHA”)

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- 2,3: potion of healing (descriptive runes: "OAN")
2,4: potion of strength (descriptive runes: "LIN")
3,1: potion of lightning resistance, 1d6 turns (descriptive runes: "ATO")
3,2: potion of poison (descriptive runes: "ZHA")
3,3: potion of healing (descriptive runes: "OAN")
3,4: potion of speed (descriptive runes: "MAR")
4,1: inert liquid (descriptive runes: "IOCT")
4,2: potion of poison (descriptive runes: "ZHA")
4,3: potion of healing (descriptive runes: "OAN")
4,4: MACHINE BREAKS (descriptive runes: "ZHA")

54. Hidden Treasure Room

This room contains hundreds and hundreds of crystallized pre-humanoid skulls, piled about a foot deep across the floor.

Anyone sifting through the skulls will find that there are several items of treasure in here as well. It will take 5 turns to gather all of it together, with the "find" for each turn being as follows: (1) one of the skulls is gold, weighing 10 pounds and worth 200gp, (2) a rotted leather bag containing 300gp, (3) a wand of cure light wounds with 7 charges, usable by a cleric only, with the command word "Jax" carved into the handle, (4) a scattering of 100gp, (5) a scattering of 10gp.

55. Gelatinous Triangle Lair

This room contains four triangular-shaped structures, almost transparent and of strange material. Stairs lead down into the darkness of a huge iron tube.

This room contains four gelatinous triangles, the result of an experiment in which Iomnorogon bisected two gelatinous cubes into two triangular shapes each. Stairs lead down to **Area 66** on Level 4 through the iron tube.

Gelatinous Triangles (4): HD 2; HP 15, 6, 9, 7; AC 8[11]; Atk 1 (2d4); Move 6; Save 13; CL/XP 3/60; **Special:** Paralysis, immune to lightning and cold.

56. Teleport Room

This chamber has no unusual features. There is an archway in the north wall, and another one in the south wall.

Anyone stepping into the area marked "T" on the map will be instantly transported to **Area 64**. If the teleporter has just been used (from **Area 50**), it will begin recharging to move people from here to area 64 (takes 2 turns). During this process, it can continue to accept teleportations from **Area 50**.

57. Identical Statue Room One

This room contains the statue of a creature that is almost but not quite human. Its head is long and almost like that of an evil-looking horse. It is dressed in the flowing robes of a wizard and it carries an ornate staff.

This is a statue of the wizard Iomnogoron before his self-transformations into an immortal ooze-being were completed. The room is completely identical to **Areas 51** and **64**.

58. Korog Technician's Hideout

There is a strange creature here, with an almost horse-like head and the body of a tall, thin human. It is hairless, and carries a short silver wand.

This room contains another Korog technician, part of the small expedition that is exploring and using the Spire while the causeway is open. This one has been slightly wounded by a trap, and is hiding out in this isolated chamber. He is alert, and will use his wand of paralysis in an attempt to paralyze attackers while they are still atop the walls in the lightning field.

Wounded Korog Technician: HD 4; HP 10; AC 4[15]; Atk 1 mace (1d8); Move 12; Save 13; AL C; CL/XP 5/240; **Special:** wand of paralysis (5 charges).

Treasure: the technician carries 50gp in a belt pouch.

59. Tengu Camp

This chamber contains several bird-like creatures dressed in ragged, filthy robes, arguing vehemently in low voices. There are several wine bottles scattered around the room and a distinct smell of sour wine. Although you can't understand the voices, it is clear that a couple of the bird-men are slurring their words badly.

This is the temporary encampment of a nomadic bunch of 15 subterranean tengu (see Appendix) that have been wandering through the caverns beneath the Spire for almost a year. On their way up into the Spire, they dashed past Iomnorogon in the fourth level in a panic, and ended up here. At this point, terrified by the entire situation, the lightning fields, the traps, and the monsters, they are arguing about whether to continue proceeding upward or to try dashing back past Iomnorogon. They are speaking in their own language in low voices, but the party will probably hear them ahead of time. They can speak brokenly in the common tongue, and will be overjoyed to find some potential saviors. If attacked, they will flee until cornered and then fight. They have no idea where they are or how to retrace their steps, since they pelted here at top speed. However, they can describe Iomnorogon's chamber (circle of pillars, throne, a couple of stone basins), describe Iomnorogon himself, and warn the party that he hides behind a large curtain. Their story is somewhat exaggerated; Iomnorogon is supposedly the size of a house, and casts magical fear spells (ahem). If the party does not wipe them out, the tengu will try to follow them at a safe distance (trying to get out of the Spire), muttering quietly among themselves. If the party tries to use one of them for any useful purpose, several of them will begin shrieking in fear, immediately calling down 1d6 lightning lampreys to investigate the noise.

Tengu (Kenckoo) (15): HD 3; HP 24, 20, 12, 12, 12, 12, 12, 12, 12, 12, 12, 8, 3; AC 4 [15]; Atk 2 claws (1d3) and bite (1d4) or weapon; Move 6; Save 14; AL N; CL/XP 4/120; **Special:** Immune to charm and sleep, mimicry
Equipment: clothes, short bow, belt pouch (see "Treasure" below).

Treasure: 14 empty wine bottles, a 50-pound bag of seeds, 20 sleeping darts, 15gp, 2 full wine bottles labeled "Yarkok's Wine: don't touch," 1 glow-geode, a 10ft pole, and a scroll containing a spell that transforms the scroll-parchment into a mouse when read aloud.

60. Storage Area

This room contains a tall, clear crystal tube with 5 round stones at the bottom, all glowing faintly. The room also contains several empty boxes and chests.

The crystal tube is 4ft tall, with 5 glow-geodes at the bottom (it's quite a reach to get them out). Obviously it once contained many more. The room also contains several empty boxes and chests, none of which have any use to the adventurers.

61. Crystal Cutter Storage Area

This room contains a vertical crystal cabinet in which there is a five-foot long silver implement with a disk at one end and a sort of handle at the other end. At the side of the cabinet there is a compartment with a hole at the top, about the size of a golf ball. A set of iron stairs leads downward into what looks like a dark iron tube.

At the side of the box is a compartment with a hole at the top, about the size of a golf ball. The cabinet can be opened easily. The implement inside is a heavy-duty crystal cutter. The business end is the spinning disk, which has the runes "ZHA" inscribed on it, and the other end has a ring attached by a short chain. When it is directed at a crystal wall, and the ring is yanked out to its full extension (it is attached to a chain about two feet long inside the cutter), the disk end of the cutter begins whirring, and any crystal in its path will begin dissolving. The cutter has ten charges, and cuts through ten feet of crystal with each charge. If the cutter is directed at a living being within ten feet, it will inflict 2d6 points of damage with no saving throw and no to-hit roll (this expends one charge). If the cutter is in the cabinet and a glow-geode is placed in the adjacent box, the cabinet will glow for a moment and the cutter will recharge (5 charges). The maximum number of charges it can hold is ten. The stairs lead down to **Area 67** on the fourth level, through a broad iron tube.

62. Second Machine Room

This room contains two large machines almost the size of a person. One glows and hums softly; the other is dark and appears to have been chewed upon by something big.

There is a glow-geode underneath the dead machine, which rolled underneath in the days when the machines were in use, without anyone noticing. The functional machine has a door on the top somewhat like a washing machine, and a tall funnel (with a hole inside about the size of a golf ball). If a weapon is placed into the machine, and a glow geode is rolled into the funnel, the machine will enchant the weapon to +1 (and no more than +1). Glow-geodes rolled into the funnel when there is not a weapon inside are not destroyed, but they can't be retrieved, either. They can be seen down there if someone peers into the funnel, but they are stuck until a weapon is placed in the machine. When the machine is used successfully, of course, the glow-geode is consumed in the process.

63. Alcove Room

This room has no unusual features other than six alcoves in the walls.

The alcoves are empty, and there is nothing of interest in this room.

64. Teleportal Room

This L-shaped room has no apparent features other than an archway in the north wall and the door in the east wall.

This teleportal accepts teleportations from **Area 57**. Any character stepping out of the teleportation field, and then stepping back in, is transported to **Area 50**.

65. Identical Statue Room Three

This room contains the statue of a creature that is almost but not quite human. Its head is long and almost like that of an evil-looking horse. It is dressed in the flowing robes of a wizard and it carries an ornate staff.

This is a statue of the wizard Iomnogoron before his self-transformations into an immortal ooze-being were completed. The room is completely identical to **Areas 51** and **57**.

Fourth Level

(Equivalent to dungeon level 8)

Wandering Monsters

No wandering monsters are found in the fourth egg-crystal.

Location Key

66. Stair Room One

Stairs lead upward from this featureless room into a wide iron tube. The tube ascends into the lightning field above.

This area contains the stairs to **Area 55** on the third level. This chamber has no unusual features. As with the higher egg-levels, the top of the crystal labyrinth is open-air and is charged with a lightning field.

67. Stair Room Two

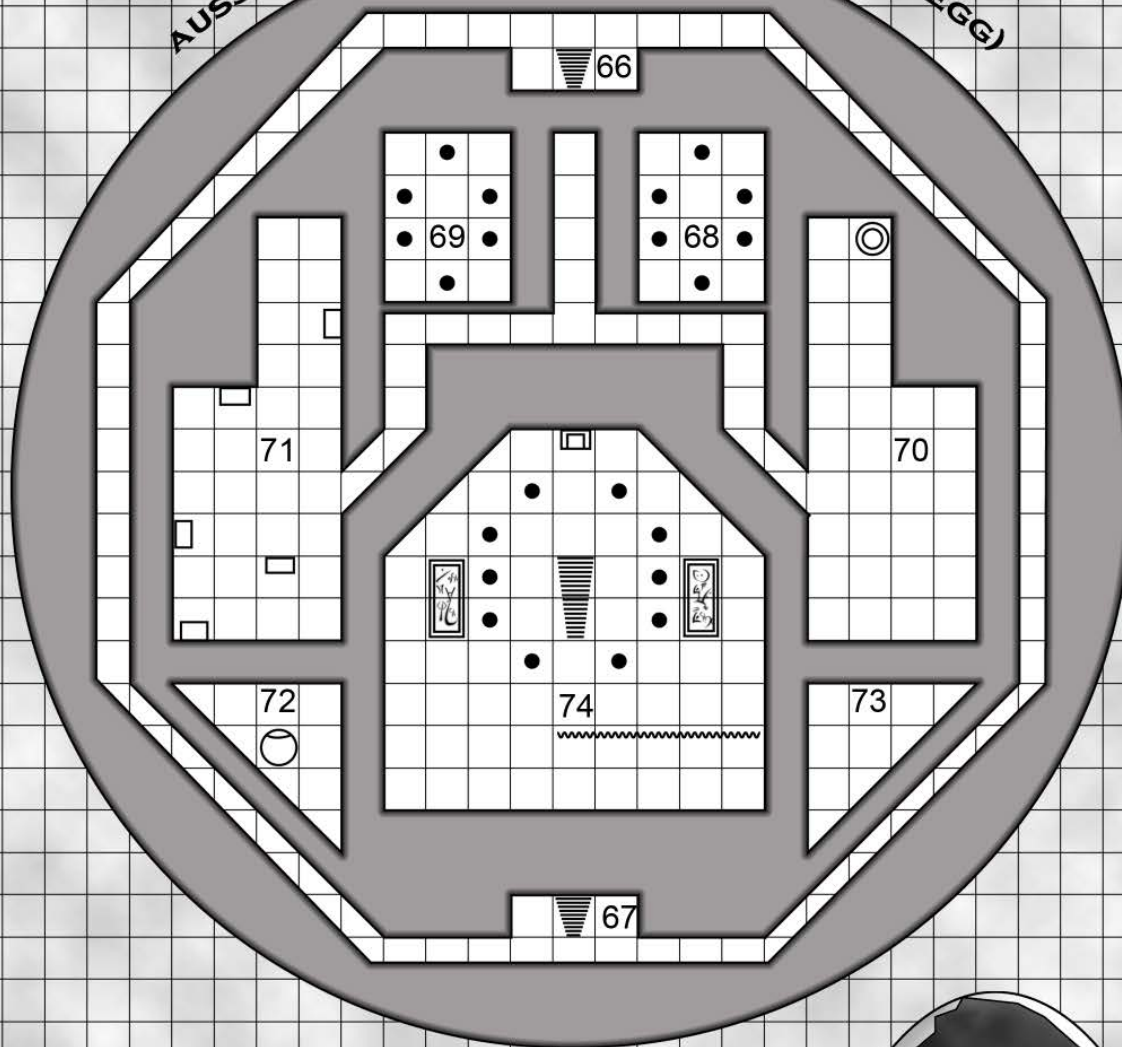
Stairs lead upward from this featureless room into a wide iron tube that disappears into the lightning field above.

This room has stairs up to **Area 61** on the third level, but has no other unusual features. As with the higher egg-levels, the top of the crystal labyrinth is open-air and is charged with a lightning field.

LOWEST EGG

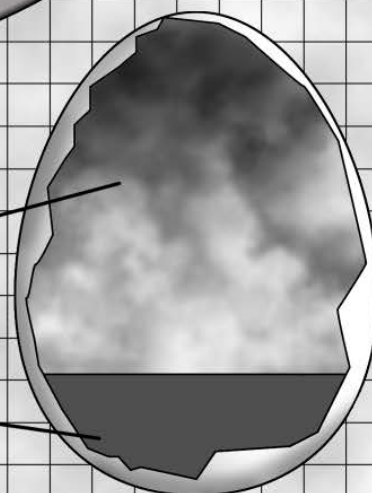
ONE SQUARE = 5 FEET

AUSSENSEITE DES EIES (OUTER SURFACE OF EGG)



ELEKTRISCHER STURM
(ELECTRICAL STORM)

QUARZ LABYRINTH
(QUARTZ LABYRINTH)



68. Dead Machine Room

There is a strange machine in this room: a box with a funnel at the top and a little door in the side.

Crystal tubing spirals up and down the sides of the machine like intertwining vines. This machine is dead and does nothing – any glow-geodes dropped into the funnel will just roll down into the body of the machine and can be retrieved unchanged through the little door.

69. Trap Room

This room contains six narrow pillars approximately arranged into a circle. Each pillar reaches only as high as the top of the wall.

Anyone stepping into one of the 10x10ft areas that does not contain a pillar will instantly become coated in a hard shell of quartz. The quartz can be hammered away, in which case the person inside takes 1d6 hit points of damage, or it can be effortlessly and painlessly removed with a blast from the crystal cutter found in **Area 61**.

70. Imprisoned Minion

There is a crystal egg-tank filled with green liquid in this otherwise featureless room. Inside the egg tank is a seven-foot tall humanoid with a head similar to that of an evil-looking horse, and a thin but strong-looking human body.

This room contains an egg-tank that houses one of Iomnogoron's pre-human korog minions, still alive. It will gesture frantically to the party, pointing to the dials at the bottom of the tank and doing everything it can to persuade them to release it. This is UlwaKorm, one of the few minions who remained loyal to the wizard. However, over the course of centuries of imprisonment, he has changed his attitude and will help the adventurers to kill his former master as best he can. He cannot walk, for his preservation in the egg-tank was imperfect, and his tremendous age has taken some effect on him. However, he will try to communicate to the best of his ability where Iomnogoron is located (drawing the large chamber on their map if they have one – or sketching it out and pointing if they do not). He will also draw a sketch picture of the wizard if he can – a stick figure inside a cone-like shape with two tentacles (the slime). He will also draw some jagged lines to try and depict the fact that Iomnogoroth can cast spells.

Korog Technician: HD 4; HP 32; AC 4[15]; **Atk** scimitar (1d8); **Move** 12; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** wand of paralysis (5 charges).

71. Living Quarters of the Slain Minions

This room looks like it was once living quarters, but everything in it has been violently destroyed except the carpets. The walls are splattered with dried slime, and there are three large piles of bones on the floor along with bits of shattered wood.

This room once served as the luxurious living quarters for Iomnogoron's korog assistants, but it was destroyed when Iomnogoron went mad and killed them. A few beds, still partially intact, have been smashed against the walls, and tables are likewise bashed apart in the center of the room with other piles of broken wood that might once have been chairs. The carpets on the floor are still in good condition, except that they, and most of the broken piles of furniture, are spattered with slime. The walls, also, appear to have been splashed and speckled with the oozy, mucus-like substance. There are three piles of what look like bones here. The bones themselves are not covered in slime, but the heaviest coating of the stuff is centered around them.

Each pile of bones is non-human; these are the pre-human minions of Iomnogoron, slain when the wizard began to go mad. Inspection of any of the slime in the room reveals that it has hardened, and inspection of the bone-piles will turn up a fair amount of jewelry that the creatures were wearing when Iomnogoron killed them. (10 pieces of jewelry worth 100gp each).

72. Treasure Basin

This room contains a round, circular basin of stone, covered by a coruscating field of magical force. Inside the basin, there are several objects, vaguely visible.

There are only two ways to get into the basin: using the crystal cutter from **Area 61** (which will strip away the force field) or smashing the stone basin, which needs a mace, hammer, or similar instrument. Smashing the basin takes 4 turns, and the noise will certainly attract Iomnogoron (**Area 74**), who will approach over the top of the wall and attack with spells, retreating again if it seems prudent. If no one is watching the walls as the rest of the party hammers away at the basin, the encounter is likely to begin badly for the party.

Treasure: the basin contains a staff of invisibility (10 charges) which is also a +1 weapon even after the charges are used; a holy symbol that grants a +1 to turning attempts (or 5% bonus); a sword that is +1, +2 versus oozes and slimes and is able to damage creatures normally immune to sharp weapons; and a scroll of protection against dragon breath (+4 to saving throws, 10 turn duration). The total value of this treasure for scoring purposes is 5000gp.

73. Mesh Treasure-Basket Room

This room contains a complex structure of wires arranged into a sphere with effectively a very close mesh. One wire leads upward into the lightning field.

The mesh sphere is electrified; this isn't apparent from looking at the wires themselves, but the wire up into the lightning field should be an obvious warning for reasoning players. Anyone immune to lightning can push aside the wires without being shocked; the wire into the lightning field cannot be cut unless the characters are able to create some sort of scissor-like apparatus; hacking at it will just sway the basket around. Pushing the wires of the basket aside with poles or cloth-covered hands doesn't allow enough precision to get through the tangle of wires, which is quite thick; only bare hands (or something ingenious the author hasn't thought of) will do the trick. The basket contains a treasure chest with 500gp inside.

74. Lair of Iomnogoron

In the center of this huge chamber, a stairwell leads downward, surrounded by bizarre crystalline carvings

resembling gargoyles. The stairwell is surrounded by a circle of pillars about 30 ft. in diameter. Two long stone basins of green stone stand just outside the circle of pillars, one to the west and one to the east, about 10 ft. from the walls. These are carved with strange runes and glyphs. There is a throne at the north end of the room, dusty and apparently unused for a long time. In the southeast corner, a long curtain mounted on sturdy iron rods closes off that part of the chamber.

The hulk of Iomnogoron is behind the curtain, where it will prepare for combat or cast spells to begin the battle, depending on what the players do.

This huge room is the lair of the creature that Iomnogoron has become. He is a desiccated, almost skeletal creature encased in a huge pillar-like glob of transparent ooze, dependent upon it for his almost immortal lifespan. The creature is no longer sane, but is cunning and still evidences a dangerous intelligence. Iomnogoron can cast spells at the same time his outer ooze attacks with its two tentacles.

Iomnogoron: HD 10; HP 45; AC 4[15]; Atk 2 tentacles (1d8); Move 9; Save 5; CL/XP 14/2300; **Special:** Spells.

Iomnogoron's spells: (4/4/3/2/2): Charm person x3, sleep, detect invisibility, invisibility, mirror image, web, dispel magic, fireball, haste, confusion x2, feeblemind, teleport

New Monsters

Crystalline Golem

Crystalline golems are man-shaped growths of crystal, animated by a powerful magic-user and possessed of rudimentary intelligence. Crystalline golems are immune to lightning and fire of all kinds. They attack by clubbing with their rock-like fists. These are comparably quite a weak form of golem, but the process of creating them is not so arduous as for the other sorts.

Crystalline Golem: HD 8 (32 hp); AC 3[16]; Atk 2 fists (1d10); Move 6; Save 8; AL N; CL/XP 10/1400; **Special:** Immune to fire and lightning.

Crystalline Tree

These creatures can grow only in environments where crystal deposits in the ground are coupled with frequent lightning strikes or ambient electricity (although varieties that feed on other sources of energy such as fire or even life force might also be encountered). They appear to be huge, branching growths of crystal resembling a tree. Around the base there is a studding of precious stones, in patterns much like parasitic fungi might form upon a real tree. Most of the crystal trunk and branches are just mineral growth that has built up on and around the actual creature, which is a stump-like being of living crystal forming the trunk's base and extending downward as a crystalline root system. Attacks against the upper trunk and branches will be ineffective. The stump-creature "sees" through the gems at the tree-base. It can move its roots through crystal and earth without difficulty. The crystalline tree can bring one root to bear on an opponent at each of the eight points of the compass. The roots can make these attacks through walls and even (if the roots are long enough) down into a lower dungeon level. The roots smash into opponents for 1d6 points of damage, and if the attack is situated near a stone wall, on a natural roll of 15+ the branch can also slam the opponent into the stone (1d2) and pin him there (no saving throw).

Crystalline Tree: HD 5; AC 3[16]; Atk Up to 8 roots (1d6); Move 3; Save 12; AL N; CL/XP 6/400; **Special:** Move through stone and crystal, pin opponents.

Korog Technician

The Korog are the ancient race of beings from which the wizard Iomnogoron evolved. Few yet live, but some of these still continue very limited operations in the Spire, collecting surface essences for their machinations in deep underground strongholds. The Korog resemble tall men, but with a head somewhat like that of a hairless horse with long teeth, and smoldering, malevolent eyes. Various Korog "castes" exist, with differing abilities, but adventurers will most frequently encounter the technician and warrior castes. Korog technicians carry a silver wand of paralysis, with a range of 100ft. The wand paralyzes its target for 1d6 turns (saving throw negates). These wands can be used by non-Korogs, but they carry only five charges and can only be recharged in the Korog laboratories beneath the earth.

Korog Technician: HD 4; AC 4[15]; Atk by weapon (1d8); Move 12; Save 13; AL C; CL/XP 5/240; **Special:** wand of paralysis (5 charges).

Lamprey, Lightning

Lightning lampreys are floating creatures about three feet long that feed upon powerful electrical currents and lightning. Schools of them drift along in the wake of storm clouds. They are not normally encountered away from electrical storms (some may sniff their way down from higher altitudes if lightning is actually striking the ground). However, they might be found in unusual magical environments where electrical discharges or lightning is plentiful. Their bite inflicts one point of damage from the sharp teeth, but also delivers an electrical shock of 1d6hp. Their bodies are extremely good electrical conductors.

Lightning Lamprey: HD 1; AC 9[10]; Atk 1 bite (1hp + 1d6 shock); Move (Fly 6); Save 17; AL N; CL/XP 1/15; **Special:** Electrical bite.

Lightning Bladder

Lightning bladders are a form of ooze, contained within a thin, membranous skin; they resemble massive, half-filled blue water balloons. The inside of the creature is charged with immense electrical potential, clearly visible as lightning-like flashes and forks within the bluish-hued interior of the shapeless mass. The exterior membrane is highly acidic, and the creature will attack by slumping up against its opponents to touch them. The more dangerous aspect of a lightning bladder, however, is what happens when a pointed or cutting weapon pierces its outer membrane. Any hit scored against a lightning bladder with a non-blunt weapon opens a hole in the membrane, through which lightning-like charges of electricity will blast out each subsequent combat round. These bolts of lightning inflict 2d6 points of damage against a randomly determined opponent (save for half damage). The bladder can have any number of such openings before it is eventually killed from the damage.

Lightning Bladder: HD 3+3; AC 9[10]; Atk 1 touch (1d6); Move 6; Save 14; AL N; CL/XP 5/240; **Special:** Electrical discharges when pierced.

Oozanderthals

Oozanderthals are cave men that have been magically altered in a terrifying fashion. The bones of their forearms have been magically grown outward from the skin, and drastically elongated, with the fingers extending out into foot-long, semi-crystallized claws. These creatures are coated in a slimy substance about an inch thick, a product of ancient and forgotten magic that sustains their lives into centuries. This slime is highly toxic to others, however, and if an oozanderthal rakes an opponent with his slime-covered claws the victim must make a saving throw or

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fall twitching to the ground for 1d6 rounds. If the cave man inside an oozanderthal dies of old age (not in combat), the power of the sustaining slime is enough to retain a zombie-like existence for many years, although in a weaker and deteriorated condition. These dead oozanderthals inside the slime resemble zombies, but are not actually undead. Dead oozanderthals are completely non-intelligent and will use straightforward tactics. These have only 2hp, but still attack as a 3HD creature. The external ooze of an oozanderthal makes it immune to electrical damage.

Oozanderthal: HD 3; AC 8[11]; **Atk** 2 claws (1d4); **Move** 12; **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** Ooze coating causes seizures, immune to electricity.

Skeleton, Fossil

Fossilized skeletons are normally found only in underground caverns or complexes that have been left undisturbed for millennia, although they might also be found in inter-dimensional pockets, or in areas where the fossilization has been deliberately induced. In some limestone caverns where the mineralized water is in constant contact with the bones, skeletons might also fossilize relatively quickly – over the course of a hundred years rather than a thousand. Older fossilized skeletons may show pre-human features; fossilized Neanderthal skeletons are not uncommon. Since fossilized skeletons are effectively made of rock rather than bone, they are harder to hit and harder to kill than normal skeletons.

Fossil Skeleton: HD 2; AC 6[13]; **Atk** 1 weapon or strike (1d8); **Move** 9; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** None.

Slitherrat

Slitherrats are a bizarre variant of the giant rat, sometimes found in places with heavy crystalline mineral deposits. These rodents have a long (4ft) snakelike body covered in fur, with four almost vestigial legs on each side. The long body tapers into a ratlike tail at the end, adding another foot to the creature's overall length. The head, although large, is clearly that of a giant rat; but the long front teeth glitter, for they are made of thin, sharp diamond. Because the teeth are so hard and sharp, slitherrats attack with a +1 bonus to hit, and inflict 1d6+1 damage. These strange creatures use their teeth to dig through earth and solid rock when they encounter such obstacles, but they pass through crystal as if it were not even present, leaving no trace of their passage.

Slitherrats: HD 4; AC 5[14]; **Atk** 1 bite (1d6+1); **Move** 12 (burrow 9, through crystal 24); **Save** 13; **AL** N; **CL/XP** 4/120; **Special:** Slide through crystal, +1 to hit.

Tengu (Kenckoo)

Hit Dice: 3
Armor Class: 4 [15]
Attacks: 2 claws (1d3) and bite (1d4) or weapon
Saving Throw: 14
Special: Immune to charm and sleep, mimicry
Move: 6
Alignment: Neutrality
Number Encountered: 1d6
Challenge Level/XP: 4/120

A tengu is a human-sized creature resembling a crow, with feathers and a cruel beak. They have no wings, and are usually dressed in the worn cloak and hood of a traveler, but without shoes to cover the clawed bird-feet.

The tengu are flightless, avian humanoids who often live at the borders of civilization, and occasionally venture into towns or cities as traders (or thieves). They tend to be capricious and unpredictable in their actions, and they are very much willing to take advantage of others. As a result, they are not much liked or trusted by anyone.

Tengus do not have souls; they have spirits that are reborn in later tengus at some point after they die. They do not remember their prior lives, but their spirit-nature does have some influence on their material reality. They are immune to charms and mental domination, and also cannot be magically forced to sleep. Moreover, they have an unerring ability to mimic sound, like a mockingbird or parrot. Conversing with them is a bit bizarre, since they learn language by precise mimicry. Their speech is a jumble of different voices delivered exactly in the voice and tenor of the person from whom the tengu learned it: usually entire quotes they have heard, which seem to apply to the situation. As a result, a tengu usually seems to be switching back and forth between the voices of several different people while talking, with strange pauses, inflections, and often entire quotations that might or might not be exactly what the tengu means to convey. From its speech alone, it is virtually impossible to tell a tengu's emotions or detect if it is lying: A tengu delivers a sentence in exactly the same pattern of mimicry whether it is furious, sorrowful, sincere, or lying through its teeth (beak, actually). It is equally difficult to tell if a tengu's sentence is a statement or a question.

Hence, conversations like the following are the norm for ordinary tengus. For example, if they meet some characters on the road, and want to join them to the next village:

Tengu (monotone): "We come along yes."

Character: "What?"

Tengu (cheerfully): "Let's go, children, time for temple!"

Character: "You want to go with us?"

Tengu (monotone): "We come along yes."

Character: "No thieving, or we'll string you up by the side of the road."

Tengu (pompous): "You wound me, sir. I am utterly innocent of these charges."

Character: "Fine, you can come along."

Tengu (cheerfully): "Let's go, children, time for temple!"

The bizarre tengu speech lulls some people into assuming that the tengu is foolish or unperceptive. To the contrary, tengus are *extraordinarily* good at reading other peoples' emotions and meaning; they simply cannot express their own in human speech. Among themselves, tengus communicate with very subtle chirrups and mimicked sounds. The language is difficult to learn, and impossible for anyone (other than a bird) to actually reproduce the required sounds.

Occasionally one encounters tengus of higher social rank, or who are experienced adventurers with years of wandering. These tengus are usually of 6 hit dice, and have the abilities of a thief of sixth level. They are also usually much better at ordinary speech, having learned a wider variety of quotes and words.

A final note: Tengu/kenckoo originate in Japanese mythology, but the ones in the Lost Lands world setting are culturally similar to the regions where they live; they do not have a pseudo-Japanese culture

LEGAL APPENDIX

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The Spire of Iron and Crystal

Deep in the wilderness stands the legendary Spire of Iron and Crystal,
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The fabled riches of the Spire have never been plundered,
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