

THE BLACK MONASTERY

By Mark R. Shipley and Scott Stabbert

**SWORDS &
WIZARDRY**



**FROG GOD
GAMES**

Credits

Author

Mark R. Shipley and Scott Stabbert

Developer

Bill Webb

Producers

Bill Webb & Charles A. Wright

Editor

Dawn Fischer

Layout and Graphic Design

Charles A. Wright

Front Cover Art

Rowena Aitken

Interior Art

Rowena Aitken

Cartography

Robert Altbauer

Swords & Wizardry Conversion

Matthew J. Finch



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**TOUGH
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THE BLACK MONASTERY

Introduction

The Black Monastery is a classic style adventure module for parties of five to seven characters of seventh to tenth level, with the average player character being ninth level. The adventure includes maps and descriptions for the monastery's main level, two towers and three dungeon levels. There are two separate dungeons, one of which has two levels. There are enough things to do, choices to make and monsters to fight to occupy a gaming group for a dozen gaming sessions or more.

The module is written in the "sandbox" style that allows players to choose which way to go and which challenges to face. There are no railroad situations and it is better for the party if they avoid some of the things they find or creatures they meet. There is no climactic battle, but a party of very foolish adventurers might not survive long depending on their choices. They might not even survive the first encounter.

Character Level

The skill level required to survive the Black Monastery will vary widely with the experience of the players and the ability scores and hit points of the characters. Referees who run a low-power campaign, in which characters tend to have lower ability scores and fewer magic items, will find some of the challenges in this module quite deadly for a party that averages about seventh level. Experienced players, or characters in campaigns with higher statistics and magic levels, will find the encounters much easier to survive.

The Legend of the Black Monastery (For the Players)

Two centuries have passed since the terrible events associated with the hideous cult known as the Black Brotherhood. Only scholars and storytellers remember now how the kingdom was nearly laid to waste and the Black Monastery rose to grandeur and fell into haunted ruins.

The Brothers first appeared as an order of benevolent priests and humble monks in black robes who followed a creed of kindness to the poor and service to the kingdom. Their rules called for humility and self denial. Other religious orders had no quarrel with their theology or their behavior. Their ranks grew as many commoners and nobles were drawn to the order by its good reputation.

The first headquarters for the order was a campsite, located in a forest near the edge of the realm. The Brothers said that their poverty and dedication to service allowed them no resources for more grand accommodations. Members of the Black Brotherhood built chapels in caves or constructed small temples on common land near villages. They said that these rustic shrines allowed them to be near the people they served. Services held by the Brothers at these locations attracted large numbers of common people, who supported the Black Brotherhood with alms.

Within 50 years of their first appearance, the Black Brotherhood had

a number of larger temples and abbeys around the kingdom. Wealthy patrons endowed them with lands and buildings in order to buy favor and further the work of the Brothers. The lands they gained were slowly expanded as the order's influence grew. Many merchants willed part of their fortunes to the Black Brotherhood, allowing the order to expand their work even further. The Brothers became bankers, loaning money and becoming partners in trade throughout the kingdom. Within 200 years of their founding, the order was wealthy and influential, with chapters throughout the kingdom and spreading into nearby realms.

With their order well-established, the Black Brotherhood received royal permission to build a grand monastery in the hill country north of the kingdom's center. Their abbot, a cousin of the king, asked for the royal grant of a specific hilltop called the Hill of Mornay. This hill was already crowned by ancient ruins that the monks proposed to clear away. Because it was land not wanted for agriculture, the king was happy to grant the request. He even donated money to build the monastery and encouraged others to contribute. With funds from around the realm, the Brothers completed their new monastery within a decade. It was a grand, sprawling edifice built of black stone and called the Black Monastery.

From the very beginning, there were some who said that the Black Brotherhood was not what it seemed. There were always hints of corruption and moral lapses among the Brothers, but no more than any other religious order. There were some who told stories of greed, gluttony and depravity among the monks, but these tales did not weaken the order's reputation during their early years. All of that changed with the construction of the Black Monastery.

Within two decades of the Black Monastery's completion, locals began to speak of troubling events there. Sometimes, Brothers made strange demands. They began to cheat farmers of their crops. They loaned money at ruinous rates, taking the property of anyone who could not pay. They pressured or even threatened wealthy patrons, extorting money in larger and larger amounts. Everywhere, the Black Brotherhood grew stronger, prouder and more aggressive. And there was more...

People began to disappear. The farmers who worked the monastery lands reported that some people who went out at night, or who went off by themselves, did not return. It started with individuals...people without influential families...but soon the terror and loss spread to even to noble households. Some said that the people who disappeared had been taken into the Black Monastery, and the place slowly gained an evil reputation. Tenant farmers began moving away from the region, seeking safety at the loss of their fields.

Slowly, even the king began to sense that the night was full of new terrors. Across the kingdom, reports began to come in telling of hauntings and the depredations of monsters. Flocks of dead birds fell from clear skies, onto villages and city streets. Fish died by thousands in their streams. Citizens reported stillborn babies and monstrous births. Crops failed. Fields were full of stunted plants. Crimes of all types grew common as incidents of madness spread everywhere. Word spread that the center of these dark portents was the Black Monastery, where many said the brothers practiced necromancy and human sacrifice. It was feared that the Black Brotherhood no longer worshipped gods of light and had turned to the service of the Dark God.

These terrors came to a head when the Black Brotherhood dared to threaten the king himself. Realizing his peril, the king moved to dispossess and disband the Black Brotherhood. He ordered their shrines,

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abbeys and lands seized. He had Brothers arrested for real and imagined crimes. He also ordered investigations into the Black Monastery and the order's highest ranking members.

The Black Brotherhood did not go quietly. Conflict between the order and the crown broke into violence when the Brothers incited their followers to riot across the kingdom. There were disturbances everywhere, including several attempts to assassinate the king by blades and by dark sorcery. It became clear to everyone that the Black Brotherhood was far more than just another religious order. Once knives were drawn, the conflict grew into open war between the crown and the Brothers.

The Black Brotherhood had exceeded their grasp. Their followers were crushed in the streets by mounted knights. Brothers were rounded up and arrested. Many of them were executed. Armed supporters of the Black Brotherhood, backed by arcane and divine magic, were defeated and slaughtered. The Brothers were driven back to their final hilltop fortress – the Black Monastery. They were besieged by the king's army, trapped and waiting for the king's forces to break in and end the war.

The final assault on the Black Monastery ended in victory and disaster. The king's army took the hilltop, driving the last of the black-robed monks into the monastery itself. The soldiers were met by more than just men. There were monsters and fiends defending the monastery. There was a terrible slaughter on both sides. In many places the dead rose up to fight again. The battle continued from afternoon into night, lit by flames and magical energy.

The Black Monastery was never actually taken. The king's forces drove the last of their foul enemies back inside the monastery gates. Battering rams and war machines were hauled up the hill to crush their way inside. But before the king's men could take the final stronghold, the Black Brotherhood immolated themselves in magical fire.

Green flames roared up from the monastery, engulfing many of the king's men as well. As survivors watched, the Black Monastery burned away, stones, gates, towers and all. There was a lurid green flare that lit the countryside. There was a scream of torment from a thousand human voices. There was a roar of falling masonry and splitting wood. Smoke and dust obscured the hilltop. The Black Monastery collapsed in upon itself and disappeared. Only ashes drifted down where the great structure had stood. All that was left of the Black Monastery was its foundations and debris-choked dungeons cut into the stones beneath. The war was over. The Black Brotherhood was destroyed.

But the Black Monastery was not gone forever. Over nearly two centuries since its destruction, the Black Monastery has returned from time to time to haunt the Hill of Mornay. Impossible as it seems, there have been at least five incidents in which witnesses have reported finding the Hill of Mornay once again crowned with black walls and slate-roofed towers. In every case, the manifestation of this revenant of the Black Monastery has been accompanied by widespread reports of madness, crime and social unrest in the kingdom. Sometimes, the monastery has appeared only for a night. The last two times, the monastery reappeared atop the hill for as long as three months...each appearance longer than the first.

There are tales of adventurers daring to enter the Black Monastery. Some went to look for treasure. Others went to battle whatever evil still lived inside. There are stories of lucky and brave explorers who have survived the horrors, returning with riches from the fabled hordes of the Black Brotherhood. It is enough to drive men mad with greed – enough to lure more each time to dare to enter the Black Monastery.

The Legend of the Black Monastery (For the GM)

The Black Brotherhood was an evil order from the very start, dedicated to Chaos and founded by men who wanted power and wealth. Worship of the Dark God offered an easy route to all of that. The order grew from a beautiful child into a monstrous adult by the design of Chaos, patiently nurtured by dark and demonic minds from other planes of existence. While many lesser members of the order labored doing good deeds and admirable work, their leaders made pacts with powers that would melt the minds of sane mortals.

The twisted thoughts and evil deeds of the Black Brotherhood are long ended. There is no need to fully recite them here. Suffice to say that their

actions included necromancy, pacts with evil outsiders and the human sacrifices those evil outsiders demand. The Black Monastery was the scene of dark sorcery and magical research that left behind many deadly traces. What manifests atop the Hill of Mornay from decade to decade is a lethal ghost of those repugnant deeds.

The Hill of Mornay was not chosen at random. The evil priests of the Black Brotherhood chose it because they knew the ancient history of the ruins atop the hill. The broken walls they cleared away revealed an artifact of ancient evil – the shimmering stone now found in room M165. This stone connected the order's leaders with other worlds and times, giving them dangerous knowledge and power. When their plans were thwarted at great cost and defeat was at hand the Black Brotherhood used that dangerous power to destroy themselves – a final act of suicidal madness.

The Black Monastery reappears on the Hill of Mornay when the stars overhead are in the correct position. When the planets and the celestial spheres align with those on other worlds, the building and its occupants return to this world for a time. The exact mechanics of this manifestation are not really relevant. What matters is that while the Black Monastery is present on this plane, its treasures are there for the taking. It is for the Referee to decide how long the Black Monastery will remain open for adventurers and what happens when it disappears again.

It is likely that many of the monsters that guard the monastery halls travel with the building when it shifts from world to world. A creature that wanders into the monastery on this world might find itself transported with the Black Monastery. This would explain the many creatures lurking in the monastery's chambers.

Madness is another factor in the Black Monastery's monstrous population. An appearance of the monastery is always accompanied by an outbreak of cases of insanity for many miles around it. Those who teeter close to insanity are driven over the edge. Others act upon mad impulses that call them to venture inside the monastery in search of treasure. Pride, greed, obsession and fear – these lure adventurers and common folk alike to explore the place. They also lure humanoid and other monsters to try their luck inside. The player characters themselves are acting upon these impulses when they decide to mount their own expedition to the Black Monastery.

An appearance of the Black Monastery also carries curses for the local countryside. In an area of 20 miles around the monastery there is usually an outbreak of magical diseases announcing the return of the Black Brotherhood. Cases of fevers that cause the dead to rise as undead occur among local people without any known source of infection. Unless they are restrained, the sufferers of this curse tend to find their way to the Black Monastery in the final stages of their delirium.

Cases of lycanthropy also flare up when the Black Monastery appears. Sometimes, this means that people who were previously quite normal begin manifesting the disease. It is possible that some families carry the disease through generations, suffering from its effects only when the Black Monastery appears and recovering when it is gone again. These unfortunate victims are usually descendants of fighting men who were part of the army that besieged the monastery. When they transform, they are drawn back to the monastery to roam its halls in the grip of animal madness.

The Black Brotherhood is gone but the Black Monastery is still occupied. The cloaked apparitions known as the *cimota* still haunt the halls and rooms of the Black Monastery. These undead creatures are the images of evil still imprinted on the place, acting out the roles and deeds of the long-dead monks. The same stone that brings the monastery back to the Hill of Mornay when the stars are right also gives the *cimota* their powers. No matter how many times they are struck down the *cimota* always return so long as their existence is tied to this stone and this cursed building.

Other rooms and magical effects in the Black Monastery function in the same way. A haunted building carries the echoes of past events. Hauntings repeat the past over and over. Who knows how many adventurers have searched the kitchen and met the mad cook? Who knows how many times a magical statue has animated or the restless dead have risen from the building's shadows? It is likely that every appearance of the Black Monastery has featured a renewed series of threats and strange events...with victims from past adventuring groups adding to the cast. Each time it re-appears, the madness in the building itself grows and changes, turning the monastery into a true house of horrors.

Placing the Black Monastery in Your Own Campaign

The Black Monastery can be used as a stand-alone adventure or integrated into an ongoing campaign. Most of the details, such as names of gods, kings and the like, have been left vague in order to make the adventure mesh easily with the pieces of any campaign. The Dark God of the Black Brotherhood can be any evil god. There are no railroad plots or major campaign details to explain. The Referee can decide where the Hill of Mornay is located and exactly why the Black Monastery has appeared.

The Referee completely controls how long the monastery will remain for adventurers to plunder, battle and die. The building might appear once in a campaign, or it might have multiple appearances, allowing the party to enter it at different character levels. Adventurers who enter the Black Monastery once might be surprised to find that the monsters inside have grown stronger, or that areas previously closed to them are now open. Players might be encouraged to have their characters hurry through the monastery, fearful that the building will disappear and possibly take them with it. As soon as the adventure stops being fun and becomes drudgery for the players, the Referee should have the monastery disappear.

One detail to consider is the dungeons beneath the monastery. Are they occupied when the building above is gone? Are the corridors choked with debris, or is the dungeon a lair for local monsters? A good detail to add to the monastery might be the theme of monsters from different worlds, picked up and carried to new worlds every time the monastery moves. The humanoids waiting to meet the adventurers might well be a mix of creatures from several worlds, all trying to stay alive and possibly escape from the Black Monastery wherever it goes. The party might destroy the stone titan guarding the Courtyard of the Moon only find a dragon lair there in its place when the monastery returns.

There is no reason player characters have to explore every room or fight every monster in the Black Monastery. They might enter the monastery looking for a specific artifact, or searching for someone lost inside. They might be seeking to slay a certain monster or fulfill some other quest, such as throwing a cursed artifact into the black well in room D2X.

Another theme the Referee may choose to pursue could be members of the Black Brotherhood still active in the campaign, hiding amongst local commoners or lurking in the ranks of the kingdom's nobles. These cultists may try to seek out the power they once held by entering the monastery. They may hire player characters to acquire something for them or perform some sort of task. The cultists might try to ambush and slay the characters for desecrating their unholy shrine, or they might betray the characters in order to prevent them from telling what they find inside. If the cultists include nobles in their secret ranks, the reappearance of the Black Monastery might have implications for the entire kingdom.

There are many other plot hooks and ideas for further adventures embedded in the text of this module. In many cases, Referees are given prompts to use their own discretion in setting plot points. The Black Monastery can be a springboard for extra-planar adventures or a source of trouble for the player characters when they attempt to sell their loot to others. These things are for you to decide.

It is worth noting that the Black Monastery contains some details about several of the corpses or prisoners that are found within. Depending upon your campaign, it might or might not be possible to identify the corpses or to find their relatives outside the Monastery. In general, this information is given in case the characters employ a *Speak with Dead* spell or otherwise find ways to contact those who would reward the characters for the return of the body.

Finally, as you read through the adventure, take note of the frequency of magic items so that you can reduce or increase the available number of these as applicable to your campaign. Because the module is quite long, the total number of items may be fairly high. On the other hand, the adventure is quite difficult, and might merit the large number of such items.

Scaling the Adventure

Not all the encounters in The Black Monastery are intended to seriously challenge a group of adventurers. There are encounters with significant enemies just down the hallway from encounters with kobolds. Some magical items or effects are quite deadly while others are meant to be humorous or inconvenient for the party. It is up to the Referee to determine which battles are supposed to be major story events and which ones are just incidents. Keeping in mind that adventures are supposed to be fun as well as challenging, Referees might use some of these basic scaling techniques:

1. Raise or lower the hit points of any group of monsters in order to adjust how challenging any encounter might prove to the party. There is no reason a couple of monsters in a group couldn't have low hit points that make them easy targets. In the same way, giving monsters maximum hit points increases their staying power and makes them more of a threat.

2. Raise or lower the number of monsters in an encounter. The numbers given are just recommendations. There should be just as many monsters present in any given encounter to make it entertaining for the player characters.

3. The monsters might be prepared to jump the party or they might be scattered and unprepared for a fight. A group of dangerous opponents might engage the party piecemeal. A few more appearing each round might enhance the tactical situation without making an encounter too lethal. A group of minor opponents might have the door blocked, missile weapons and spells ready and some of their number waiting in ambush.

4. Monsters might run away, or more monsters might come to join the fight. Even powerful monsters might run or bargain if they think a fight might go against them. Another group of orcs (for instance) might hear a battle and run down the corridor to help their comrades.

5. Raise or lower the lethality of magical effects. A powerful poison might be slightly less powerful. A trap might inflict 2d6 damage instead of 2d20. A bolt of energy might inflict 10d10 damage instead of just 5d10. There's no reason a Referee cannot make these changes on the fly, or note them down on the pages of this module in advance.

No one is going to come to your house and tell you you're doing it wrong.

Running the Monsters

The Black Monastery is designed to give the Referee considerable flexibility in scaling the encounters and controlling the pace of the game. There are encounters in the Black Monastery with relatively weak, low hit dice humanoids and undead. There are also powerful monsters capable of challenging a party of the recommended level. Some encounters may only be designed to use up resources or provide opportunities for role-playing.

It is up to the Referee to decide how to use each encounter, or how to modify it to fit into the ongoing story. Some Referees may choose to play the lower power encounters for humor or story-telling purposes. Others may choose to ramp up the power levels to great greater challenges and rewards to their player characters.

Appendix A of this publication includes full descriptions of several new monsters that appear in the adventure. Some of these are new only in the sense that they have not been detailed in the *Swords & Wizardry* rulebook, but may have appeared in the (optional) *Swords & Wizardry Monster Book*. In some cases, these monsters pre-date *Swords & Wizardry* but will be familiar to players from the old days. And some of them are completely new, appearing for the first time in this module. To reduce page-flipping while you are running the module, these monsters appear in two places: in the adventure text itself, beside the monster's first appearance, and also at the back of the book, for reference, in Appendix A. At the cost of a few additional pages, the duplication of the monster descriptions makes it considerably more convenient since this is such a large module.

It is worth noting that there are several unique monsters, or monsters that have only minor adaptations from the normal version. These monsters are generally not included in the Appendix, and are not given the full descriptive treatment. Information about hit dice and other vital statistics are all that is really needed for these monsters, without giving them a full write-up.

Wandering Monsters in the Black Monastery

Wandering monsters are often seen as an unnecessary complication to dungeon adventuring, but they serve a very important twofold task. First, they measure time in a meaningful fashion. Without the possibility of a wandering monster, there is no incentive for the players to have their characters do anything other than move through the dungeon at a snail's pace, investigating every nook and cranny, and thereby destroying much of the excitement of discovery. Secondly, wandering monsters provide an incentive to avoid brute-force solutions to problems like a locked door or chest. When there is the possibility that loud noises will summon curious monsters – monsters that could otherwise be avoided and carry basically no treasure – the players can make a meaningful decision about whether it is the smartest decision to go for speed or to go for stealth in their progress through the dungeon.

Therefore, if you include the possibility of wandering monsters (and this is advised unless you simply don't want to keep track of time), roll on the wandering monster table once every three turns, or whenever the characters make a lot of noise, with a 1 in 6 chance of an encounter taking place. Wandering monsters, for the reasons mentioned above, should not carry treasure. However, they should also not be as powerful as the main encounters; they should be used as an inconvenience that slowly weakens the party, rather than a deadly challenge that could wipe them out.

There is no reason that a wandering monster actually has to attack the party. A fire elemental might pass the party in a corridor, intent on some other purpose. A pack of wererats might be looking for easier victims, or hunting for cheese. A group of local farmers, transformed into ghouls, might run in terror when they meet the party. Running away, into the darkness of the monastery, is a perfectly logical thing for monsters to do. In some ways, monsters that avoid combat pose greater risks and annoyance for a party of adventurers.

Wandering Monsters (d20):

1. **1d3 black skeletons** are patrolling the corridor and run into the party.*
2. **1d2 cimota** come floating down the corridor, possibly chanting as they approach.*
3. **2d6 orcs** run into the party. Most likely, these orcs will try to flee.
4. Roll on the Strange Noises chart, below (ignore this result if the wandering monster encounter was rolled because of noise).
5. Roll on the Ghostly Effects and Hauntings chart, below.
6. **1d3 giant spiders** come scrambling through the rafters.
7. **1d6 gnolls** run into the party. These humanoids will always attack.
8. **1d6 local human commoners** are exploring the monastery.
9. Roll on the Ghostly Effects and Hauntings chart, below (ignore this result if the wandering monster encounter was rolled because of noise).
10. Roll on the Strange Noises chart, below (ignore this result if the wandering monster encounter was rolled because of noise).
11. **3d6 kobolds** try to ambush the party.
12. **One rust monster** comes bounding down the corridor. It disappears when slain.**
13. **1d4 ghouls** attack. These are local farmers, infected with ghoulish fever.
14. **1d6 bugbears** try to sneak up on the party.
15. **1d4 bats** swirl down a corridor.
16. **1d4 werewolves** attack (always in hybrid form).
17. **1d4 wererats** come skulking along floors and rafters (always in hybrid form).
18. **1d6 morlocks** come creeping along walls and ceilings.*
19. **One troll skeleton** (treat as a regular troll) comes creaking down the corridor.**
20. **One fire elemental (8HD)** comes crackling down the corridor.**

* At the Referee's discretion, encounters with this monster should only take place after party members have encountered these monsters as part of the description for a specific room in the monastery.

** At the Referee's discretion, encounters with this monster should only take place once during a series of adventures in the monastery, unless there is some specific reason to repeat this event.

Strange Noises (d20):

1. Moans echo from around a corner or beyond a wall.
2. A distant bell rings.
3. Wind chimes can be heard. The sound passes down a corridor.
4. Human screams can be heard from somewhere in the darkness.
5. Mad laughter can be heard. It seems to be muffled by a door.
6. Footsteps are heard approaching or passing the party.
7. Walls and flagstones crackle as if an invisible entity were passing by.
8. Pounding from beneath the floor, as if something huge is trying to get out.
9. Fluttering wings from down the corridor or up in the rafters.
10. Whispering voices that seem to come from ahead or behind.
11. Flute or violin music echoes from some distant source.
12. Chanting voices from somewhere off in the darkness.
13. A disembodied voice loudly whispers something a character just said.
14. An unseen hand knocks on a door. No one is there. It happens again.
15. A distant bell tolls. It stops as soon as anyone investigates.
16. Something is dragged across the floor outside a room. Nothing is there.
17. Thunder echoes from outside the monastery. Lights flicker.
18. Unseen claws scratch at a door or wall.
19. The sound of breaking glass from somewhere in the distance.
20. Scurrying feet or claws of small creatures. There are no creatures present.

Ghostly Effects and Hauntings (d20):

1. A flickering candle flame appears in a corner or passes in a corridor.
2. Shimmering green lights in a human shape disappear into a wall or floor.
3. Anguished faces appear on walls or floors. They fade away under full light.
4. A character sees a dark shape out of the corner of his eye.
5. A small object moves without any visible force.
6. A door slams, creaks open or rattles very hard in its frame.
7. Wind comes whipping down the corridor or under a door for several seconds.
8. Misty figures glide through the rafters or under a door.
9. A terrible sense of unseen presence strikes all party members at once.
10. An object previously handled and discarded by the party flies out of the darkness.
11. A fall of dust or grit from the rafters seems to indicate something is up there.
12. Acrid smoke, or some other foul smell, with no discernable source.
13. A character catches a reflection of his own dead face on a wall or door.
14. A piece of furniture rocks or moves slightly.
15. A magical or mundane light source goes out for no reason.
16. A warning to leave the Black Monastery appears, written in blood.
17. Drops of blood appear, spattering the floor and then fading away.
18. A damp footprint or handprint appears on a wall or floor and then fades away.
19. A bag carried by a party member splits open, dropping its contents on the floor.
20. A party member feels something unseen touch his neck, arm or face.

The Physical Structure of the Black Monastery

The Black Monastery is a huge hulk of a building. It was constructed in stages, with the workmanship and design of each addition varying slightly from the previous work. The exterior walls are very solid masonry between three and five feet thick. Interior walls are one to two feet thick. The floors are paved with stone tiles, even in the towers, where the stones have been mortared in over wooden planks. The monastery rests on an eight foot thick foundation of solid masonry, which means that the eaves are 28 feet above the outside ground and exterior windows begin 16 feet up.

Ceilings in chambers and corridors are fifteen to twenty feet high, including five to ten feet of space between rafters and sloping rooftop. Interior walls reach all the way to the ceiling, preventing creatures from moving from room to room using the rafters.

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The monastery roof is covered with dark, slate tiles. The roof is a jumble of peaks, chimneys and angles, making movement across it difficult. Although it should be possible for a character to cross the roof, it is dangerous. Loose tiles may slide underfoot, dropping a character down a slope between two peaks or even off the edge of the roof. Giant spiders, wraiths and other monsters lurk under the eaves or in the depths of tiled slopes that the sun does not touch.

Rain water flows down the slate roof and into channels between the roof peaks. These channels lead to gargoyle rain spouts, where the runoff spurts from the mouths of heavily worn statues. Although not all of them are rain spouts, the Referee should assume there is a gargoyle statue at every corner of the Black Monastery as well as every 20 feet along the eaves. Note: these are normal stone gargoyles, not monsters.

There are narrow windows on all external walls of the Black Monastery. For mapping purposes the Referee should assume that there is a window near the center of any 10 foot section of exterior wall, including the Courtyard of the Moon. All exterior windows are eight inches wide and two feet high. They begin eight feet off the floor, since their purpose was to let in light rather than serve as view ports. The windows are covered with thick, opaque glass, colored deep purple. There are windows in the Tower of Sacavious and the Tower of Kran the Dungeon Master, starting on the second floor, 33 feet off the outside ground. The windows in these towers begin only four feet off the floor.

The heavy glass covering the exterior windows is thick and hard, equivalent to a strong wooden door. Once the glass has been completely broken out, a small character could squeeze through the resulting tight space.

A character inside the monastery could scramble up to a window and look out at the surrounding rooftop or countryside as normal. A character looking in from the outside will see only frosty glass and faint glimmers from within. Sunlight filters in during the day in flickering shafts of purple light, giving a dim glow to rooms near the exterior walls. Although these shafts of light are bright enough to create dramatic effects, they have no affect on undead or other light sensitive creatures inside the monastery.

It is possible for a motivated party to cut their way into the monastery through a wall, breaking out a window or by chopping down through the roof. The Referee should supply suitable encounters that the noise and activity might attract. It is up to the Referee whether or not the damage is repaired when the monastery disappears and reappears. Some rooms might have holes in their roof or walls already, at the Referee's discretion.

Unless otherwise noted, doors are constructed of heavy oak planks with iron hinges.

Magical Effects Within the Monastery*

The Black Monastery is a realm unto itself, existing in multiple planes and worlds at the same time. This changes the way magic works, subjecting it to the rules of the monastery. Certain spells have different effects inside the Black Monastery. Some work in limited ways and others do not work at all:

Any spell with a duration that is cast outside the Black Monastery will end as soon as the object or person on which it is cast enters the building or sets foot on its roof. The same rule applies to spells cast inside the monastery; they end as soon as their recipient leaves the monastery. Spells cast through the Gates of Fear, into the Courtyard of the Moon, dissipate in the entry passage. All magical lights (created by spells as opposed to those generated by magical items) go out when crossing the Gates of Fear.

Light-creating spells will work within the Black Monastery, but their effects are limited. There are always shadows. The rafters are always dim and shadowed, resisting the full illumination of even magical lights. Spells such as *fireball*, *lightning bolt* and the like, will work normally but will have little to no effect on the structure of the monastery itself. Walls will show burn marks but will not break. Wooden features, such as doors and rafters, will scorch but will not catch fire...which is one of the reasons the kobolds in room M206 are so frustrated with their attempts at roasting a pig. No matter how powerful a spell like *fireball* or *lightning bolt* might be, there is no chance of setting the Black Monastery on fire with magical

flames. Even spells such as *earthquake* will shake the walls but will not open fissures or cause the Black Monastery to fall down.

Spells such as *teleport* or *dimension door* will work only within the monastery. So, for instance, a *teleport* spell would move a character from location to location within the monastery but would not be able to bring a character to a location outside the monastery walls. Likewise, it is not possible to teleport into the monastery. Any time a character tries to use a *dimension door* spell to pass through the outer walls, the character reappears just inside the walls on a direct line with the intended target point. A *word of recall* spell will not work at all. Spells that involve planar travel or summoning, such as *plane shift*, *summon monster*, *gate* or similar effects will work normally, except as noted below.

Spells that create extra dimensional spaces, such as *passwall*, will work on interior walls, but have no effect on the monastery's exterior. All walls, doors and other physical features of the Black Monastery extend into both the ethereal and astral planes and cannot be bypassed through these planes of existence. Likewise, incorporeal creatures can move about inside the monastery as normal, but cannot pass through the outer walls or roof. Spells such as *transmute rock to mud* have no effect on the monastery floors, walls or slate-tiled roof.

* Depending on your personal view of what the Monastery is, and how it functions as a multi-planar structure, feel free to ignore these rules if they do not mesh well with your campaign or the particular way you are using the Monastery in your game.

Getting Inside the Monastery

The party will most likely enter the Black Monastery through the Gates of Fear, but there are other ways to get in. Battering through the walls, windows or roof has already been discussed above. There are ten alternative ways the party might get into the Black Monastery. A clever group of players could probably think of even more:

1. The party might climb over the rooftop and lower themselves into the Courtyard of the Moon using ropes. Party members climbing down from the gloom of the rooftop might experience some disorientation descending into the eternal night of the courtyard.

Characters using spells like *fly* or *levitate* to land in the Courtyard of the Moon would find their spells canceled as soon as they descend lower than the eaves of the monastery roof, dropping them twenty feet to the courtyard surface for 2d6 damage. Likewise, spells cast by flying characters above the level of the courtyard eaves will not penetrate into the courtyard itself.

2. It is possible to drop down from the roof into the small courtyard in area M155. The Referee should note that there is a chance that a character dropping into this area will land on the flagstone that instantly teleports anyone who steps on it to a closet in room M30. If this happens, the teleported character's companions may assume that he has been disintegrated...and it might be humorous if the Referee deliberately gives them this impression by having the character cry out in surprise as he disappears. The party might also have to deal with the poisonous vipers lurking in the grass in area M155.

3. Characters that could somehow travel down a chimney might be able to get in via fireplaces or ovens. Spells used for this purpose will not work unless the caster is already standing on the rooftop. Unless the Referee is feeling especially cruel, a character using a spell like *gaseous form* to float onto the roof and look for a chimney would find the spell canceled as soon as he tried to enter a shaft (rather than being horribly trapped inside).

4. Brute force might be used to batter a hole in a monastery wall or break out a window. (See the notes on the structure of the Black Monastery, above.) A party of adventurers rarely carries the proper tools for this sort of work. Weapons, including magical weapons, are not made to be used as picks, hammers, shovels, sledges or pry bars. The Referee should inform the party members that their precious weapons are bending and possibly even breaking under this type of use. The Referee should not hesitate to rule that a weapon is automatically broken if the party insists on

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continuing after they have been warned. Because, frankly, this is a stupid way to try to get in.

5. There is a tunnel leading from the bushes just outside the monastery into room M116. A character actually searching for a tunnel might spot the entrance (secret door) if the party takes the time to search the entire perimeter.

6. It might be possible for adventurers to enter by way of the underground river that flows through room D1G. This route would only be known to the sightless creatures of the underworld. Getting through the underworld to reach the monastery would be an adventure all by itself.

7. Room M123 is a rear courtyard closed by a dented portcullis. Characters might find a way to pass through the bars and get in to the monastery via this area. They could also drop down into this area from the roof.

8. The roof over area M85 has been crushed by siege stones. This damage to the Black Monastery is a permanent feature of its structure. It is possible to climb down from the roof and into this area.

9. Room M120 has two trees growing through the roof. The party might be able to chop their way down into the chamber below, but this might be complicated by the ability of these trees to animate and defend themselves (see below).

10. There is a spider lair in the ceiling of room M188. This includes a fairly large hole that giant spiders used to go hunting on the roof. The party could climb down through this hole, but would have to deal with the spiders lurking there.

The Gates of Fear

The front entrance to the Black Monastery is always open. A black iron portcullis is jammed open, revealing a high, wide, arched passage sloping up from the outside daylight into the night of the Courtyard of the Moon. Coiled around the arched entrance, carved from the monastery's stone, are a pair of black dragons. Their wings are folded down over their backs, and their beaks meet at the highest point of the arch. The bodies and tails of the statues appear to coil around the stone lintels on either side of the entrance. The eyes of these stone monsters seem to swirl with darkness, warning intruders away from the Black Monastery's cursed allure.

Anyone who passes through the Gates of Fear and braves the arched passage will feel as if unseen hands are clenching his throat, choking off his breath. Voices echo in each person's head, whispering that they should flee immediately, before nameless and shapeless things come to take them. It is as if the tails of the black dragon sentinels were coiled about each party member's heart.

This fear-causing effect makes its victims edgy, and prone to make frightened mistakes. Anyone who passes through the Gates of Fear must make a saving throw or suffer a -2 penalty on attack rolls, damage rolls, and saving throws for the next twelve hours. Characters who are somehow immune to fear effects will notice the grasping, choking feeling, but suffer no other penalties. This fear can be removed by any appropriate magical means.

The Courtyard of the Moon

Beyond the Gates of Fear and its silent guardians is the Courtyard of the Moon. This is a large open area in the center of the Black Monastery. It is called the Courtyard of the Moon because the sun has no power there. Instead, perpetual night rules the courtyard and the moon holds silver sway. Because there is not even ambient sunlight, the stars over the courtyard are thick and bright. Planets glow red and gold against the field of night. Moonlight seems to echo from the stones, glimmering like foxfire from every surface. There is always a cold breeze in the courtyard, no matter the season. The wind jangles through dozens of

bronze chimes that hang from the eaves all around. Doorways and dark windows glare like black eyes. There is a crawling feeling of unseen presences, watching from every stone.

The courtyard is not empty. Tall grass stands almost four feet high, except where a stone path crosses the courtyard east to southwest, ending in a large pair of doors on the southwestern angle wall. There are two fountains in the courtyard. The east end of the courtyard is taken up by the remains of a garden. There is a cemetery against the south wall, directly across from the Gates of Fear, dominated by a large, stone crypt. A statue of great size looms over the center of the garden.

The Referee should take careful note of the phase of the moon when the party first enters the courtyard. On nights with no moon, the courtyard is almost completely black. Even torches or magical lights will only illuminate a five foot radius around the source, giving the party the feeling that they are walking in a dark void, if it were not for the stars overhead. On nights when the moon is full, the statue in the center of the courtyard is awake and aware. The exact phase of the moon is left to the Referee's discretion but it is advised that the moon should be at half or quarter first time the party enters. The second time the party ventures into the Black Monastery, the moon should be dark. On their third trip to the monastery the party might find the moon overhead is full and the courtyard is filled with a new sense of menace.

The Tall Grass

The tall grass hides no particular threat, but there are warnings there for a party that bothers to scout before moving through the Courtyard of the Moon. There are trails visible in the grass, leading to both fountains and to all of the doors opening onto the courtyard. A search of the grass will reveal that there are a dozen skeletons scattered here and there, sticking out of the ground and intertwined with vegetation. Although much time has passed, all of the skeletons have crushed skulls and many broken bones. There are also three fresh bodies, including two orcs and an elf, squashed flat. All of these are the remains of explorers who awoke the courtyard's most lethal guardian. Although the grass has sprung back up since it was last crushed down, checking the area will reveal a single enormous footprint, three feet long and two feet wide, near one of the crushed orcs.

The Fountains

The first fountain is directly in front of the entrance. Marble benches are arranged around a basin approximately 30 feet across, filled two feet deep with water and muck. The water is cold and tastes like sulfur, but there is no magical effect for drinking from it. In the fountain's center are statues of satyrs, playing pipes and dancing around a gnarled, marble oak. All around the tree its bark is formed into human faces, twisted in anguish. Water trickles from the eyes and mouths of these faces, running down the tree trunk and splashing into the basin. Large brass bells hang from the stone tree's barren branches, swaying slightly with the breeze. The bells have clappers that may be rung using chains that hang below each one, but they can only be reached by wading in the water. Should a party member decide to ring one of the bells, the result will be a dull, low clang that echoes around the courtyard. There is no supernatural result of ringing these bells, but the Referee should note that any creature in the rooms around the courtyard will be aware of the party and waiting for them to arrive.

The second fountain stands in the northwest corner of the courtyard. A very tall statue of a woman stands in the center of two intertwined basins. A search in the tall grass around this fountain will reveal a human skeleton holding a clay cup and the body of a human, dressed in leather armor, who has been dead for several days. There is no treasure on either set of remains. The statue of the woman is 15 feet tall. She wears a tattered gown and her cruel face looks down at an urn cradled in her arms. Water pours from the urn and splashes down on the oval pool formed by the meeting of the two basins, overflowing to in two directions to fill each of them. The two basins are each 30 feet in diameter.

Drinking the brackish water from the northern basin has no magical

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effect. If a party member tastes the water in the southern pool he must succeed on a saving throw or suffer the temporary loss of 1d4 points of constitution. If the initial saving throw fails, the victim will feel the overpowering urge to take another drink, with corresponding loss of constitution. This will continue until a successful save is made, or the drinker is restrained by his comrades and kept from drinking for at least one minute. Anyone who has all his constitution points drained away by the pool falls dead. Lost constitution points are regained at the rate of one point of constitution per hour. The skeleton is a long-dead victim of the fountain. The body in leather armor belonged to a rogue who also fell prey to the fountain. This unfortunate adventurer's companions did not recover his body, for they never returned from the Black Monastery.

The Garden

The garden is a large area surrounded by what remains of a rusted, wrought iron fence. This garden was used to grow plants for spells and alchemical research. Now, it is a tangle of vines and brambles. There are various types of fruits and vegetables under the tangled growth. All of them are rotted and stinking of decay. Digging in the garden will reveal that small bits of human bones are scattered throughout its soil, along with the casings of dead beetles.

Buried six feet below the garden's surface are the bodies of seven former members of the Black Brotherhood, condemned by their brethren for betraying the order. Digging in the garden has the potential of disturbing these corpses, which will rise as morhgs. Roots sprout from these monsters, clotted with black soil and stinking of death.

Whether any activity in the garden causes one or more of these undead horrors to rise from the earth is left up to the Referee's discretion. The Referee should scale this encounter to fit the circumstances. Perhaps only one morhg rises to defend the garden. Perhaps all of them tear from the earth, or one each round. Minor exploration or tampering with the garden should not disturb the morhgs, but heavy digging almost certainly will. If the party flees or is defeated, any of the remaining morhgs will re-bury themselves, returning to their unhallowed graves until they are disturbed again.

Mohrg: HD 10; HP 70, 60, 55, 50, 45, 40, 30; AC 0[19]; Atk 1 fist (1d8) or tongue (paralysis); Move 12; Save 5; AL C; CL/XP 13/2,300; Special: paralyzing tongue, grabs and holds

The Cemetery

The cemetery is also surrounded by a wrought iron fence. It is overgrown with tall grass, like the rest of the courtyard, but grave stones can be seen here and there. Many of the stones are toppled or broken. There are pits or shallow depressions where some of the graves should be. Some of the grave stones are topped by gargoyles. All of them are marked with the teardrop and burning skull emblems of the Black Brotherhood. The faint stench of rotting corpses rises from all of the graves. Digging in any grave will reveal a stone coffin six feet under the soil. There are human skeletons in half of the graves. The others appear to have been broken open long ago. There is no treasure in any of them.

The crypt is a stone building, 30 feet by 20 feet, standing just over 10 feet high. It has been built down into the moist earth, so that the flat roof is only six feet above the surface. A set of dirty, broken steps leads down to a pair of rusted iron double doors. Gargoyle statues stand to either side of the entrance. Above the door is carved the face and wings of a bat.

Forcing open the iron crypt doors is more difficult than a normal door (use a d8 rather than a d6 to determine success), although a crowbar or other lever will automatically break them open. As soon as the iron doors are opened, dense fog will begin to pour from the mouth of the bat carving over the door. This fog flows in a perfect sheet, completely



Mohrg

Hit Dice: 10

Armor Class: 0[19]

Attacks: 1 fist (1d8) or tongue (paralysis)

Saving Throw: 5

Special: paralyzing tongue

Move: 12

Alignment: Chaotic

Challenge Level/XP: 13/2,300

Mohrgs are the animated corpses of mass murderers or similar villains who died without atoning for their crimes. They resemble zombies, but are far more dangerous, being somewhat more intelligent, much faster, and much stronger a zombie.

Due to a mohrg's blinding speed, these monsters will always attack first during a combat round unless squared off against an opponent using some sort of magic that increases the character's own speed of motion (such as *boots of speed*). Mohrgs have two possible methods of attacking. First, the mohrg's tongue extends five feet, and has a paralyzing effect. A saving throw at -2 is permitted to avoid this effect, but victims failing the saving throw are paralyzed for 1d6 turns. The mohrg's second option in combat is to strike opponents with its fists. When the mohrg hits with its hands, the strike not only causes damage, but allows the mohrg to hold on if the victim fails a saving throw. A character who is so held cannot attack, and if the mohrg with its tongue in a subsequent round, the tongue will hit automatically (although the victim is still allowed a saving throw to avoid paralysis). Any held character may break free with a successful saving throw during the character's attack initiative.

Any character killed by mohrg will rise after 1d4 days as a zombie under the mohrg's control. Thus, mohrgs are often found accompanied by 1d6 zombies.

covering the door and disappearing when it touches the ground. Any character whose bare skin touches the fog will immediately suffer 4d6 points of damage as his skin rots and flakes away. This effect continues with an additional 1d6 points of damage per round until the character dies and rots away into dust. Any healing magic (such as a *cure light wounds* spell) will stop this effect. The only way to avoid taking damage from the fog is to completely shroud one's body while passing through it.

Inside the crypt are four long stone biers, four feet tall. Resting upon these platforms are four human bodies, wrapped in black robes. Three of the bodies are elderly men and the fourth is a woman. These were former abbots of the Black Brotherhood, buried here after their lives completely drained away in the service of darkness. If any of the bodies are touched, a black cloud will begin to pour from all four mouths, pooling in the air above them. After one round, these black clouds will form into wraiths and attack the party. If the party flees the courtyard, the wraiths will return to their corpse hosts until the crypt is disturbed again.

Wraith: HD 4; AC 3[16]; Atk 1 touch (1d6+ level drain); Move 9 (Fly 24); Save 13; CL/XP 6/400; Special: drain 1 level with hit.

There is a hollow space under each of the four stone biers. A combined strength of 40 is required to shift them aside, or a lever or crowbar could also accomplish the task with two party members doing the heavy work. Each hollow contains rotted cloth and minor personal effects such as long-decayed books and the like.

The first hollow also contains a *Longsword +2 Gravedigger*. Any living target struck by this weapon must succeed at a saving throw or suffer from mild effects of rigor mortis, which results in a -1 to all attacks, saves and skill checks. The effects of subsequent hits are cumulative, with a saving throw required for each one. The penalties from rigor mortis wear off at the rate of one per day. Any creature that accrues a -20 penalty from repeated hits is assumed to have completely stiffened and will begin to

suffocate, although combined weapon damage is likely to have proven fatal long before that.

The second hollow includes a bag of 10 gems, each worth 20gp and a scattering of eight black pearls worth 100gp each.

The third and fourth hollows hold the left and right halves of a burnished black breastplate cut in half by some magical force. If the two halves are pressed together they will reconnect with a blinding flash. The re-united suit is a *breastplate +2*. This suit of armor is enchanted so that it always counts as light armor, equivalent to a suit of leather armor for movement and armor check penalties.

The Titan

The statue in the center of the courtyard stands on a pedestal that is 10 feet in diameter and five feet high. It is a statue of a titan, 25 feet tall, crouched on the pedestal beneath the weight of a large, stone orb, like legendary Atlas holding up the world. The titan statue is made of black stone. The titan's eyes are large sapphires, worth 5000gp each. The titan's fangs are jade. The titan's orb is a massive sphere of gray marble that mirrors the current phase of the moon across its surface. Under a full moon, the entire orb glows pale yellow.

The titan statue is the most powerful defender of the courtyard. It is a golem enchanted to destroy anyone in the courtyard who is not a member of the Black Brotherhood. It is immune to almost all magical attacks. Time, combat and the elements have eroded its powers, but it is still a strong opponent. Any attempt to tamper with the statue, including just climbing up to touch it, will cause it to animate and attack. The titan's first action will always be to hurl the marble orb it holds, inflicting 4-40 points of damage against its primary target and on anyone standing within five feet when it hits.

The titan-golem will respond differently depending on the current phase of the moon. On a moonless night, the golem will be mostly dormant. It will respond to attacks, but will only move at half speed. It will retreat to its pedestal as soon as all intruders flee from the courtyard. On a half or quarter moon, the titan-golem will respond to attacks, moving at only half speed, driving intruders out of the courtyard, remaining animated and patrolling the grounds for the next eight hours.

On a full moon, the titan-golem will be fully alert, moving at full speed and actively seeking out the party. If the party has previously activated that statue it will pretend to be inert, but will actually be waiting for the party to move to a position where they can be cut off from escape, or easily reached. Although it is too large to enter the corridors, the golem will bash down doors and reach into the monastery halls wherever the party takes refuge. It will attempt to deceive the party, falling to the ground when it is hit and lying still until a party member comes close enough to grapple and crush an unwary victim. It will set ambushes, or pretend to walk away while actually lurking outside doorways. It will not return to its pedestal, remaining animated as long as the moon is full and party members are still alive.

The stone titan is a terrible menace, but it is quite possible to avoid it. Many creatures have entered and left the Black Monastery over the years without triggering the titan's wrath. There are certainly warning signs in the grass around the courtyard, including crushed bodies and a footprint. Once the party has roused the titan and escaped, they will likely be wary of awakening it again. If the party survives several encounters with this guardian they might even learn the rules that govern its actions according to the lunar cycles.

Titan of the Black Monastery: HD 20 (80hp); AC 3[16]; Atk 1 weapon or fist (4d8); Move 12 (or 6); Save 3; CL/XP 21/4,700; Special: Immune to all weapons +1 or less, immune to most magic, half damage from piercing or cutting weapons, slow opponents.

These statistics represent the titan statue's current strength. In spite of its magical nature, the statue has been damaged in previous battles and worn down by the elements. Any spells that heal the statue may raise its hit point total above its maximum, to its original total of 400. If the party defeats the statue in battle it will thunder to the ground and shatter into thousands of pieces. The statue's sapphire eyes will also shatter, but it is possible to collect 100 fragments worth 5-10gp each.

Titan of the Black Monastery

Hit Dice: 20 (80 hit points)

Armor Class: 3[16]

Attacks: 1 fist (4d8)

Saving Throw: 3

Special: throw boulder, magic weapon required to hit, half damage from bladed and piercing weapons.

Move: 12 (or 6)

Alignment: Neutral

Challenge Level/XP: 21/4,700

The Titan of the Black Monastery is a unique golem located in the plane-drifting Black Monastery, a 25ft tall statue of a titan with gem eyes worth 5,000gp each. . It can throw a massive boulder for 4d10 points of damage, hitting not only its target but (due to the size of the boulder) anyone within five feet of the target as well. The creature cannot be damaged by non-magical weapons or even magical weapons with less than a +2 enchantment, and bladed (or pointed) weapons inflict only half damage. The golem is immune to all spells, with the exception of fire spells and spells that specifically affect stone or earth. Fire spells do not inflict damage, but have the effect of slowing the creature (although it cannot be slowed below a movement rate of 3). Earth-affecting spells will inflict damage in accordance to their effects and power, as determined by the Referee. As a rule of thumb, such spells will cause 1d6 points of damage per level of the caster, with a bonus based on the level of the spell. A fifth level spell adds 1 point of damage to each die, a sixth level spell adds 2 points of damage to each die, a seventh level spell adds 3 points of damage to each die, etc.

Once every two rounds, the titan-golem can glare at a single opponent with its gem-eyes, and cause that opponent to be *slowed*, as per the spell (a saving throw at -2 will negate this effect).

Although this golem is a unique creature, this is not to say that a similar golem could not be created by a magic-user of sufficient power. However, doing so would require considerable research and experimentation to write the appropriate manual, the materials would be very expensive (the eyes alone costing 10,000gp), and the process of creating it would require a laboratory located in a dimensional space outside normal reality, for the equipment must be constructed according to geometries that are impossible under normal physical laws.

Mr — Bakery

A trio of large chimneys on the exterior wall of this chamber will tell anyone standing in the Courtyard of the Moon that it is a bakery. This bakery was once used to provide bread for the entire Black Brotherhood as well as guests in the upper level and prisoners in the dungeons. When the party enters they will find it in ruin, with baking tables dumped over and most of the wooden utensils broken and scattered about.

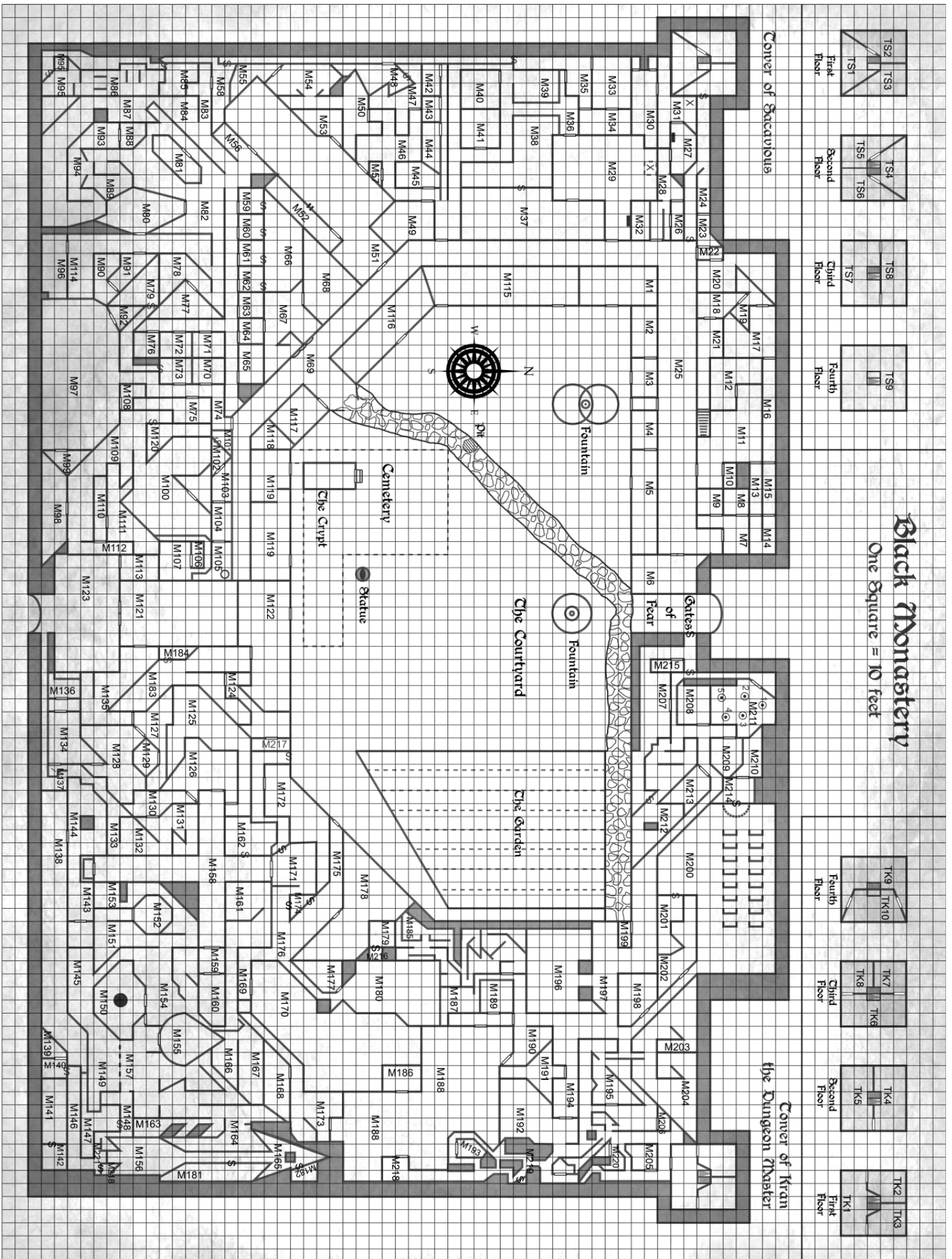
There are three rotted rat carcasses strewn about the room. Anyone who touches them with bare hands must make a saving throw or be infected with a disease as if bitten by a giant rat.

A large number of giant rats (30) are living in the bakery. They are huddled together in the cracks and hollow places inside the chimneys, fireboxes and the ovens themselves. If anyone disturbs them by pounding on the ovens, attempting to light a fire or just opening up the rusted iron doors, the rats will boil out in three groups of 10 (one per round) and attack until killed.

30 Giant Rats: HD 1d4hp; AC 7[12]; Atk 1 bite (1d3); Move 12; Save 18; CL/XP A/5; Special: 5% are diseased.



THE BLACK MONASTERY



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M2 — Infirmary

This room was used by Aloicious, the Black Brotherhood's healer, to treat members who were sick with the many magical diseases and curses the brothers used to encounter in their evil work.

There are four cots against the north wall, with tables and chairs in the center of the room. A clay water pitcher on a table is the home of a venomous snake. This animal is coiled in the bottom of the pitcher. It will strike at anyone who grasps the rim of the pitcher or passes a hand or face over its top. If the pitcher is moved or disturbed in any way, the snake will rise, hissing from the mouth and strike at anyone within reach.

The four cots are all occupied by human commoners, including three women and a man. These are local peasants who have been infected with ghoulish fever. In their growing madness, they have been drawn to the Black Monastery and have laid down on the cots. These sufferers are victims of the curses that always accompany Black Monastery's evil presence. Although they are in the last stages of the disease, they are not beyond saving. A cure disease, or similar magical intervention, will revive them and allow these innocent people to return to their homes. If the party does not heal them within 24 hours, all four victims will be gone from this room. They will be transformed into full ghouls and off to run through the monastery halls in search of food.

Viper: HD 1d6hp; AC 5[14]; Atk 1 bite (1hp + poison); Move 18; Save 18; AL N; CL/XP 2/30; Special: Lethal poison (+2 save).

M3 — Guest Room

This room was used to house visitors staying overnight with the Black Brotherhood. Until the very end, most outsiders were unaware of the evil deeds occurring in the Black Monastery. They found this room comfortable and it was far enough away from other parts of the building, where horrors might be revealed.

There are three beds in the room as well as a table and a wash basin. When entered, three sheets on the beds will fly up, assume ghostly forms and fly around the room for two or three rounds, then fall to the floor. Party members who choose to attack the sheets will tear holes in them but the rags will continue to fly until their magically-assigned task is completed.

M4 — Storage Room

There is a large amount of old junk left lying about this room. There are assorted items such as spare rope, sashes, robes, sandals, furniture, bricks, pottery and the like. One of a number of dressers contains a pair of spurs, a bridle and a brush. The spurs are an enchanted set of *spurs of speed*. These spurs allow the user to make any creature ridden move at double its normal movement rate.

Standing in the corner is an old wooden staff, five feet long. It belongs to Hahnso the Fist, who is currently meditating in room M158. An "H," for "Hahnso," is carved into one end of the staff.

M5 — Warming House for Travelers

New arrivals to the Black Monastery were invited to warm themselves beside a magical fire. There are several round rugs on the floor along with cots, chairs and a couch for visitors to use. A cheery, magical fire is still blazing in the fireplace.

One of the rugs, just in front of the fireplace, conceals a pit trap. The first character who steps up to the fireplace will plunge into the pit for 1d6 falling damage and 1d6 damage from the spikes on the pit's floor.

This trap was kept ready for guests who were planned as prisoners or hostages. The trap door and its mechanism, which could be set to go off or stay shut depending on immediate needs, is long gone.

M6 — Den

Visitors to the Black Monastery could wait in this room for an interview with one of the brothers. The den is furnished with bookshelves, a desk

and a plush chair. The bookshelves were emptied long ago.

A large candelabra holds five candles. If the candles are lit they will cast total darkness in a twenty foot radius as a *darkness* spell. It is possible to dispel the darkness from one of these candles by blowing out its black flame. Each candle will provide twelve hours of shadows and night before burning out.

M7 — Dead End

There is a man in leather armor with his back to the door, standing in the middle of the room. The man will turn to reveal a horribly ugly face with no eyes, then fall down in the middle of the room dead. The corpse has 3gp sewn into the hem of its pants.

The dead man was a local craftsman who came to the Black Monastery lured by tales of treasure inside. Walking through the doorway triggered a magical trap that aged his face and brain by 50 years. Although traces of this magical effect could be found around the lintel, this unfortunate man has taken the full effect of the trap for the party. His corpse has been teetering in place for some time before dead sinew reflexes cause him to turn and fall over.

M8 — The Dance Circle

There are eight skeletons in this room, dressed in the clothing of local farmers. When the party enters the room, these undead are walking in a circle around the edges of the room. Each skeleton has its bony hands on the shoulders of the one in front. The skeletons will ignore the party unless they are attacked or interfered with, then they will attack.

Skeletons (8): HD 1; AC 8[11] or 7[12] with shield; Atk 1 weapon or strike (1d6) or (1d6+1 two-handed); Move 12; Save 17; CL/XP 1/15; Special: None.

M9 — Sounds in the Walls

There are eight zombies in this room. The wounds on their bodies indicate that they were alive only a short time ago. Although they are what is left of an adventuring group from a local village, these zombies are wearing aged, tattered gray rags. When the party enters, the zombies will be standing with their backs to the door and seem to be clawing at the walls. They will turn and attack as soon as a party member enters the room.

Zombies (8): HD 2; AC 8[11] or with shield 7[12]; Atk 1 weapon or strike (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm.

M10 — Wine Room

Rotting cloth, rusted swords and a horrible stench fill the room. There are red stains on all of the walls, reaching up to the ceiling above the rafters. When the party enters, the door will slam shut and lock with a *wizard lock* spell. Then the room will start to fill with a very cheap vintage of red wine. The room will totally fill in 10 minutes.

In the far corner of the room is a vial that is labeled, "Oil of Etherealness." This is a special potion which will affect any one person or object that has the oil poured over it, turning it ethereal (i.e., not a material substance any more). The vial contains enough of this potion to allow one person to escape, but is possibly better spent on making the door ethereal!

Once the wine has completely filled it will remain full for 10 minutes before the door opens and the wine gushes out into the corridor. The wine dissipates one round after it surges out of the room, leaving no trace of its presence. After the room empties, the door will shut again, waiting for the next victims to enter. The special etherealness potion will function only inside this room. Another vial will appear each time the room fills and empties.

M11 — Miniclops

This room is dimly lit by five torches that are held by eight stony arm-segments protruding from the walls in scattered places around the room. A four foot Cyclops (nothing more than an ogre with an eye in the center of its forehead) with horny skin and one beady eye, wielding a miniature halberd, guards a bag in the northwest corner of the room. The bag holds twelve shrunken human heads, each mounted on a silver plate. The plates are worth 19sp each. The bodies that go with these heads are located in room M13.

Ogre: HD 4+1; AC 5[14]; Atk 1 weapon (1d10+1); Move 9; Save 13; AL C; CL/XP 4/120; Special: None.

M12 — Lamp Room

A desk is up flush with the north wall in this room. Along the western wall is a mural depicting a djinni emerging from a lamp. Examining the mural will reveal that the lamp is a real lamp, set into the wall.

The lamp can be removed from the mural and used as a real lamp. When rubbed, the lamp it will emit black smoke, blinding everyone within a 40' radius for 3d6 turns. The smoke lasts for one hour before dissipating. This effect will work once per day. A cork or rag can be stuffed into the spout of the lamp to stop the smoke, immediately dissipating the cloud.

M13 — No Heads

Twelve shrunken human bodies without heads are laid side by side in this room. These are the remains of adventurers who have met a horrible fate in the Black Monastery. They are under an enchantment that has shrunken their bodies to half height to match their shrunken heads.

If the appropriate head from room M11 is matched with the body it came from, the body will animate and perform one of the following actions (d6):

1. Stand and recite meaningless poetry.
2. Stand and warn party to beware of fountains.
3. Bend at the waist and fire its heat at a random party member doing 4d4 damage.
4. Explode, doing 6d4 damage to anyone within a 10' radius. Characters who succeed on a Reflex save DC 18 may reduce this damage by half.
5. Walk out of the monastery and depart in a random direction.
6. Shrink until it is too small to see.

M14 — Frictionless Room

The floor is covered with a green slimy substance that makes it difficult for a person to walk without falling. It is impossible to walk across this room without falling. Characters who try to cross the room find that the floor is entirely frictionless. A saving throw is required to avoid falling hard enough to suffer 1d6 damage. Even if the save is made, the character still falls. Characters might slide across the floor, pushing against walls to gain enough momentum to reach rooms M13 or M15.

M15 — Unbroken Web

This room is filled with thick cobwebs from floor to ceiling. These cobwebs will close behind the party, making retreat more difficult than advancing. The webs function as a *web* spell, except that these strands regenerate one round after being burned or broken.

M16 — Crushing Room

One round after the first party member enters this corridor, a one foot wide section of the north exterior wall will begin to close slowly. A total strength of 40 is required to stop the wall from closing. Party members

have one round to stop the wall, exit the corridor or suffer 5d6 points of crushing damage. After the wall shuts completely it will remain shut for one round and then open and re-set to crush the next intruders.

M17 — Room With A Message

The door to this room is marked with arcane symbols that will glow when the door is touched. When a party member enters the room a deep voice from the southwest corner will say, "You have foolishly entered where you are not wanted. Leave or die!" The voice will then start to laugh. The laughter will grow louder until it reaches deafening levels. Any character who remains in the room after ten rounds must succeed at a saving throw or be deafened for one hour after leaving the room.

As soon as the laughter starts, two troglodytes will appear and attack the party. These summoned monsters disappear when they are slain.

In the southwest corner of this room is a chest. When the chest is opened a clear gas bursts out with a hiss. Everyone within 10' must succeed at a saving throw or fall unconscious for 1d6 turns. The chest holds an octagonal amulet made of ordinary iron. A teardrop is inscribed in the amulet's center and there are small rubies worth 25gp at each of the eight seven corners. The amulet is not magical and has no other function. The teardrop and pentagram are symbols of the Black Brotherhood.

Troglodyte: HD 2; AC 4[15]; Atk 2 claws (1d3), Bite (1d4+1) or by weapon with shield (1d8); Move 12; Save 16; CL/XP 3/60; Special: Stench, chameleon skin.

M18 — Repository

There is a bowl on top of a table in the middle of the room. The bowl is filled with water and inscribed with runes on its exterior. A Magic-User reading the inscriptions will be able to identify that the inscriptions on the bowl are used as part of a necromantic ritual. If the Magic-User has an Intelligence score over 15, he will also discern that the bowl is specifically used in a ritual to create shadows.

There is a large, stone coffer standing in the southwest corner of this room. Inside, the party will find a potion of *cure serious wounds* (ninth level) and a pair of *goggles of night-eyes*. Both magic items are labeled with a ribbon that says, "Thank you very much, my dear!"

These two magic items were teleported here when an adventurer fell prey to the magical effects of a statue in room M211 (see below). They landed here after they disappeared from a magical fountain in that room. The members of the Black Brotherhood used to think this was a fine joke to play on visitors. They kept the magical items they gained from this magical trap. The *goggles of night-eyes* allow the wearer to see in non-magical darkness to a range of 90ft.

M19 — Sacristy

This room held the tools and substances used in the unholy sacraments of the Black Brotherhood. It is filled with five incense burners (4sp each), 10 candelabras, four pentagon pendants (identical to the pendant in room M17 above), dried and tattered black robes and four black tapestries woven with gold in the teardrop and pentagram symbol of the Black Brotherhood. The tapestries are worth 50-100gp each. The candelabras could bring a price of 10-15gp each.

A large black case, sitting on a stone shelf, holds a dozen sacrificial daggers of various sizes and shapes, worth 2-10gp each. There are also 13 ebony figurines of demons sitting in niches about the room. These wooden figurines are worth 5gp each.

Two cloaklers lurk on the ceiling just above the door, guarding this treasure. When the party enters the cloaklers will begin to moan. If they are attacked with spells or ranged weapons, the cloaklers will drop from the ceiling and attack, creating *mirror images* to protect themselves.

2 Cloakers: HD 6; HP 30, 24; AC 4[15]; Atk Tail (1d8), bite (1d6), *enfur*; Save 11; Move 9 (fly 12); CL/XP 8/800; Special: Moan, mirror image, darkness, *enfur*.

Cloaker

Hit Dice: 6

Armor Class: 4[15]

Attacks: Tail (1d8), bite (1d6), enfurl

Saving Throw: 11

Special: Moan, mirror image, darkness, enfurl

Move: 6 (fly 12)

Alignment: Chaotic

Challenge Level/XP: 8/800

Cloakers are manta-like creatures that resemble a large black cloak – the ivory claws are often even mistaken for a clasp of some kind, as they are kept folded when the cloaker is at rest. Unfurled, the cloaker has a span of about eight feet.

Cloakers can attempt to enfurl their opponents during melee combat, while attacking. If the cloaker hits with its attempt to enfurl a target, the victim is clasped in the cloaker's manta-like body (a saving throw allows the victim to escape). The victim is allowed no further saving throws to escape, although it is possible to attack the cloaker with a dagger from within its folds. The cloaker can bite an enfurled opponent with a +4 bonus to hit.

Perhaps more dangerous than the cloaker's ability to enfurl an opponent is its ability to moan, for the cloaker's moaning is dire indeed, causing a petrifying fear. Anyone hearing the moan of a cloaker must make a saving throw or do one of two things (50% chance of each): either flee at top speed for 1d6 turns, or be immobilized with fear for 1 turn.

Finally, cloakers have the ability to manipulate darkness and shadows. They can cause *darkness 15ft radius* whenever desired, and as long as shadows or darkness are present, they can create shadowy *mirror images* of themselves (as per the spell) once per day (1d4 images).

their equipment, when the party is returned to the room.

Both duelists are wielding +2 *longswords*. The last party member to be struck before escaping from the painting will find he still has the magic weapon stuck in his body.

2 Painted Duelists (Ftr6): HD 6; AC 2[17]; Atk 1 *longsword* (1d8+2); Move 12; Save 9; CL/XP 6/400; **Special:** +2 *longsword* (included in stats), *supernatural speed* improves armor class to 2[17].

M22 — Rave Room

This floor in this chamber glows bright green with arcane light. Stepping onto the green floor causes the light to begin to pulsate. The walls also begin to pulse and shake with a dull, repetitive beat. No one knows what the members of the Black Brotherhood intended with this room, although some have suggested it was used for dancing.

Whatever the room was used for, the pulsing walls and rhythmic beat will alert the harpies in room M23 that they have visitors. They will open the inner door and add the shrieking enchantment of their voices to the din.

M23 — Nest Room

A pair of harpies lair in this room. They have nests in the rafters, made of bones and twigs. The floor is covered with bits of their previous victims and spattered with their foul droppings.

The harpies have been using the magical effects in room M22 as an alarm to let them know when fresh victims have come too close to their lair. When the pulsing and flashing are triggered in that room they will open their door and attempt to charm party members with their captivating song. These monsters are confident and will assume that their prey is helpless. They will attack with great confidence. If they are wounded in combat, the harpies may fly back to their nests and consume the potions hidden there before rejoining a battle.

The harpies have their treasure hidden in one of the nests. In addition to an assortment of torn clothing, knives, three backpacks, a suit of leather armor and several *longswords*, the harpies have 47gp, 277sp, 158cp and five potions of *cure serious wounds* buried in a sack amidst the bones.

Harpy: HD 3; AC 7[12]; Atk 2 *talons* (1d3) and *weapon* (1d6); Move 6 (Fly 18); Save 14; CL/XP 4/120; **Special:** *Flight*, *siren-song*.

M24 — Storage Room

The harpies from room M23 use this room for storage and as a prison where they keep captives they don't want to eat right away. The treasure horde includes three gems worth 45sp, 27sp and 32sp, four rusty swords, a gold whistle worth 4gp, a quiver of eight *arrows* +1, and a composite longbow. These are all kept in a large, overturned barrel. There are also four 50 foot lengths of rope which the harpies use to bind their victims, keeping them here until they are ready to torment and devour them.

M25 — The Ceremonial Hall

The Black Brotherhood used this section of hall to greet their guests and impress them with the order's piety and wealth. The walls were painted with murals of brothers performing good deeds, such as feeding the poor, and conducting solemn rituals for the people. These murals have faded with time, leaving only outlines of figures that look slightly sinister.

As soon as the party enters this section of corridor, they will be confronted with an apparition. Six monks with cowls covering their faces come down the corridor bearing a coffin on their shoulders. This procession comes from the furthest end of the corridor, depending on where the party enters.

If approached or hindered in any way the phantom monks will drop the coffin and fall to the floor. Inspection will reveal empty black cloaks.

M20 — Empty Food Bin

Ten giant rats lurk in this room, gathered around a very large rat hole. They are hungry, and will try to bring down a single party member by massing their attacks against him. If the battle goes against them, the rats will flee down the rat hole.

The hole is nine inches in diameter. It leads down on a winding path to Dungeon One, room D1C (see below).

10 Giant Rats: HD 1d4hp; AC 7[12]; Atk 1 *bite* (1d3); Move 12; Save 18; CL/XP A/5; **Special:** 5% are diseased.

M21 — Dungeon Two Entrance

Anyone who has survived the maze of perils leading to this room will find a chamber that is lit by torches that burn continuously with magical fire, set into niches in the wall. The room smells strongly of incense due to six incense burners set around the walls. A stairway leads down to Dungeon Two, room D2A.

The incense burners are sitting on six foot-tall stands, with sticks of incense burning in each one. These are sticks of *incense of ever burning*, enchanted to burn on command and remain smoldering, giving off a pungent spice scent until they are commanded to go out.

A mural takes up the entire south wall. It depicts a country scene with two men dueling with rapiers. If the mural is touched or disturbed in any way the party will find themselves transported into the country scene. Both duelists will attack, fighting to the death and pursuing the party across the painted countryside if necessary.

The instant that both duelists are slain the entire party will be returned to the room. The mural will now depict two slain duelists. If any party members are killed in the fight they will be left behind, along with all of

THE BLACK MONASTERY

If the coffin is opened, the first person to look in will see a dead body exactly resembling him in every detail. This illusion will fade in only a moment, but the sight will turn a character's hair permanently gray unless he succeeds at a saving throw. If a character fails this saving throw there is also a 25% chance that the experience will age the character 1d10 years.

There is a secret door at the west end of this chamber, leading to the Tower of Sacavious. This secret door is sealed with a *wizard lock*. It can only be opened from the inside. There is another door at the other end of the passage, similarly *wizard locked* and openable only from the inside.

M26 — Lounge Orc Lair

This room contains four chairs and a fireplace. At present, there are eight orcs relaxing in this room. They are part of a larger group in rooms M27 and M28. They will leap up if the party opens their door. They will also be quick to join any battle that takes place in M27 or M28.

These orcs have not been in this room long and they have not attempted to light a fire. Hiding under the ashes in the fireplace is an enchanted diamondback rattlesnake. If the snake is slain it will fall into dust, but the diamonds on its back will remain. Each of the 13 diamonds is worth 10gp.

8 Orcs: HD 1; HP 8, 7, 6, 5, 5, 4, 4, 3; AC 6[13]; Atk 1 scimitar (1d8); Move 9; Save 17; AL C; CL/XP 1/15; Special: None.

Rattlesnake: HD 1d6hp HP 6; AC 5[14]; Atk 1 bite (1hp + poison); Move 18; Save 18; AL N; CL/XP 2/30; Special: Lethal poison (+2 save).

M27 — Second Orc Lounge

Nine orcs are lairing in this room. They are part of a larger raiding group that is also located in rooms M26 and M28. They will leap up and attack when the party enters, calling for help from their comrades.

One orc is carrying a *potion of darkvision*. The orcs have carried a chest into the room. The chest holds 38gp and 335sp.

9 Orcs: HD 1; HP 8, 8, 7, 6, 5, 5, 4, 4, 3; AC 6[13]; Atk 1 scimitar (1d8); Move 9; Save 17; AL C; CL/XP 1/15; Special: None.

M28 — Orc Leader Lair

A pair of orc chieftains are using this room as a lair. They are the leaders of the orcs in rooms M26 and M27. Their lair is comfortable, with its own fireplace, couches and chairs. Seven large packs are stacked against the south wall, near the fireplace.

The large packs hold provisions. There are iron rations in them to sustain two dozen medium sized creatures for four weeks. One of the packs also has treasure hidden beneath the rations. The pack holds 123gp, 567sp, 1699cp and 5x50gp gems in addition to the food that covers this treasure.

These two orc chieftains are used to squabbling among their soldiers. They will wait several rounds before opening their door and joining any battle in rooms M26 and M27.

These two chieftains know about the goblins lairing in room M30. They have decided to honor a truce that allows both groups to loot the monastery. There is plenty of time to settle matters with the goblins later.

2 Orc Chieftains: HD 5; AC 3[16]; Atk 1 halberd (1d8+1); Move 9; Save 12; CL/XP 5/240; Special: None.

M29 — Public Chapel

This large chamber was used by the Black Brotherhood for ceremonies that might involve outsiders. Originally, it was dedicated to a God of Light. Over time, as fewer visitors were foolish enough to risk the Black Monastery's evil gates, the chapel was converted to worship of the brotherhood's Dark God. The walls are painted black with red teardrop

and pentagram symbols of the Black Brotherhood.

There is an altar in the north section of this room, set upon a 2' x 2' square dais of black granite. The altar is encrusted with dried blood. Squatting on either side of the altar are two small gargoyle figurines.

The hilt of a *dagger +4* protrudes from the back of the stone block. The dagger is made of black steel, and can be removed by any character with a strength of 13+ who rolls a 1 or 2 on a d6. Its hilt is decorated with a red gem that gives off a bright flash when it strikes a deadly blow. No creature killed with this dagger may be raised from the dead with any power less than a *wish* spell. No wound inflicted with this dagger may be magically healed or regenerated.

The gargoyle figurines weigh 10 pounds. They are worth 25gp each, but they will disappear within one week from the possession of anyone who purchases them, reappearing in this room.

The party may note that the doorway into room M30 has been blocked open. They may also note that a large red X has been chalked on the door leading to room M32. The open door allows the goblins in M30 to keep a watch on the chapel. The X on room M32 was scribed there by a previous adventuring party, whose wizard suspected a trap.

M30 — The Goblin Lair

A party of goblins has wandered into the Black Monastery to look for plunder. They are lurking in this room. The goblins are very timid and the orcs in rooms M26-M28 have them intimidated. The leaders of both parties have agreed to a truce that allows them to look for loot, but the goblins are especially wary.

Although they entered room M29, the goblins did not dare to loot an evil temple. They noticed the X chalked on the door to room M32 and avoided opening it. Now, they are waiting for chance to bring them an advantage over the orcs that will allow them to get away with as much loot as possible.

There are 15 goblins guarding this room. When the party first enters this room, a pair of goblins will be guarding the door. The other goblins will be scurrying around a wooden chest in the center of the room. The goblins will attack any party of less than six people. They will try to pick up the chest and escape if they are confronted with equal or greater numbers.

The goblins are keeping the door to room M29 open so they can keep watch. They are unlikely to choose a battle with a heavily armed adventuring party, but they will fight to the death once they are discovered by the characters.

This is a bare rock room with a 2.5' diameter hole in the middle of the floor. The hole extends straight down for 10 feet and then curves south for 40 feet before entering the wall of room D2U in Dungeon Two. Anyone who drops down this passage will slide and land with a plop on the dirt floor of room D2U, possibly with disastrous results from the monsters lying dormant there. The goblins lowered one of their number down this shaft when they first entered the room. He didn't like the look of room D2U and had his companions haul him right back up.

There are two closets in this room, in the northwest and southwest corners. The northwestern closet has a red pentagram carved on the door. Anyone who enters the closet will be teleported to room D2Q in Dungeon Two. The southwest closet has a blue pentagram carved on the door. Anyone who enters this closet is teleported to the courtyard at area M155. Both teleportation effects are two-way, but the goblins did not figure this out. It is necessary to exit the closets and return in order to re-activate the teleportation effect. The goblins tried both of these doors and ended up losing two warriors who did not return. They believe that their companions were disintegrated and have been avoiding these doors.

The goblin chest contains one beat-up silver ring that causes *fear* (as the spell) whenever a hostile creature approaches within 10 feet. Unfortunately, this fear spell also affects the wearer and any of his companions within the spell's range. There are 14 other pieces of cheap ornamental jewelry in the chest. These ornamental pieces look real but are actually excellent fakes. Their value is 1-20sp each.

15 Goblins: HD 1d6hp; HP 6, 6, 6, 6, 5, 5, 5, 5, 4, 4, 3, 3, 2, 2, 1; AC 6[13]; Atk 1 short sword (1d6) or short bow (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

M31 — Sacavious' Front Step

This chamber was the entrance hall for the wizard Sacavious. The wizard had magical guardians here to keep away intruders and protect both his status and his treasures. Those magical wards and guardians are long gone, save for the symbol of a teardrop and pentagram over the doorway to the Tower of Sacavious and the *wizard lock* that holds the tower door closed.

Five goblin chieftains are barricaded in this room. They are the leaders of the fifteen warriors in room M30. They are keeping themselves safe here while their underlings figure out how to find enough treasure to justify their expedition to the Black Monastery. They expect their warriors to die protecting them and they will hesitate to join any battle in room M30 that sounds too dangerous.

The five goblin chieftains are carrying 2d10gp, 4d6sp and 4d6 x10cp each. One of them has a jeweled bracelet, worth 400gp, hidden inside his leather armor. Another is carrying a jeweled *shortsword* +2/+3 *versus humans*. In addition to their treasure the goblin leaders are sharing a large keg of sour beer they found elsewhere and rolled here.

One of the chieftains has a pair of pet giant scorpions chained in this room. The goblins' plan is to release these creatures when it comes time to settle up with the orcs in rooms M26-M28. If a fight starts in room M30, the first thing these goblins will do is unchain their pets and get ready to defend themselves. The scorpions will attack any non-goblin they can reach.

2 Goblin Chiefs: HD 2; HP 14, 10; AC 5[14]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; AL C; CL/XP 2/30; **Special:** None.

2 Giant Scorpions: HD 6; HP 30, 20; AC 3[16]; Atk 2 pincers (1d10), sting (1d4 + poison); Move 12; Save 11; AL N; CL/XP 8/800; **Special:** Lethal poison sting.

There is a statue in the north half of the room of a woman in flowing robes, holding a goblet. If the scorpion is slain the goblet will fill with two doses of a *potion of heroism*. There is a statue in the south half of the room of a satyr. It has no magical powers. The door in the northwest section of the room has a red pentagram with a huge red eye in its middle drawn on its inside face.

M32 — Chapel Annex

This was originally an annex to the chapel in room M29. It was trapped to protect the treasures kept there. Members of the Black Brotherhood moved the treasure when it seemed likely their monastery might fall, leaving a gas spore to float inside.

The door glows with magic under a *detect magic* spell. Long ago, an adventuring party chalked an X on the door as a warning when they suspected a trap. It has never been opened since. That is a good thing because the door explodes when opened, inflicting 2d6 damage on the opener.

A gas spore floats in the middle of this room. The force from the exploding door is likely to suck it out into room M29, where the gas spore will look just like a menacing monster, inviting the party to attack it.

Gas Spore: HD 1d4hp; AC 9[10]; Atk 1 touch (disease); Move 0 (fly 3); Save 18; AL N; CL/XP 4/120; **Special:** Causes disease, explodes, attacks as 3HD monster

M33 — Abbot's Chapel

This was the abbot's private mediation and worship chamber. The whole room is ornately decorated. The east, west and south walls are covered with tapestries depicting sacrifices, torture and similar deeds. There are five of these tapestries, each worth 100-400sp. Against the north wall is an altar with a three-step ivory base. The lowest step has a cushion for kneeling.

Gas Spore

Hit Dice: 1d4 hit points

Armor Class: 9[10]

Attacks: 1 touch (disease)

Saving Throw: 18

Special: Disease, explodes, attacks as 3HD monster

Move: 0 (fly 3)

Alignment: Neutral

Challenge Level/XP: 4/120

The gas spore is a spherical, chitin-armored sac containing fungus spores, about five feet in diameter, with some moving tendrils growing from the top of the sphere. The sac contains lighter-than-air gases which allow it to float in the air, and it can move by expelling some of these gases in a form of jet-propulsion. When it is near any warm-blooded creatures, it will move toward them by instinct: these creatures are completely non-intelligent.

If a gas spore gets close enough to touch a living creature, it will inject spores into the target with a successful to-hit roll. If the victim fails a saving throw, these spores will bloat and transform the host into 1d6+1 new gas spores within 24 hours unless a cure disease spell is used to prevent this (rather disgusting) transformation.

Moreover, when a gas spore is killed (and it is designed by nature to burst easily), it explodes in a radius of 20ft, inflicting 6d6 points of damage in that area (half damage with a successful saving throw). The body of anyone killed by the blast will also begin transforming into new gas spores.

The altar is made of onyx. It is carved in the likeness of a three-headed hound with malachite stones for eyes and teeth carved from red fire coral. The altar emanates a very strong feeling of evil throughout the room. Touching the coral teeth burns for 1d4 points of damage.

Any person who touches the altar will have their alignment permanently changed to Chaos. This will affect only one person per adventuring party and the rest of the party will be unaware of the change. The Referee might allow this effect to be reversed by an *atonement* spell.

The altar is fixed to the floor. Attempts to move it will crack the base and eventually cause the altar to crumble into slag.

M34 — Abbot's Sleeping Quarters

Abbot Asmodeus was the leader of a large and wealthy order, and his bedchamber reflects that wealth. The large bed is covered with now-moldy satin sheets, the floors are covered with what is left of expensive carpets, and tatters of tapestries hang on the walls. There are three locked chests at the foot of the bed.

The first chest contains a scroll lying on a red velvet cushion. The scroll reads "*A brotherhood of darkness, of souls sold, yet in death we shall not grow old.*" Abbot Asmodeus considered this his personal motto and liked to keep it handy.

The second chest holds the last abbot's heavily moldered ceremonial garb. Although the robes and other items are decayed beyond use, it is possible to collect 100 10gp gems that were once part of the decorations on the abbot's evil raiment.

The third chest holds a black cloak. The cloak is enchanted to fly up out of the chest when it is opened, looking like a giant bat. The bat cloak flutters around the room for three rounds and then flies out of the room and exits the monastery. If the door is shut when it activates, the cloak flutters up to the rafters. It stays there until it can get out or until it is touched, when it falls inert.

Inside the chest, under the cloak, is a smaller chest containing *potions of Growth* and *Heroism*, and a set of a golden plate, cup and eating utensils worth 100gp.

M35 — Abbot's Study

The first thing the party will notice on entering this room is a strong stench of death, which comes from the bodies of numerous large, dead rats lying all over the floor. There are several dozen dead rats in the room, all killed by some sort of animal that did not bother to consume its prey, depositing them here instead. Anyone touching the dead rats risks contracting a disease (saving throw).

One wall of Asmodeus' study is dominated by a tall, thin bookshelf. There is also a desk, a padded chair a couch and a number of paintings on the walls. The paintings are half dozen mundane works depicting landscapes and people with sad faces. They are in poor condition and will fall apart if moved.

There are 27 books on the bookshelf. One of the books is a magical *Tome of the Spriggen*. The first person who reads the book through gains the ability to increase or decrease his size by 75% twice per day. The other books are works on bizarre rituals and other unsavory practices. Although they are revolting for a normal person to read, a demented collector might pay as much as 50gp per tome for these books. The books are quite heavy, averaging five pounds each, so carrying them might be a problem.

At any point when all the characters in the room are quiet, they will hear a low drumbeat coming up through the floor from beneath the room. The sound emanates from deep below the ground.

The secret door in the south section of the room can *only* be found by creatures of evil or Chaotic alignment, for it is powerfully warded. Just inside the secret door is a small pouch of *dust of disappearance* and a blowgun.

M36 — Guard Summons

This room is guarded by an enchantment that summons lizardmen. Anyone who is not a member of the Black Brotherhood walking into this area will be suddenly confronted by five lizardmen, who immediately attack. The bodies disappear when they are slain.

It is up to the Referee to determine if this effect happens more than once. Wherever the lizardmen are coming from certainly does not have an unlimited supply of warriors. The Referee might give the second batch of summoned warriors some nasty variation, like poisoned weapons, or a tendency to explode when they are slain.

5 Lizardmen: HD 2+1; AC 5[14]; Atk 2 claws (1d3), 1 bite (1d6); Move 6 (Swim 12); Save 16; CL/XP 2/30; Special: Breathe underwater.

M37 — The Undead Acolytes

This room is guarded by 24 skeletons wearing monk's robes. Originally, these skeletons were created to serve as an audience to ceremonies conducted in room M29. They attended ceremonies and performed duties as instructed. All of the skeletons were armed in case they were needed to repel intruders. They were left here when the monks of the Black Brotherhood were immolated with their monastery.

When the party enters, these skeletons will be standing around the edges of the room. They will attack if they are struck or tampered with, but will not pursue farther than room M29.

There is a small chest in the southeast corner of this room. The chest holds 38x10gp gems. There is also a small bag inside the chest with seven clay pellets inside. When thrown against a hard surface these pellets burst in a large puff of smoke that summons an animated skeleton. The skeleton will follow its summoner's commands until it has completed one task or until it is destroyed. Once it has finished a task, or if it is struck down in combat, the skeleton's bones scatter and disappear.

24 Skeletons: HD 1; HP 8 each; AC 7[12]; Atk 1 short sword (1d6); Move 12; Save 17; CL/XP 1/15; Special: None.

Lobster-Giant

Hit Dice: 10

Armor Class: 2[17]

Attacks: 2 pincers (2d6)

Saving Throw: 5

Special: Grabs

Move: 9

Alignment: Chaotic

Challenge Level/XP: 12/2,000

The Lobster-Giants are strange and rare creatures, living in swamps and remote coastal shallows. They are not related either to giants or to lobsters, save for the fact that they are indeed a bizarre form of intelligent (albeit somewhat stupid) crustaceans. In addition to a pair of large pincers, lobster-giants have a ridge of smaller "arms" along the length of the underbelly, and these smaller limbs are coated with a paralytic poison.

Lobster-Giants attack with their two pincers, and if they succeed in hitting an opponent with both pincers, they have also managed to grab hold and hug the opponent to their chests, where the smaller limbs can scabble through armor and scratch with the poison. A victim who has been grabbed will suffer an additional 2d6 attacks, and for of these that hits a saving throw is required to avoid being paralyzed for 1d10 turns. A character is allowed to attempt breaking out of the giant's pincer-grip each round, which is done by rolling 4d6. If the resulting number is equal to or lower than the character's strength, the character has escaped.

M38 — The Place of Evil Signs

This room was set aside for scribing and reading evil symbols. The Black Brotherhood considered this an important part of their worship of the Dark God. The walls and floor are covered with what is left of the many arcane symbols drawn here in charcoal and black wax. The first thing the party will notice upon entering this room is that the floor is wet with a large puddle of water.

The room is occupied by the Lobster-Giant of Yulba, a hulking thing that resembles a huge bipedal lobster.

The Lobster-Giant is the source of the large puddle of water covering the floor. This beast is named Ergen-Tal and he has developed the ability to speak in broken common...as broken as common must sound when spoken by a giant lobster man. Unlike most of his kind, Ergen-Tal has ventured out of the swamps and now lives in the Black Monastery. He has made a habit of eating his fellow denizens and looting the monastery for treasure.

Ergen-Tal knows the nature of the skeletons in room M37. He crosses that room regularly without awakening his handy guards. At present, he is thinking about how many of the goblins in room M29 he might get away with eating without having to fight too hard.

Ergen-Tal may be willing to bargain for a character's life if the treasure offered is high enough. His hunger is almost as great as his greed and he will never allow a party member to leave the room without paying with treasure or with the character's life. If the party runs away, Ergen-Tal will squeeze his chitinous body through the door and pursue.

Ergen-Tal has accumulated a large horde of valuables. Piled in a corner of the room are 2,257cp, 653sp, 73gp, 13pp, 15 gems worth 30gp each, four jewels worth 600gp each, a *longsword* +1 with the ability to cast a *locate object* spell once per day, and a suit of *chain mail* +1.

Lobster-Giant: HD 10; AC 2[17]; Atk 2 pincers (2d6); Move 9 (swim 9); Save 5; AL C; CL/XP 12/2000; Special: Grab for 2d6 extra paralysis attacks when hitting with both pincers.

M39 — Conservatory

Music is coming from inside this room. Listening from the outer hallway will identify the sounds of stringed instruments, but nothing more.

This room was used to instruct brothers in musical instruments. As the order grew more and more twisted, they stopped using most ordinary instruments and switched to just drums with human skin. The stringed instruments were left here under the care of a pair of old brothers whose phantoms still like to play them.

A clavichord and a full-sized harp are set up near the eastern wall. Two ghostly figures, clad in hooded robes, sit on stools, playing the instruments. They take requests.

An examination of the instruments will reveal that they are long decayed and not actually able to play music. Attempting to carry these large and heavy instruments out of the room will cause them to fall apart.

Touching the phantoms or their instruments causes the two ghostly monks to fade away. They will return a day later to play again in their eternal concert. The destruction of their instruments will not stop these concerts, since the ghostly music emanates from the presence of the phantoms themselves.

M40 — Empty Room

This room is empty when the party finds it.

M41 — Scriptorium

The first thing the party will notice when entering this room is that two dead orc warriors are lying just inside the door. These were members of the orc raiding party currently camped out in rooms M26-M28 (see above). They triggered the magical defenses that are still guarding this room after centuries.

This room was the exclusive preserve of the abbot and his inner sphere of loyal monks. Anyone who enters this room who is not one of the abbot's eight Scribes of Iniquity will be struck with a *magic missile* spell (five bolts for 1d4+1 damage each) fired by the unique wards of this room. This magical trap is still active and will not wear out for another century.

There are worktables for eight scribes arranged in a circle facing inward. Each table has a high stool to sit on while working, and tops that open to reveal items stored inside. One of the worktables holds four pots of ink, still sealed with wax. This is magical ink that can be used to scribe scrolls. There is 100gp worth of magical ink in each of the pots.

The walls are covered with over fifty small cupboards, but only eight (a-h) contain anything other than dust and cobwebs:

- a) This cupboard is locked, and the latch of the cupboard is trapped with a needle that injects poison into anyone careless enough to touch it. The cupboard itself holds a scroll protected with an *explosive runes* spell (4d6 damage).
- b) Three scrolls of spells, including *animate dead*, *cause serious wounds* and *darkness 15ft radius*.
- c) This cupboard is trapped with a poisoned needle identical to the one in cupboard (a). There is a *decanter of endless water* inside.
- d) A cursed scroll. The reader makes all to-hit rolls and saving throws at -2 until he has a *remove curse* spell cast on him.
- e) Three bottles of wine, one of which is poisoned.
- f) A disembodied head appears in the cupboard and yells for the door to be closed. It disappears after yelling for one minute.
- g) A pair of sandals and a cape.
- h) A tin chalice.

M42 — Chamber of Initiation

The door to this chamber is locked with a *wizard lock* spell. There is a small fire pit in the floor, filled with hundreds of tiny glowing red agates. They look very similar to the eyes of a cimota, which are the only visible part of that creature's body. Directly above the fire pit, on the ceiling, is the teardrop and pentagram symbol of the Black Brotherhood, painted in glowing, red paint.

This room was used as the end of the initiation ceremonies for the Black Brotherhood. A new recruit would cast a red, glowing stone into this fire pit, symbolizing dedicating his soul to the order. The stones were enchanted to begin glowing when touched. Recruits were led to believe that their actual souls were now trapped within them and their very existence was at stake in obeying the abbot's orders. They swore oaths to the Dark God to take their souls if they disobeyed in any way.

The agates hold a very simple enchantment that makes them permanently glow with a brightness equivalent to red firefly. It is possible to put a number of these coals in a jar and have a permanent red lamp. Taking the stones may prove dangerous because there is still some link between them and the cimota that haunt the monastery as after-images of evil. The cimota bound to the Black Monastery can sense the presence of these stones within 10 feet. Whenever practical, they will attack anyone carrying them in preference to other opponents.

M43 — Empty Room

This room is empty when the party finds it.

M44 — The Old Buttery

This room was used to store butts (barrels used to hold food and drink). Most of these barrels are long gone, except for three medium-sized barrels sitting on racks. One barrel is filled with vinegar, one with oil and the other with wine. There is also an empty rack where it is obvious that another barrel stood until very recently. There are no taps, so the party will have to remove a lid or cut a barrel open to find out what it holds.

One of the racks is empty because the goblin chiefs in room M31 got their barrel of sour beer from this room and rolled it to their current hideout.

No matter what the party does in this room, eight days later these barrels will re-appear in this room, filled again with their original contents. If the party happens to return, they may be puzzled to find that a barrel of beer has been added to the three barrels they originally found.

M45 — Abbot's Comfy Chair

This room is empty except for a large, red over-stuffed chair sitting in the middle of the floor. The chair glows with magic under a *detect magic* spell. Anyone who sits in it will be teleported to Dungeon One, room D1YY (see below). This creates a situation where the party is split between two locations and is placed in very difficult straits.

This chair originally sat in Abbot Asmodeus' study in room M35 (see above). It was moved here some time ago by adventurers who were experimenting with its teleportation powers. The chair is a part of the enchantment of the entire Black Monastery; if it is damaged or destroyed it will re-appear in this room, completely repaired and functional, eight days later.

M46 — Rocking Chair

A rocking chair sits in the center of this open area, with a small boy, dressed in peasant clothing, rocking back and forth in it. The chair sits on a small, round, thick and expensive rug, woven in a pattern of flames. Thick smoke boils from an incense burner hanging from the ceiling.

The boy is an image created by the cursed chair itself. If the boy is touched

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or attacked he will scream once and run straight through the nearest wall. If the boy is not attacked he will sit in silence, rocking his chair.

Anyone sitting in the chair will fall into a deep coma-like sleep unless he succeeds at a saving throw. For each minute the sleeper remains in the chair, he loses one hit point (although a new saving throw is allowed each round, in the sleeper's desperate struggle to awaken). If the sleeper is pulled from the chair, the spell is immediately broken. Anyone who dies while sitting in the chair will take the place of the illusionary boy. If the newly dead victim is touched by human skin, he will scream and run through the nearest wall, disappearing with all of his equipment.

M47 — Sphere Game

In the middle of the floor of this very plain-looking room there is a depression about eight inches deep and three feet in diameter. In the depression there are five marble spheres about the size of apples. Four of the spheres are white and the fifth is black.

If the black sphere is touched or removed from the depression before any of the white spheres are touched, a column of flame will ascend to the ceiling from the indentation. This column will last for several seconds and then disappear, along with all of the other spheres. In the depression, in place of the black sphere, will be a small black pellet. If this pellet is thrown or handled roughly it will explode. Any creature within a twenty-foot radius will take 1d6 points of damage from the concussion and shrapnel.

If a white sphere is touched or removed before the black sphere is touched the depression will instantly fill with clear liquid and the other spheres will disappear. This liquid is a *potion of disfiguration*. Anyone who drinks it will have his charisma permanently reduced by 75% (rounding down) and his face will become an ugly mass of scars. There are seven doses of the potion in the depression.

If two or more spheres are touched at the same time, the person touching them will gain one hit point and lose one point of intelligence. The lost intelligence point will be regained if the victim leaves the monastery.

M48 — Blood Fountain

In this room is a small fountain that bubbles with a dark red liquid resembling blood. The liquid is also warm and thick, like fresh blood. An inscription on the side of the fountain reads:

*Boil the blood of death long past
The reaper's scythe swings low and fast
The blood shall take the reaper's role
And you shall pay the deadly toll.*

As soon as the inscription is read the blood boils out of the fountain and forms into the figure of a tall man, robed in black. The gaunt, skeletal features of this apparition are hidden within a hood. This figure of death attacks anyone in the room with a long, black scythe. If this figure of death is defeated it will melt back down into red liquid and flow back into the fountain. This figure of death wields a *scythe* +3. The magical weapon has a 50% chance of melting away with its wielder when he is slain, and in the hands of anyone other than the figure of death, it has a 5% chance of dissolving each time it kills an opponent.

The Figure of Death is (perhaps obviously) a creature from a plane of existence beyond the material plane. It cannot be turned, for it is not undead or demonic.

Figure of Death: HD 10; AC 2[17]; Atk +3 scythe (3d6); Move 15; Save 5; AL C; CL/XP 12/2000; Special: 80% magic resistance, cannot be harmed by non-magical weapons.

M49 — The Laughing Room

Some players may take the game too seriously, and this room is just for them. In the center of the room is a small pedestal on which sits an emerald green vial. Should the vial be opened or broken a 10' radius cloud

of green-colored laughing gas is released. Anyone (including monsters) caught in this area will laugh uncontrollably for 3d6 turns.

M50 — Chamber of Wonder

A small bronze plaque on the door is inscribed:

*Chamber of wonder
Home of light
Place of darkness
Ruled by night
Trust your sword
Not your eyes
Lest doom be met
In smiling guise*

As the last line is read, silently or aloud, a gong will sound from inside the room and the door will swing open. Light will pour out of the room, and anyone looking inside will see that the walls are covered with lamps. There is a small pedestal in the center of the room on which there sits a diamond of incredible brilliance. The diamond's hundred facets reflect the light in thousands of dancing, colored rays that fill the room with rainbows. Should any character touch the stone, three things happen simultaneously:

First, the lamps will be extinguished along with any other magical or mundane source of light. Second, the door will slam shut and lock. Third, the diamond will begin to glow deep red, filling the room with menacing shadows and shapes. A very deep and slow voice will begin to speak:

*Ye the seekers of plundered gold
Have broke the rest of slumber old
For ye a stone is but the bait
And death shall be your purchased fate!*

When the voice is finished speaking, the pedestal explodes, and in its place stands a first-category demon of the vrock type, along with 1d4 manes. After the vulture-like demon is slain, the diamond will remain as a prize. If the person who struck the killing blow against the demon touches the diamond, it will burst into thousands of dancing colored rays of light. This effect lasts d4 rounds and can be used once per day.

Vrock Demon: HD 8; HP 50; AC 1[18]; Atk 1 beak (1d6), 2 foreclaws (1d4), 2 rear claws (1d6); Move 12 (Fly 18); Save 8; AL C; CL/XP 9/1100; Special: Magic resistance (50%), darkness, immune to fire.

Manes Demon: HD 1; AC 5[14]; Atk 2 claws (1d2), 1 bite (1d4); Move 5; Save 18; AL C; CL/XP 2/30; Special: Half damage from non-magic weapons.

M51 — Refectory

Noises of dishes are heard from the kitchen (room M52). Chairs will scoot back to accommodate the party when they enter. If anyone sits down, noises of people eating and talking in hushed voices will slowly fill the room along with strong smells of meat and bread. A plate will appear in front of anyone who sits down, presenting them with a hearty meal. There is a 10% chance that the food is poisoned, and a 10% chance that instead of wine there will be a cup filled with three doses of a random minor potion. Plates full of food will occasionally appear and fly across the room at random party members. Chairs will scoot in and out from the table. The largest chair, at the head of the table, belonged to the abbot. Anyone who sits in this chair must succeed at a saving throw or stick to the chair until released by a *remove curse* spell.

M52 — Kitchen

An incredible racket of breaking dishes and banging pots can be heard

from this room even with the door closed. The noises stop as soon as the door is opened, except for a muffled scream as a golden rat darts across the floor and disappears. The noises resume as soon as the door is shut.

M53 — Pantry

Sitting on a butcher block table in the middle of this room are a hot apple pie and a pot roast done to perfection. Both are safe to eat and very delicious except that as soon as anyone takes a bit of the pie a large, corpulent woman, dressed in a cook's hat and apron and wielding a large rolling pin, appears and screams, "*Get your slimy little paws off my pie, you scum!*" The crazed cook attacks with the rolling pin gripped in two hands. She fights until slain, shouting curses at the top of her lungs. She will pursue anyone who flees as long as they remain in the monastery. She is not affected by spells or magic weapons.

Crazed Cook-Thing: HD 7; AC 5[14]; Atk 1 rolling pin (1d6); Move 5; Save 9; AL N; CL/XP 8/800; **Special:** Rolling pin stuns for 1d4 rounds (saving throw allowed) with a successful hit, completely immune to magic, including magic weapons.

M54 — Floating Sphere

Three five foot diameter spheres float seven feet above the floor, moving randomly around the room. The spheres burst if struck by any slashing or piercing weapon, releasing their contents:

- a) Three gems worth 5gp each and some sleeping gas that bursts in a 10' radius. Anyone in this radius is rendered unconscious for 1d4 turns, with no saving throw versus this effect.
- b) Green slime bursts in a 10' radius spray.
- c) Two relatively weak ghosts burst from the sphere and attack with pain-filled screams.

GREEN SLIME

Green slime isn't technically a monster, just an extremely dangerous hazard in underground tombs and other such places. Any metal or organic substance it touches begins to turn to green slime (saving throw). It can be killed with fire or extreme cold, and the transformation process can be arrested by the use of a cure disease spell.

2 Ghosts: HD 4; AC 3[16]; Atk 1 touch (1d6); Move 9 (Fly 24); Save 13; CL/XP 6/400; **Special:** successful hit causes fear (saving throw at -2 allowed) and opponent flees for 1d4 turns. 25% magic resistance, hit only by magic or silver weapons.

M55 — Dying Man

The door to this room is made of a very dark, thick metal. Anyone successfully listening at the door will hear sounds like someone is dying in a very painful manner.

If the door is opened, the person who opens it sees a man squirming on the floor, screaming in pain. The man holds a small dagger in his hand. Just as the door opens, he plunges the dagger into his own heart and dies.

The dead man is wearing clothing that indicates he was probably a shop keeper of some type. He has a small package of food and two torches with him.

Anyone who takes the dagger, and any party members within 10 feet at the time this happens, will be teleported to Dungeon One, room D1SS (see below). The giant scorpions in that room will immediately attack. All that is needed to return to room M55 is for a character holding the magic dagger to will himself to teleport back.

The dagger may be removed from this area but its teleportation



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powers will only function between rooms M55 and D1SS, and only when it is in one of those two rooms.

M56 — Big and Bog

This room is a nesting area for two giant komodo dragons named Big and Bog. Big is male. Bog is female. Big and Bog are very privacy oriented and they will do their best to kill anyone so crass as to invade their space.

2 Giant Komodo Dragons: HD 5; HP 25, 15; AC 4[15]; Atk 1 bite (2d6 + poison); Move 9; Save 12; AL N; CL/XP 7/600; Special: Poison bite.

M57 — Cloakroom

There are cloaks of all sizes and colors hanging on the walls in this room. Mixed in with them are a *cloak of elvenkind* and a cloak that is infested with skin worms. These worms are much like rot grubs except that they like to eat skin. An infected person will die in 1d6 weeks unless a *cure disease* is cast on him. There are 32 cloaks in the room. Except for the two items mentioned above, all of the cloaks are dried and tattered beyond use other than as tinder for starting fires.

Skin Worms: Once skin worms have come into contact with a living body they proceed to devour the victim's skin. Tracks leading out from the infected areas clearly indicate the progress of the infection. Victims die in 1d6 weeks from shock and secondary infections. Victims are allowed a saving throw each week to arrest the spread of the worms for that week, after which the infection will take hold again unless another save is made. It is possible to stave off death indefinitely with successive saving throws, but a victim is eventually doomed without a *cure disease* spell or some similar magical effect.

M58 — Snake Nest

This room is guarded by a giant constrictor snake. There are 40gp in the snake's belly, along with the bones of a previous victim. This snake is linked with the Black Monastery. If slain, it will reappear in this room, whole and waiting to attack, eight days later.

Giant Constrictor: HD 6; HP 26; AC 5[14]; Atk 1 bite (1d3), 1 constrict (2d4); Move 10; Save 11; AL N; CL/XP 7/600; Special: Constrict

M59 — Teleportation Room

Anyone who enters this room must succeed at a saving throw or be rendered unconscious and teleported to room M65.

M60 — Dark Room

When the door is opened, the party will see that the entire room up to the doorway is filled with a *darkness* spell. Anyone who enters the room will find that it is empty, except that a hand will slap his face every few rounds and a woman's voice will cry out, "Oh, you brute!"

M61 — Empty Room

This room is empty when the party finds it.

M62 — Purple Lotus Room

There are carved inscriptions on the far wall but dust and cobwebs will

render them illegible from the doorway. The floor is covered with dozens of beautiful, small purple flowers. There is a chest against the far wall. The chest is empty and the inscriptions are gibberish but the flowers are purple lotus petals that will spray their pollen on any creature that steps on or near them. The pollen forms a gas cloud that puts anyone within a 5' radius to sleep for 1d4 days. There is no saving throw versus this effect.

M63 — Chamber of the Hand

The only thing in this room is a six foot tall, carved stone hand. If any creature comes within five feet of the hand it will animate and try to grab the intruder. A saving throw is required to dodge the grasping hand.

As soon as it succeeds in a grabbing attempt, the hand gives its victim one sharp squeeze for 2d10 damage and then releases him. It will continue to grasp at anyone who comes within five feet unless it is struck by a *transmute rock to mud* spell or any cold-based spell. Either attack which will render the hand dormant for eight hours.

M64 — Empty Room

This room is empty when the party finds it.

M65 — Empty Room

This room is empty. Anyone teleported from room 59 will appear here. The unconsciousness effect from being teleported lasts 10 minutes.

M66 — Book Pedastel

In the middle of this room is a small stone pedestal. On the pedestal is a large book, wrapped in white silk and tied with white rope. The book is bound in white leather and there is no title on the cover. On the inside of the front cover is written:

*Eternal darkness here resides
And evil calls this home
The gods' good light shall someday come
Illuminate this tome.
And on that day, perhaps years hence,
Under daylight's dome
Shall our secret be revealed
And souls set free to roam.*

The rest of the book appears to be just blank paper. Words appear on its pages only when exposed to direct sunlight. The book has two parts. The first part tells how the book came to be in the monastery. A party of elves came to the monastery seeking a dark secret they believed to be hidden there. The elves found the secret but were all trapped or lost in the monastery. The last page was written by the last, surviving elf, just before he died.

The second part tells the secret of how to make a special *ring of invisibility*. This version of the ring renders the wearer invisible even when attacking. The only drawback is that the ring does not render clothing or equipment invisible. The only way to be totally unseen is to be naked, which may complicate most adventuring situations. This detail is not included in the instructions. The ring costs 2,500gp to construct, and its powers fade after six months.

M67 — Room of Desiccation

The door to this room is locked and will not open at all. If the door is broken or burned open it will explode, doing 3d6 points of concussion and splinter damage to anyone within 15 feet. A saving throw reduces the damage by half.

The room beyond is very large. There are desiccated human bodies lying in the room, arranged in a circle around the middle. A very large

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amount of dust and cobwebs covers the room. Nailed to the skull of one of the bodies is a note:

*Death pursues the foolish
Or the foolish pursue death.
We the foolish would like to thank
The Brotherhood for their hospitality.*

M68 — Orc Drunkard

An orc lies unconscious on the floor. Next to him is a half-full *wine skin of the drunkard*. The wine skin will stay half full regardless of how much wine is poured out. The skin will produce wine of very high quality fast enough to fill a small barrel in about 36 hours.

When the party enters the room, the orc is blind drunk. He will awaken in eight hours, with a large hangover and a great hankering to find his magical wine skin. At the Referee's discretion, if the party lets this orc live it is very likely that he will turn up some time later with a large group of fellow orc warriors, intent on recovering this valuable magic item.

Orc: HD 1; HP 3; AC 6[13]; Atk 1 spear (1d6); Move 9; Save 17; AL C; CL/XP 1/15; Special: None.

M69 — Red Tapestry Room

A large, deep red tapestry adorns the wall opposite the door. In the center of the tapestry is an embroidered black skull with flames coming out of its eye sockets. The teardrop and pentagram symbol of the Black Brotherhood floats in the flames. This tapestry is worth 500gp. It weighs 35 pounds when it has been rolled up for carrying. Eight days after it has been removed from this room this tapestry will disappear from wherever it has been taken and reappear on the wall here.

M70 — Almost Empty Room

This room is empty except for a few bones piled in its southwest corner. Sitting atop the bones is a ruby worth 50gp. This gem is placed so that anyone looking into the room will surely see it.

In order to notice anything amiss in this room, a party member must state that he is examining the door. When this occurs, the Referee should roll for a 50% chance; failure means the party member notices nothing suspicious.

When a party member goes in to look at the ruby, the Referee should state, "The door starts closing behind you." Most likely, another party member will state that he is holding the door open. That is when the danger should strike.

The danger is not inside the room, but in front of it. The door is actually a mimic, pretending to be a door. This monster's goal is to lure victims inside the room and trap them there. It does not use its adhesive power until a party member is holding it open and at least one other is inside the room. Then this creature will exude its adhesive slime, reveal its true nature and attack. At least one party member will likely be stuck to the mimic with his shield or sword arm. Another will be cut off until the mimic has time to deal with him.

In addition to the large ruby among the bones, there are also 11pp, 127gp, 32sp, 554cp and a set of *leather armor +1* hidden there. These treasures belonged to the mimic's previous victims.

Mimic: HD 7; HP 28; AC 6[13]; Atk 1 smash (2d6); Move 2; Save 9; CL/XP 8/800; Special: Mimicry, glue.

M71 — Wardrobe

This room is pretty much empty except for a wardrobe against the north wall and a small carpet on the floor. The carpet is rotted and worthless. The wardrobe holds several thousand very small moths.

If the wardrobe is opened the moths will flutter out, blinding anyone in the room. The moths will fill the room for 2d4 rounds and then settle on the ceiling. The moths will flutter about the room for another 2d4 rounds every time they are disturbed. The third and subsequent time they are disturbed the moths will swarm onto any creatures in the room, eating one article of clothing on each target. The moths can be burned away by fire spells. They will not pursue out of this room.

In the bottom of the wardrobe, covered by a pile of dried moth carcasses, is a small gold locket worth 2gp.

M72 — Apple Tree

In the middle of this room is a small, golden tree in a large pot. The tree bears quite normal and edible apples. At the base of the tree is a small metal plaque that is an epitaph for Sindara, an elf who died in the Black Monastery. Sindara's body is buried in the pot beneath the tree. If the party unearths Sindara's bones they will discover a gold ring interred with them. This ring will not fit on any finger other than that of a Magic-User or an elf. The ring allows the wearer to cast a *hold portal* on any object or door two times per day.

M73 — Praying Knights in Armor

The first character through this door will see the backs of two figures wearing full plate armor. The figures are on their knees and appear to be praying before a large, wooden holy symbol. If either of the figures is approached within five feet the holy symbol will invert itself and burst into flames. The figures will whirl and attack with two-handed swords until stuck down.

The kneeling figures are soul knights. A soul knight is a suit of armor animated by the lingering soul of an evil knight, cursed to undeath as punishment for having committed betrayal, murder or other crimes. The evil spirit continues to inhabit its old armor, repeating the deeds that brought about the living knight's ruin. One of these soul knights was Gareth the Reaper, an adventurer who turned upon his comrades while adventuring in the Black Monastery out of greed and spite. Gareth himself was slain before he could escape the monastery's halls and has remained to haunt this room ever since.

Gareth kept the treasure that drove him to betray his comrades hidden under his breastplate. When his soul knight remnant is struck down, 15 x 50gp and 2x500gp gems will spill from a leather pouch still hidden there, scattering around the armor as it crashes to the floor.

Gareth's armor is still otherwise a serviceable suit of plate mail. Gareth's

Soul Knight

Hit Dice: 7
Armor Class: 0[19]
Attacks: by weapon (1d10)
Saving Throw: 9
Special: fear aura
Move: 9
Alignment: Chaotic
Challenge Level/XP: 8/800

A soul knight is a suit of armor animated by the lingering soul of an evil knight, cursed to undeath as punishment for having committed betrayal, murder or other crimes. The evil spirit continues to inhabit its old armor, repeating the deeds that brought about the living knight's ruin.

The appearance of a soul knight causes fear, although it is not as strong as the fear induced by most supernaturally induced fear. Viewing a soul knight has the same potential effect as that of a *fear* spell, but the saving throw is made at +2.

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sword is marked with his name near the base of its blade. There is a 2 in 6 chance for one of the characters to happen to know that Gareth the Reaper was a well-known adventurer who vanished a century ago, around the time of another appearance of the Black Monastery.

The second soul knight is more ancient, and has no name.

2 Soul Knights: HD 7; HP 30, 25; AC 0[19]; Atk 1 two-handed sword (1d10); Move 9; Save 9; CL/XP 8/800; **Special:** aura of fear.

M74 — Mirror of Madness

On the wall across from the door in this room is a mirror, about five feet square. In the mirror a face is furiously shouting to be released. If the mirror is broken a human face appears in the shards of glass and laughs with mad intensity for three rounds before disappearing.

M75 — Flaming Pit of Frogs

A fire pit in the center of this room emanates a weird, red glow. Anyone who touches or tampers with the fire pit will be attacked by two giant frogs of flame that come leaping out of the pit. Unlike other giant frogs, these two creatures have tongues of green flame that leap out to scorch their targets with fire damage as a melee attack. The frogs disappear if slain. They also disappear if they are victorious, taking any swallowed opponents along with them.

Giant Frog (large): HD 3; AC 7[12]; Atk tongue (1d6) followed by bite (1d8); Move 3 (or 100ft leap); Save 14; AL N; CL/XP 4/120; **Special:** Leap, swallow whole, flaming tongue (+1d6 damage as shown in stats)

M76 — Washroom

This room is strewn with garbage. There is an old, rusty washtub, half full of water, sitting against the far wall. A small model of a merchant vessel, made with excellent skill, floats in the tub.

If the model ship is removed from the tub, or if *remove curse* is cast on it, the ship will return to its original 85' length. The ship will be destroyed in a wrenching scream of wood and nails that blasts out of the room and into the hallway outside. Anyone in the room when this happens will suffer 10d10 damage from crushing and goring unless they succeed on a saving throw for half damage. Anyone in the hallway, within 20 feet of the door when the ship explodes out of it must will take 5d10 damage from flying nails and splinters unless they succeed on a saving throw for half damage.

There is a chest in the wreckage of the ship. It requires 1d6 turns to find it amidst the shattered spars, planks and rigging. The chest holds 1577gp, all stamped with the emblems of a maritime kingdom near to the campaign setting, but at least five centuries old. At the Referee's discretion, the coins might actually be worth more than their monetary value to a collector.

M77 — Sitting Room

Alphonz J. Shagnasty, a hezrou demon, lairs in this room. When the party enters Alphonz will be sitting at a table, sipping from a glass of brandy. Alphonz is not as classless as most demons, but his hospitality does not extend to adventurers. He will try to render intruders down into nice sacks of blood.

The party member who strikes the killing blow on Alphonz will be rewarded with a glass of fine brandy that appears in his hand, along with a wooden box holding a bottle that contains the rest of the brandy. The brandy is worth 300gp.

Alphonz has some nice furniture in the room, somewhat strained by having to hold his demonic bulk. The table, chairs, cabinet and other odd pieces in the room will be smashed when the party provokes a



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fight with this enormous beast. In amongst the wrecked furniture there is a jeweled, platinum and crystal monocle worth 750gp. The book Alphonz was reading might also survive the fight. It is *Glahm and Strengbold's Manual of Curses for all Occasions*. The book has no magical powers but it is an interesting read and might sell for as much as 35gp. This large tome weighs 10 pounds.

Second-Category (Hezrou) Demon: HD 9; AC 0[19]; Atk 2 claws (1d3), 1 bite (2d8); Move 9 (Fly 14); Save 6; CL/XP 11/1700; Special: Magic resistance 50%, demonic magical powers.

M78 — Discus Thrower

In the center of this room stands a nine foot-tall statue of an Olympic discus thrower. The statue is beautifully sculpted but it is far too heavy to move. If any character enters the room there is a 75% chance that the statue will animate long enough to throw the discus at him at +10 to hit. The discus does 5d8 damage.

If the statue does not throw the discus, there is a 10% chance it will explode, doing 10d8 damage to anyone in the room unless they succeed on a saving throw for half damage. If both percentage chances fail, the statue remains inanimate until the party leaves and re-enters the room, or some other creature enters.

M79 — Black Cage Match

This room is all black, with a single torch mounted on the far wall. Anyone who enters the room will feel a vague sense of unease...a feeling of malice that seems to emanate from the room itself. This feeling grows, as if the room itself were growing in evil power.

After four rounds an iron portcullis will slam down in the doorway, blocking all escape. The portcullis is made of unbreakable metal that cannot even be bent regardless of strength. A cloaked, hooded figure will appear in the room. This figure is nine feet tall with only glowing green eyes visible within its hood. The figure will ask if anyone cares to duel.

If a character accepts the challenge to a duel, all of that character's clothing and equipment will disappear, leaving him clad in a jester's outfit, with a small rattle in one hand. A black sword (or other suitable weapon of the Referee's choice) will appear at the character's feet. If the character who has accepted the challenge picks up the weapon at his feet the figure will disappear and the portcullis will open. If the character does not pick up the weapon it will leap up at him, striking at +10 to hit until it has inflicted six hit points of damage. Once it has inflicted six points of damage, the weapon will drop to the floor again.

Attacks launched against the figure by other party members will pass straight through without harm or even any feeling of impact. The figure is entirely illusionary.

In either case the figure vanishes and the portcullis opens. All of the character's lost equipment appears at his feet. The jester's outfit is of high quality and might fetch 20gp if sold to the right buyer.

M80 — Magical Spheres

Two spheres, about three feet in diameter, are floating about six feet off the floor in this room. One of the spheres is blue and the other is white. If the two spheres are touched at the same time by the same person, that person will permanently gain one hit point. Unfortunately, one random slashing or piercing weapon on the character will simultaneously turn to lead, doubling its weight, permanently canceling any magical powers and rendering the weapon useless.

M81 — Orc Chieftan's Sitting Room

Bolgora, a powerful orc chieftain, is crouching in this room when the

party opens the door. He is hiding behind a pile of broken furniture, waiting for the other orcs he believes are pursuing him. He will leap out with a yell and attack the party to keep them from getting his prized weapon.

Bolgora is wielding a longsword that glows blue with magical power. He found it several days ago in the Black Monastery, while leading a small raiding party of fellow elite warriors. Bolgora believes that he has acquired some sort of legendary blade that will scythe down his enemies and make him a hero of his race. He also believes that other orcs are looking for him because they envy him for his weapon and want to take it. His orc warrior companions had to die because they could not be trusted. Now, he will protect the weapon with his life.

In fact, Bolgora's magical blade has only one power. It is the power to glow vivid blue, like a band of blue flame. It is double to brightness of an ordinary magical sword...and it is blue! It has no other bonuses or hidden powers to grant.

At the Referee's discretion, it is possible that other elite orc warriors are indeed looking for Bolgora and want to take his magical blade. A force of these warriors may turn up after the party has slain Bolgora. When they find the sword gone, they will search for whoever might have taken it. Since it is likely that a party member will assume that the blade has powers that have not yet manifested, the party will probably have the blade with them whenever the orc raiders catch up to them.

Bolgora, Orc Chieftain: HD 5; HP 24; AC 3[16]; Atk 1 longsword (1d8); Move 9; Save 12; CL/XP 5/240; Special: None.

M82 — Conrad the Righteous

A young man is sitting in a corner of this room. He is praying with a holy symbol clutched with both hands, pressed against his forehead. He calls himself Conrad the Righteous. Conrad is a local hedge priest who has begun to attract a small following. He is a religious fanatic who is known for his powerful condemnations of anyone who disagrees with him. He started as a local madman who could amaze simple people with minor spells. He believes himself to be a rising man of destiny, although he is somewhat vague about his actual doctrine and goals.

Conrad has come to the Black Monastery on a quest. "I have come to cleanse this abode of evil." He believes that he will claim the monastery as a new home for the religious order he intends to found. A few of his followers came to the monastery with him but only Conrad has survived — mostly due to his superior running skills.

A few hours ago, Conrad wandered into room 88, where he was shocked to meet a demon that he now considers his arch nemesis. He attacked the demon in righteous fury, but fled after one round when he realized his battle was hopeless. Now, he believes that the monster can only be defeated by righteous, non-violent action.

Conrad will point to the wall of room 88. "There is a horrid creature of the nether realms next door and you must get it to leave. But, you must not harm it."

Conrad offers to pay the party for their services by casting either a *cure serious wounds*, *remove curse* or *cure disease* spell on a party member, but only if they manage to fulfill his quest without violence. He only has a *remove curse* spell actually prepared but he will offer to pray, meditate and carry on for as long as it takes to prepare one of the other two.

Although Conrad is quite insane, he bears the party no initial ill will. If asked, he will agree to accompany the party. He will assume that he is the leader and will offer advice, give orders and talk about his great and righteous powers every chance he gets. If the party attacks Conrad he will attempt to destroy them all, but only for one round. Then he will flee off into the darkness of the monastery corridors. Conrad may encounter the party again at the Referee's discretion.

**Conrad the Righteous (Clr8): HD 8d6; HP 30; AC 3[16]; Atk 1 mace (1d6); Move 9; Save 8; AL L; CL/XP 9/1,100; Special: Spells
Spells (2/2/2/2/2)
Level 1: *Cure light wounds*, *protection from evil***

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Level 2: Find traps, hold person

Level 3: Cure disease, remove curse

Level 4: Cure serious wounds, neutralize poison

Treasure: 25gp in belt pouch

M83 — Mug Room

There is a magical tin *mug of fine ale* lying on its side on the floor of this room. Whenever this mug is tipped over and then held upright it will fill with fine ale. The ale is very intoxicating and will render a character that drinks a full cup of its contents -2 to all attacks for one hour, but +3 to damage during that time. For each subsequent full cup consumed the drinker loses another cumulative -1 to hit (but not another +3 to damage). The ale is delicious, and the imbibor will not notice the effects until he has taken three or four drinks. The Referee decides when the character starts to feel the effects.

M84 — Dark Puddle

A puddle of dark liquid fills this area. It is cold and viscous to the touch, but otherwise has no magical properties. If any party member touches the puddle, three mist men will rise out of it and attack. Their main target will be the offending character, but anyone who gets in their way is also a valid target.

When the mist men are slain, they sink back down into the puddle. Where each mist man was slain there will be a black gemstone worth 100gp. The gemstones will glow with abjuration magic under a *detect magic* spell. They are linked to the mist men and to this chamber of the Black Monastery.

Eight days after the mist men are slain, they will return to wherever their gemstones are at the moment. They will attempt to slay anyone who has the stones. After the mist men have attacked and been slain again, or if they slay their target and survive, the gemstones will disappear from wherever they are and reappear in M84 in the Black Monastery.

If the party has sold these gemstones to someone else in the interim, there may be complications for the characters. They may be blamed for a causing a magical death, or even accused of murder. The details are at the Referee's discretion.

3 Mist Men: HD 4; HP 30, 18, 15; AC 3[16]; Atk 1 fist (2d6); Move (fly 18); Save 13; AL C; CL/XP 5/240; Special: Mist Exhalation (save or blinded 1d4+1 rounds).

Mist Men

Hit Dice: 4

Armor Class: 3[16]

Attacks: 1 Fist (2d6)

Saving Throw: 13

Special: Exhale mist

Move: (Fly 18)

Alignment: Chaotic

Challenge Level/XP: 5/240

Mist men are humanlike forms summoned from some other plane of existence or dimension, often stored in small containers until they are freed to take their full shape when the container is opened.

Once every four rounds, a mist man can breathe out a heavy cloud of choking mist in a 15 foot cone. Anyone caught in the cone must make a saving throw or be blinded by the noxious fumes for 1d4+1 rounds. The mist persists in an area for 1 full turn.

M85 — Collapsed Ceiling

The ceiling is only 5' high in this room. Sections of the roof have been

crushed in by heavy stones, collapsing the roof and leaving only a small clearance to scramble through. This damage is a permanent part of the Black Monastery's structure and will always be there when the building manifests itself on this plane. It is possible to climb out onto the roof from this room.

A small statue of an incredibly ugly woman stands in the low clearance area, amidst a puddle of rain water dripping in from the broken room. The statue emits emotions of fear and revulsion to any who hold or look at it. There are no game penalties for these feelings, but the statue will be a very uncomfortable object to keep around. (A paladin wouldn't notice any feelings at all!) The statue weighs only two pounds and might sell to a collector for as much as 100gp.

M86 — Partitions

There are two sets of stone partitions in this room. When a person steps between the northernmost pair of partitions they will slam together inflicting 2d6 damage before opening again. If a second person of the same party steps between the same partition walls a bag of 40gp will appear at his feet. All subsequent tests of these two partitions will result in damage but no further rewards. The other pair of partitions is entirely mundane.

M87 — Ambush!

Three human bandits wait around the corner here. They will attempt to ambush the party.

These bandits usually make a living as horse thieves but looting the Black Monastery proved too tempting to them. They are experienced highwaymen who are accustomed to robbing people who are much weaker.

The bandits aren't really willing to face any of the monsters in the monastery but they have been preying upon other groups of looters. When not enough looters came back out the front gates, these bandits ventured inside to look for them. They will have no idea that the party is extremely dangerous until it is too late.

The bandits will confront the party, demanding that they lay down their weapons. Two of the bandits will cover the party with heavy crossbows while the third points his longsword at them as he speaks. They want any coins, gems or jewelry the party might have found lying about. They will run as soon as they realize their mistake.

At the Referee's discretion, there might be more bandits lurking behind these three, or crouching in the shadows somewhere behind the party. These cohorts will leap to aid their fellow robbers.

3 Bandits (Ftr5): HD 5; HP 30, 15, 15; AC 3[16]; Atk 1 longsword (1d8) or longbow (1d6); Move 9; Save 10; AL C; CL/XP 5/240; Special: None.

Treasure: Each bandit carries a 100gp gem and 200gp.

M88 — Summoning Room

This room is the lair of a vrock demon. This is the beast referred to by Conrad, the young man in room M82 (see above). In order to have a spell cast upon them by Conrad, as agreed, the party must not harm this creature. If the party simply asks the creature to leave without attacking it, the demon will walk out the door and vanish (see below). Otherwise, the party is in for a fight and Conrad will not grant the agreed upon spell.

The demon is guarding a room that is covered in magical circles and arcane symbols. These symbols were drawn by members of the Black Brotherhood as part of the summoning rituals they used in their daily activities. A part of the enchantment on this room is that summoned creatures cannot leave it without permission.

The vrock was summoned by Commodious, a mid-level member of the Black Brotherhood who was working far beyond his proper level of skill. Commodious used a summoning scroll, intending to send the demon to attack the forces besieging the monastery. Instead, he botched the summoning spell and was torn apart and consumed by his would-be outsider servant. The vrock has been waiting here ever since, devouring

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anyone who comes into the room and trying to escape.

If the party gives the demon permission to leave the room, it will repay its debt to them by vomiting out Commodious' treasure and magical items before it goes. These items include a *mace* +2, scrolls of *cure serious wounds* and *neutralize poison*, 5x25gp gems, 165gp and a 25gp silver unholy symbol bearing the tear and pentagram emblem of the Black Brotherhood.

Vrock Demon: HD 8; AC 1[18]; Atk 1 beak (1d6), 2 foreclaws (1d4), 2 rear claws (1d6); Move 12 (Fly 18); Save 8; CL/XP 9/1100; **Special:** Magic resistance (50%), darkness, immune to fire.

Demon-Wolf of Braazz

Hit Dice: 5

Armor Class: 1[18]

Attacks: 1 bite (1d10)

Saving Throw: 12

Special: Blink, invisibility, charm, magic weapon required to hit

Move: 15

Alignment: Chaotic

Challenge Level/XP: 8/800

The demon-wolves of Braazz are creatures from another plane of existence than can be summoned forth by use of forbidden tomes and sorcerous rituals. In their normal shape, they resemble grey-skinned demons with hideous wolf-like faces and the legs and tail of a wolf (the rest of the body being gaunt but human). They are also, however, shape-changers, and can take on the appearance of wolves with twisted human faces.

The Wolves of Braazz can only be hit by a magic weapon, although they do not have any magic resistance to spells. They have certain other supernatural abilities as well: they can blink once per day (teleporting to a random location within 30ft, usually just after attacking or after becoming invisible), they can turn invisible three times per day at will, and they can charm any creature meeting their gaze (although they can maintain this charm over only one creature at a time).

M89 — Magic Mirror

The entire north wall of this room is covered with a dangerous magical mirror. Anyone looking at the mirror (up to a maximum of 13 creatures) will be drawn inside it unless they succeed at a saving throw. After the first party member enters the room, sees his reflection, and is drawn into the mirror (or makes his save), others have a 50% chance to avoid accidentally glancing into the mirror.

Any reasonable plan to shatter the mirror will work. Shattering the mirror will release everyone trapped inside, including a couple of creatures that are not party members. One is the body of a long-dead warrior wearing chainmail +2 and holding a masterwork bastard sword (the warrior is not animated, simply dead). The other is a demon-wolf of Braazz that has been trapped for over a century and is half-insane with rage; it will immediately take its anger out on the party.

M90 — The Bawdy Playroom

My goodness! What kind of indecency is this? This room is decorated as a lady's dressing room, complete with a lady. The woman is under attack by a nude man and is screaming for help. If anyone interferes, both the lady and the man will brandish daggers and attack.

These people are local nobles who are under an enchantment. They are Constancia and Ramone, a noblewoman and her infamous, rakish paramour who were drawn to the Black Monastery to look for treasure and

excitement. The two are currently playing out the lascivious intentions of the Black Brotherhood members who enchanted this room. Constancia picked up one of the items on the dressing table and was magically compelled to act out a role in a bawdy play that was popular five centuries ago. Ramone isn't sure what happened to him and he has no idea what happened to his clothing, armor and weapons. He also doesn't know where he got the dagger he used against the party or where he was hiding it before he attacked them. Most likely, the same enchantment ensnared them both and the mystery of the hidden dagger is best left unsolved.

Ramone and Constancia can be saved if the party either casts a *remove curse* spell on them or subdues and ties them up for 10 minutes. After that time the curse will expire and they will return to their senses; a bit puzzled about what happened to them. The pair will want no further adventures and (as soon as Ramone finds something to put on) they will ask the party to help them escape the monastery. There will be a 1000gp reward for this action, paid to the party one month after they return from the Black Monastery.

It is likely, of course, that the party will kill Ramone and Constancia when they attack. There should be no alignment violation or other divine penalty if the party makes this choice. It's just another tragedy that can be ascribed to this cursed place.

Constancia is wearing pieces of jewelry valued at 150gp, 250gp, 300gp and 500gp. The 300gp jewelry is a pendant with the letter "C" inscribed on it. This piece is well known to any jeweler in the area since Constancia is a patron of many of them. At the Referee's discretion, the jewelers might report this matter to the authorities, presenting the party members with awkward questions and a difficult situation.

The furniture in the room includes a canopied bed, a lady's dressing table, a padded chair, a couch and a wardrobe. The wardrobe is empty. Under the bed there is a small chest with a silver dagger (250gp) and a pearl necklace (400gp). There are five empty crystal decanters on the dressing table worth 25gp each. There is a crystal mirror and a crystal comb worth 35gp each.

2 Enchanted Aristocrats (Ftr4): HD 4; HP 18, 16; AC 10[9]; Atk Ramone has 1 dagger (1d4), Constancia is unarmed 1 fist (1d2); Move 12; Save 13; CL/XP 4/120; **Special:** None.

M91 — Study

This room resembles a den or study. There is a fireplace in the north wall with real logs ablaze in it. There are several bookshelves and a large, high-backed chair that faces away from the door. From the door it is not possible to see the large skeleton in a dinner jacket that is sitting in it.

Stopping to look around the room before entering will allow the characters to notice the smoke from the skeleton's pipe. If the skeleton is disturbed in any way it will call for its "butler." The butler is a zombie that appears next to the chair and attacks. The skeleton will disappear if struck or touched.

The bookshelves are empty except for a few scraps of parchment. The other furniture in the room, including the high-backed chair, will prove to be old and decayed beyond use.

An examination of the dead zombie will reveal that this particular undead monster has not been dead for long. It is the body of Sir Ralph Halifax, a young knight who went missing some weeks ago. Sir Ralph's family will not be grateful to hear of his fate, but they will reward the party if they bring his body home for proper burial.

Zombie: HD 2; AC 8[11]; Atk 1 strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; **Special:** Immune to sleep and charm.

M92 — Art Room

On the west wall of this room is a large canvas. At the bottom of the canvas is a tray with brushes and paints. If anything is painted on the canvas it will become real. (It is not possible to paint magical powers, so any magic items painted on the canvas will be of high quality, but otherwise mundane.) Objects will appear the same size as they are painted. The canvas can only be used once. It is 7'x 5' in size.



M93 — Witch's Cauldron

An old lady, wearing a black cloak, stirs a cauldron full of boiling liquid. She will offer a bowl full of the stuff to anyone who wants some. Anyone who eats this brew will grow to twice their normal size. Equipment and armor also grows to match. This effect will last for 1d4 days. During that time the character will have the strength of a giant (+4 to hit, +6 damage). Unfortunately, the old lady will only give four doses for free. If the party wants any more than that they must sacrifice the life of one character to pay for two doses. If the lady is attacked, both she and her cauldron will vanish.

M94 — Casket

This room is mostly empty. A small casket (approximately four feet long) sits in the middle of the room. Inside the casket is a longsword, wrapped in rich velvets. The longsword is of unusually high quality and it shines with polished, magical light. The blade is inscribed with the words, "*Maul Maul, All Heads Fall, And Mine Alone Remains.*" The sword is Lawfully aligned, +2 to hit and inflicts +5 damage against Chaotic targets. If the sword is used against a Lawful creature it will twist in the wielder's hand, rendering him unable to strike a blow with it. The sword will then stick to the wielder's hand until a *remove curse* spell is cast upon it.

This blade was left here the last time the Black Monastery appeared. Its wielder was a paladin who carried it as his prized weapon. During a battle in the monastery, the paladin was attacked by a local man who was under an enchantment. When the paladin tried to strike his opponent, the sword turned against him. He left the blade here after a *remove curse* detached

it from his armored hand, awaiting another hero worthy to wield it. If it should become relevant, the paladin's name was Sir Edgar of Mount Joy, and the sword's name is "Logos, Word of Justice."

M95 — Secret Jar Room

This secret door is hard to detect; it cannot be spotted merely by passing by (as per elves), but must be specifically searched for. The door is locked, and the lock is trapped with two poisoned needles that inject anyone who touches it.

Inside the room is a clay vessel studded with gems and bound with gold bands. The vessel has a value of at least 8,000gp. It is the jar that the lich Sacavious used to hold most of desiccated internal organs as part of the necromantic rituals that were intended to turn him into a lich. These organs are still inside the jar, mummified into hunks of grey, leathery flesh.

Although damaging these discarded organs will not harm Sacavious, it will certainly annoy him, since even his lich form can feel what happens to his former innards. Damaging these organs will cause his corpse to stir and awaken in room TS9 of the Tower of Sacavious. Shattering this jar during actual combat with Sacavious will cause the lich to stagger and miss one round of actions, possibly giving the party the edge it needs to survive the encounter. If the party has already encountered and destroyed Sacavious before they find this jar, the lich won't notice when they tamper with his guts.

M96 — Macabre Chandalier

A skull is suspended from the ceiling on a hook. When anyone enters the room the skull will begin to slowly drip fresh blood. Although there

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is no other power or effect of this display, other than to look creepy and revolting, there is a palpable sense of evil in this room that will offend good characters. Smashing the skull ends both the feeling and the dripping blood.

M97 — The Theatre of Death

This room was used as an auditorium and theatre by the monks of the Black Brotherhood. Most of the performances put on here were not very pretty as the brothers were inclined toward subjects that were disgusting or horrifying. This was a theatre of death and other unspeakable crimes.

The old theatre has rows of brittle, wooden benches set up facing a wooden stage. The stage is almost as brittle as the benches, and will barely support the weight of several humans at a time. It is raised four feet off the main floor. A search of the stage will reveal a side door that allows access to get underneath it, as well as four trapdoors on the top of the stage.

What will probably interest the party more than the stage and benches is what is on them. Someone has created and posed a large number of stuffed dummies all around the room. There are almost a hundred of them. Some of the dummies are posed on the benches as if watching a performance. Some are standing against the perimeter walls. About three dozen dummies are posed on the stage, leaning on each other, or sitting with their feet dangling over the edge. The dummies are made of rags, straw, scraps of leather and other pieces of refuse. All of them have pieces of black wood, shaped like crude, black arrows, sticking out of their heads or jammed through their feet, hands and torsos.

A careful observer will note that the dummies are all different. They are, in fact, portraits. They are images of people who have died in the Black Monastery since its most recent appearance. Some are clearly elves, dwarves or halflings. Some are humans with cloth representing armor or wizard robes. Some of them have wooden swords. All have creepy smiles stitched on their faces.

This is the bizarre work of the shadows that haunt this large room. These are the shades of 13 brothers who took the most pleasure in the displays put on here. Their doom, in death, has been to haunt the place where they did so many evil acts while they were living.

The shadows will all have taken refuge under the stage when the party brings light sources into the room. As the party examines the theatre, the shadows will slip out and begin to follow them about the room. This is another form of creepy performance art as the shadows mimic the movements of their victims. At the Referee's discretion, party members may be given a chance to notice that some of their comrades have extra shadows that are following them through the dimness of the monastery.

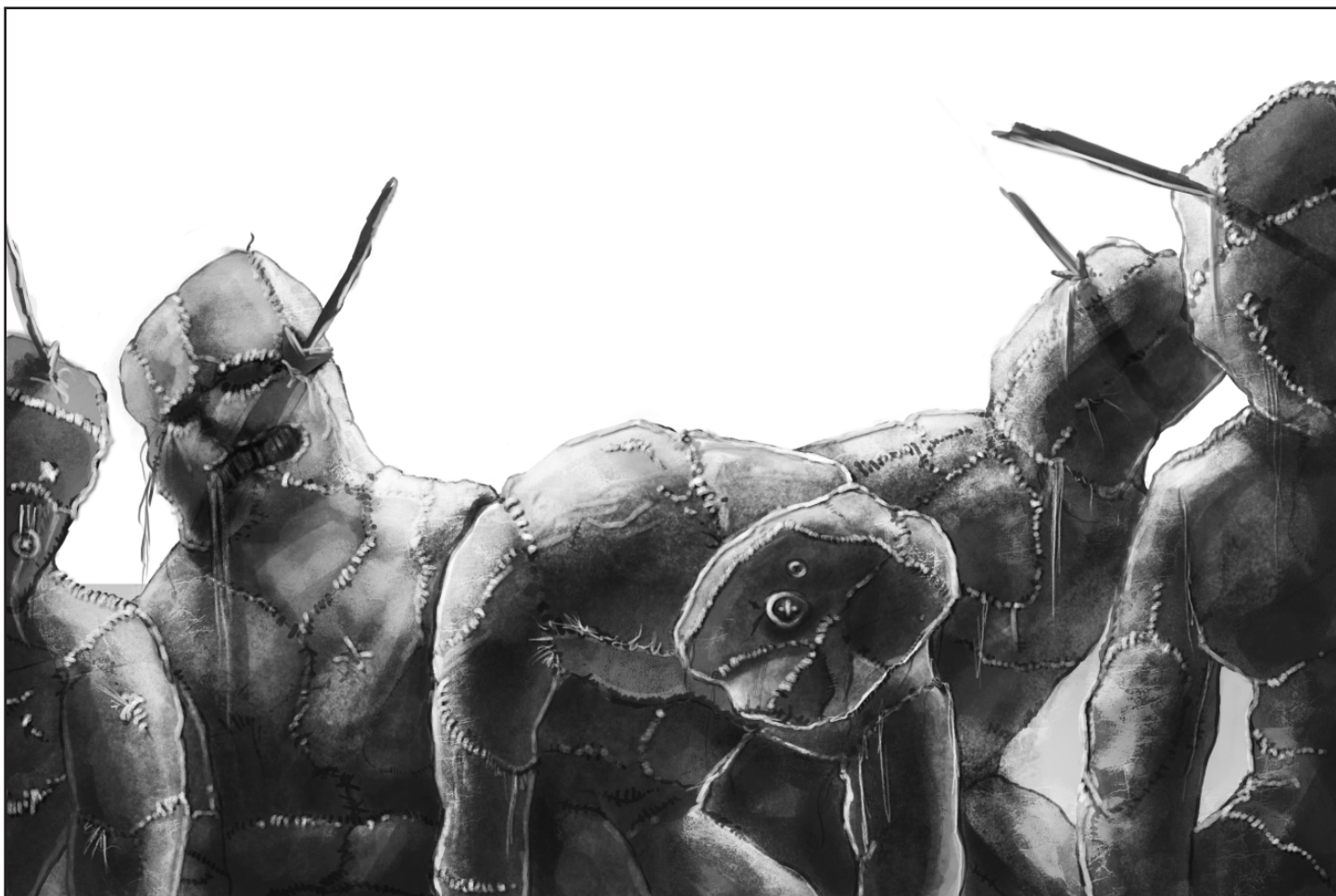
If they are discovered, or if the party members begin to damage more than two or three of their creations, the shadows will attack. Their goal will be to make the battle into one more play in which the characters join them as members of the cast. The shadows already have dummies representing the party members set up in room M100 (see below) for placement in this display when they are ready.

Under the stage, the party will find piles of dry straw and another pile of very old clothing, bits of cloth, pieces of charcoal, leather straps and string. These are the raw materials gathered by the shadows for their creations. Among this refuse are pieces of what used to be costumes. There is a 50gp gem set into an old, wooden crown.

At the far back, under the stage, is a small altar, made of an iron cauldron, scribed with evil runes and filled with charred, human bones. This evil shrine binds the shadows to their malevolent hobby.

The party is free to dump over the cauldron shrine and smash or burn the dummies. No matter what they do, the shrine will reappear next time the Black Monastery manifests in this world and the Theatre of Death will be back in business, waiting for a new cast of doomed adventurers.

13 Shadows: HD 3+3; HP 27, 24, 20, 18, 18, 16, 15, 15, 15, 12, 12, 12, 11, 10; AC 7[12]; Atk 1 touch (1d4 + strength drain); Move 12; Save 14; AL C; CL/XP 4/120; Special: Drain 1 point str with hit, hit only by magic weapons.



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Note: while in the Theater of Death, the shadows have a 50% resistance to turning, much as magic resistance works but applicable only to being turned.

M98 — “X” Marks the Spot

In the middle of the floor in this room is a skull, sitting atop two bones that are crossed in an X shape. If this arrangement is moved in any way the 5'x 5' section of floor under it will disappear to reveal dirt. Buried in the dirt are the remains of a human. The body was carrying a large magical *bastard sword* +3 and 22gp. The sword will do damage as a two-handed sword but must be wielded with two hands in order to gain the benefits of the sword's bonuses.

The party must disturb a grave in order to get the treasure in this room. This will bring a curse down upon whoever carries away the cutlass. The first time a party member attempts to wield the sword in actual combat, a hell hound (5HD) will appear with a howl and a jet of flames. This monster will attack anyone wielding the sword until it is destroyed and disappears or the offending character is slain.

This event will repeat itself three times, whenever the sword is used in battle. If the wielder survives three attacks, the curse is broken. If the hell hound slays its target it will pick up the magical blade in its jaws and disappear with it.

Hell Hound (5HD): HD 5; AC 4[15]; Atk 1 bite (1d6); Move 12; Save 12; AL C; CL/XP 6/400; Special: Breathe fire (10hp).

M99 — Floating Bracelets

Two gold bracelets with a teardrop and pentagram engraved on each of them are suspended five feet off the ground, floating in mid-air. This is a pair of *bracelets of undeath*. If both bracelets are placed on both arms, placed on both arms, the wearer gains certain traits of the undead: immunity to sleep, charm and hold spells. Cold-based attacks also have no effect on the wearer, who is also immune to all poisons.

Choosing to wear the bracers of undeath may be a fateful decision for a player character. For each week the bracers are worn the wearer must succeed on saving throw or fall under the bracers' control, permanently changing the character's alignment to Chaotic. A second failed saving throw means that the character will begin to lose 1d4 constitution points per day until death, or until a *remove curse* spell is cast on the character.

Anyone who dies from this effect will immediately rise as a zombie. The newly risen zombie will have the overwhelming urge to return the *bracelets of undeath* to their place in this room of the Black Monastery.

M100 — Party Dummies

Standing about this room is a group of life-sized stuffed dummies, including one for each character in the party as well as any non-player characters with them. Each dummy closely resembles a party member. If any of the party has died in the monastery there will be a number of small, crude black arrows protruding from the face of the dummy representing that character.

These dummies are the work of the shadows that lair in room M97. This room is essentially the prop room for the demented diorama that has been staged in that room. The shadows plan to add them to the display as soon as the player characters have all qualified for their parts by dying inside the Black Monastery.

M101 — The Merchant's Daughter

A beautiful girl is sobbing in this room. She is Ophelia, the daughter of a nobleman or wealthy merchant (Referee's choice) from the local region. Ophelia will run to the first human male to enter the room and declare that she has fallen in love with him.

Although Ophelia will do her best to look and act foolish, she is

nothing of the kind. At age 17 she is already a sophisticated lady and a skilled diplomat. It is up to the Referee to explain what Ophelia is doing in the Black Monastery. It is possible that she was abducted and brought here just for spite by some evil creature. It is also possible that Ophelia came to the Black Monastery on her own, possibly with companions, looking for treasure or as a spy for the local kingdom. Either way, she is terrified to be lost in the monastery and will be very grateful to be rescued.

Of course, Ophelia will not actually be in love with her rescuer, but rescuing her anyway would not be a bad start to a courtship. Returning Ophelia to her home, or at least helping her get out of the monastery, could provide the party with a connection in court, a noble family that owes them a favor or a rich merchant willing to pay them a reward.

Ophelia will not be interested in taking further risks in the Black Monastery, but the Referee might choose to have her know part of the background given in the first section of this module. It should be something that the party does not already know.

Ophelia (normal human): HD 1d6; HP 6; AC 9[10]; Atk 1 bite (1d4hp); Move 12; Save 17; AL L; CL/XP 8/15; Special: None, but she does have an unusually vicious bite, as noted.

M102 — Smelly Room

This room is empty except for a rich and disgusting odor of decay.

M103 — Smelly Room

This room is empty except for the smell of decaying flesh.

M104 — Remains of Battle

This room is the final resting place of 18 spiders, six humans and four orcs. These corpses have been ripening for some time and are almost unrecognizable. Maggots cover the bodies. Under a pile of limbs and body parts is a *cloak of the black bat*, which allows the wearer to assume bat form if under an open sky at night. If the wearer is caught in the sun in bat form he will suffer 1d8 hit points of damage per round of exposure. Any character touching this cloak without cleansing it first has a chance to catch a disease (death within 1d3+3 days unless cured).

M105 — Rat Tunnels

The door leading into this chamber has an entire section of its lower panels gnawed away. This was done by dire rats, coming up from Dungeon Two to gnaw at the carrion in room M104.

A rat hole in the center of the floor in this room leads down to room D2D. The rat tunnel is nine inches in diameter. It twists and turns for a considerable distance before reaching the ceiling of D2D. There are many places that require a tight squeeze even for a giant rat.

M106 — Empty Room

This room is empty when the party discovers it.

M107 — Empty Room

This room is empty when the party discovers it.

M108 — Empty Room

This room is empty when the party discovers it.

Ophidian

Hit Dice: 3

Armor Class: 4 [15] or 3 [16] with shield

Attacks: 1 two-handed weapon (1d8+1) or weapon with shield (1d8), and bite (0)

Saving Throw: 14

Special: Reproductive bite

Move: 12

Alignment: Chaotic

Challenge Level/XP: 5/240

Ophidians are an ancient race of snake-beings, with scaly human arms and a somewhat human-looking head. They are denizens of hot climates, deserts and jungles both, often found in forgotten cities or temples from the days when their race held greater sway in the world. Anyone bitten by an ophidian and failing a saving throw will, within 1d4 weeks, produce ophidian children and die in the process. It is in this manner that ophidians reproduce; they are otherwise asexual. The deadly "pregnancy" can be ended by a cure disease spell or similar magics. Lesser, or "sterile," ophidians (a non-breeding caste) are sometimes found – these have no effective bite.

Glass Golem

Hit Dice: 10 (45HP)

Armor Class: 3 [16]

Attacks: 2 swords (2d8)

Saving Throw: 5

Special: Immunities

Move: 9

Alignment: Neutral

Challenge Level/XP: 12/2000

A glass golem is a human-shaped statue of glass that has been animated by a captured spirit infused into its physical substance. These creatures are immune to all spells other than cold-based magic, which has the effect of a slow spell but does not damage the golem. Blunt weapons inflict double damage against them, and they can be hit by normal weapons. A glass golem glitters brilliantly unless it is in total darkness, capturing and reflecting light by a thousand-fold. Anyone looking upon a glass golem, even through a mirror, must make a saving throw or attack at -2 to hit.

M109 — Pool of Ophidians

There is a five foot by eight foot pool of water set into the eastern part of this room. The pool is guarded by three large snakelike figures with human heads and torsos. These creatures are ophidians. They will attack anyone who comes within two feet of the pool. The creatures will fight to grapple victims and drag them into the pool. If the fight is going against them the creatures will jump back into the pool and swim away into a flooded cistern beneath this room.

When the party first tries to cross this room they will be confronted with a green cloud of mist in the shape of a very tall human. If a party member tries to advance past the mist it will allow him to pass unless the character is a fighter. In that case, the mist will meld into the fighter and the character will take on a misty form for a moment. For the rest of the time the party is exploring the monastery this character will be immune to sword attacks. Instead of dealing damage, swords will pass right through the character, who will turn to mist for an instant as the blade passes through.

3 Ophidians: HD3; HP 20, 18, 12; AC 3[16]; Atk 1 longsword (1d8), and bite (0); Move 12; Save 14; AL C; CL/XP 5/240; **Special:** Reproductive bite (see sidebar).

M110 — Glass Blowing Shop

In the north part of the room there is a pair of huge bellows pumping away by itself at a furnace. As the party enters the room a rack of glass items, including cups, bottles and window panes, will fall to the floor with a crash. As the glass shatters a seven foot tall human figure made of glass will rise from the wreckage, wielding a pair of swords constructed from bright, glowing crystal.

The figure is a glass golem. Although its hands are depicted holding a pair of swords, these weapons count as the golem's normal attacks. The swords shatter with the rest of the golem when the construct is slain.

Glass Golem: HD 10 (45hp); AC 3[16]; Atk 2 swords (2d8); Move 9; Save 5; AL N; CL/XP 12/2000; **Special:** Immunities (see sidebar).

M111 — Stone Room

A large pile of rocks on the floor are the perfect size for slings or throwing. There are 200 stones, one of which is a sling stone +3 to hit and +8 to damage. A *detect magic* spell is required to discern the stone's magical nature.

M112 — Dead Halfling

A halfling's body lies on the floor in this room. The halfling was carrying a large and elaborate *pipe of many rings* (see below) and a small pouch of tobacco. This particular halfling's name was Philo Pipeweaver, a burglar who disappeared a week ago from his farm after telling friends he was going treasure hunting.

The *pipe of many rings* is enchanted to do all sorts of tricks involving smoke rings and other shapes. On command, smoke rings blowing by the user float about the room to any spot designated by the smoker. Once per day the pipe is capable of generating a small representation of an actual creature (such as a dragon) that will fly about the room or follow other simple commands. No special tobacco is required for the pipe to work.

M113 — Tack Room

This is a tack room that serves the stables in room M121. It is full of moldering hay and rotted leather goods. All of the leather goods are no longer of any value.

There is a ladder in the north half of the room leading up to a hayloft. When the first character shows his head in the hayloft a cimota lurking there will hurl a pitchfork at him, doing 1d6+3 damage (See Appendix B). The cimota will attack, fighting until it is destroyed.

Cimota: HD 5; HP 26; AC 2[17]; Atk 1 pitchfork (1d6) or 2 claws (1d6); Move (Fly 12); Save 12; AL C; CL/XP 6/400; **Special:** Hit only by magical weapons.

M114 — Animated Rope

A section of rope, about six feet long and three inches thick, is writhing about the floor of this room. The rope is an animated object dropped here by another adventuring party when it got too difficult to carry along. When the party discovers it, the rope is twisting about like a snake in

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pain. If any party member touches the rope it will lash out, trying to grab at the target. The rope attacks as a 3HD creature, and if it hits it will tie up its target if the target fails a saving throw. After this point, although it does not inflict damage, it cannot be untied, and any damage done to the rope is magically inflicted upon the tied-up victim as well. The rope has 15hp, and regenerates 1hp per round if it is being cut away.

It is possible to pin down the rope if it has not entwined a target, and then force it into a sack. This can be done with a successful to-hit roll followed by the rope's failing a saving throw of 15. The rope could then be used as a weapon, for example by throwing it in an untied bag toward monsters. The downside is that the rope will never get tired and never stop trying to escape from any container. If the rope finds itself entwined around a dead creature it will unwind and being thrashing again, waiting for a new target.

M115 — Wine Press Room

Black Monastery was known for its own vintage of red wine. Few people outside the order ever knew the arcane experiments and disturbing ingredients that went into that wine. The brothers used their wine in ceremonies to the Dark God, and sold quite a bit of it for profit. Brother Tarquinius, one of the eight Scribes of Evil was the chief vintner for the order. His dark wine was fortified with things not described to the order's customers.

The old wine press room is not in good shape. After centuries it is still filled with an almost unbearable stench of fermentation gone rampant. There are six large vats, several strainers and two wine presses. Three very large wine barrels, each enough to hold 300 gallons, are lying on their sides on a rack against the west wall. Very quiet gurgling and splashing sounds are coming from inside the huge barrels. Every surface in the room is covered with a thick layer of white filth, growing and feeding off the old decay.

The wine barrels are sloshing and gurgling because an elemental is still present in the room. This creature was summoned long ago to prevent wine barrels from breaking open during processing. Although it is actually a water elemental, it has been trapped for so long in this chamber that it now takes the form of a figure of stinking, sour wine. If anyone attempts to break open one of the huge barrels, the elemental will come surging out of the cracks between the barrel staves and attack.

If the elemental is slain, the last force holding what is left of the sour wine in its containers will collapse. The result will be a putrid, purple ooze splashed over everything in the room, including player characters. If the party flees, the elemental will not follow. It will return to its task of holding the sour wine in the huge barrels. No matter what happens, the next time the Black Monastery manifests on this plane the barrels, wine, filth, stench and water elemental will all be restored and back in place.

Water Elemental (8HD): HD 8; HP 45; AC 2[17]; Atk 1 strike (3d6); Move 6 (Swim 18); Save 8; AL N; CL/XP 8/800; Special: overturn boats.

M116 — Wine Storage Barrels

This room contains 14 barrels, sealed and standing along the walls. All but one of these barrels contain wine that went to vinegar and spoiled long ago. They are covered with the same layer of white filth found on everything in room M115 (see above). One barrel is empty. Moving it aside reveals a tunnel beneath it that leads out of the monastery to a thorn thicket. The tunnel is six feet high and three feet wide.

Slime on the tunnel walls may warn the party that some sort of creature has made the tunnel its lair. An ankheg is waiting 60 feet down the tunnel, where it has built a nest. The ankheg's nest has three decaying human corpses. The corpses were carrying treasure, including 800cp, 400sp, 380gp, four gems worth 10-100gp each and a poorly rendered gold broach that was supposed to look like a naked woman. This broach is worth its equivalent weight of 1gp.

Ankheg (4HD): HD 4; HP 24; AC 2[17] underside 4[15]; Atk 1 bite (3d6); Move 12 (burrow 6); Save 13; AL N; CL/XP 5/240XP; Special: Spits acid 5d6 (1/day, save for half)

M117 — Empty Room

This room is empty when the party discovers it.

M118 — Good Dog

There is a particularly large and strong riding dog in this room. The dog's name is Rupert. It is saddled and bridled. There are scraps of cloth sacks scattered around the room, as well as a considerable amount of droppings.

Rupert was left in this room by his halfling master several days ago. Unfortunately, Philo Pipeweaver, who was Rupert's master, did not survive long in the Black Monastery. His body is lying in room M112 (see above). The dog has been waiting anxiously ever since. The scraps of cloth sacks held meat. Rupert scattered them about, tearing them open and eating their contents. The dog is very hungry and desperately thirsty.

If Rupert is given water and led out of the monastery the dog will be forever loyal to the person who rescued it.

Rupert the Riding Dog: HD 4; HP 30; AC 6[13]; Atk 1 bite (1d6+1); Move 18; Save 13; AL N; CL/XP 4/120; Special: None.

M119 — Stonecutter Shop

This large shop has eastern and western sections. The eastern section is the main workshop. There are several dozen unfinished gravestones and monuments sitting on blocks, still waiting for their craftsmen. Chips and stone dust cover much of the floor. There are two racks holding chisels and hammers. A workbench holds finer chipping and polishing tools such as small hammers, chisels and polishing rags. Above the workbench is a shelf with several iron squares, levels and templates. The wooden portions of the hammers and levels are old and very brittle.

The western section of the workshop holds gravestones that are ready for inscriptions. There are a dozen stones stacked against one wall. In the center of the room are three very large and tall stones, covered with sheets. Under the first sheet is an ornate, carved tombstone reading *Abbot Asmodeus: 844*—. Whichever party member uncovers the second stone will discover that his own name is inscribed there, with a date indicating that he died today. The third sheet does not cover a gravestone. It covers an earth elemental in the shape of a gravestone. This creature will attack as soon as its sheet is removed, focusing its attacks on the character who uncovered the second stone.

If the party manages to defeat the earth elemental it will fall into rubble. Amidst the rubble is a scattering of small emeralds. There are a total of 32 small emeralds in what is left of the earth elemental. They are worth 10gp each.

Earth Elemental (12HD): HD 12; HP 40; AC 2[17]; Atk 1 strike (3d6); Move 6; Save 3; AL N; CL/XP 13/2300; Special: Tear down stonework.

M120 — Alchemist's Workshop

There are bottles, beakers and all sorts of alchemical equipment scattered on shelves about this room. Broken wooden furniture looks like it used to be tables, chairs and a workbench. There are two trees growing out of the flagstones. Their trunks pass through the ceiling above. A hammock is slung between the two trees. There is a liquor cabinet standing beside two trees with several useable chairs arranged next to it.

A man in tattered, black robes is sitting in the hammock, drinking a mint julep out of a glass beaker. His shrunken features and jagged fangs reveal him to be a ghoul. The ghoul says, "Ah, visitors! Excellent! Leave your weapons at the door and join me for a drink, won't you?"

This ghoul is the undead remains of Doctor Brutus, a member of the Black Brotherhood who was always a bit unconventional. Brutus was a skilled alchemist who specialized in necromantic potions and concoctions



brewed from human ingredients. He helped run the order's infirmary in area M2 where he sometimes helped terminal patients along by testing poisons on them. This room was his workshop

When the Black Monastery fell, Doctor Brutus was destroyed along with the other black monks, but it was not his fate to stay dead. Some of the potions Doctor Brutus tested on himself took hold and raised him to undeath as a powerful and abnormal ghoul. It is now his curse to live in undead twilight, bound to the Black Monastery.

The two trees were a special project. Brutus planted them and nourished them on fertilizers made from human victims. Their tops extend through the ceiling, passing through the monastery roof. These trees are semi-aware as a result of the arcane substances used to nurture them. They can subsist on water and soil but they hunger for human blood. Although they are rooted in place, the trees will tear loose from their places and attack with strength equal to treants if Doctor Brutus is attacked.

Doctor Brutus doesn't want to fight. He'd much rather talk. He only desires human flesh from time to time, when the urges overtake him, and there have been plenty of easy victims wandering the monastery in recent days. If anyone complies with the ghoul's request he will mix them a green drink that is very tasty and functions as three doses of a potion of *heroism*.

Chances are, the party will attack Doctor Brutus without trying his mint juleps. This is fine with Brutus, who really wants his undead existence to end. When he is stuck down, Brutus will look at his slayer and say, "Ah! Thank you!" and then collapse to the floor. The trees will fight until destroyed but Brutus will not pursue party members out of his workshop. The trees will return to their positions and re-root after any battle.

The liquor cabinet holds a selection of alcoholic beverages, concocted by Brutus in his workshop. There are seven bottles of liquids of different colors. These might bring prices of 75gp each. The cabinet also holds sprigs of mint, sugar and a carafe of water for mixing the mint juleps. At the Referee's discretion, it is likely that the cabinet and all of its contents will be destroyed when the trees attack.

No matter what happens, Doctor Brutus will not get his wish. Eight days after he is slain, he will reappear in his workshop to continue his doomed

existence as a ghoul. When the Black Monastery next appears in this world, his trees will also be restored as they are now a part of the structure of the monastery.

Ghoul of Doctor Brutus: HD 5; HP 20; AC 3[16]; Atk 2 claws (1d8) and 1 bite (1d6); Move 12; Save 12; AL C; CL/XP 7/600; Special: Paralysis.

Demented Man-Eating "Treants" (7HD): HD 7; AC 2[17]; Atk 2 strikes (2d6); Move 6; Save 9; AL C; CL/XP 7/600; Special: None.

M21 — Stable

The Black Brotherhood maintained a herd of heavy warhorses (all of them black, of course) for travel and the occasional ambush of their enemies. These creatures were kept here, in this large stable area near the monastery's back gate. The final immolation of the Black Monastery destroyed the lives of all of the brothers, but their innocent steeds were not destroyed with them. Instead, these horses have been waiting here ever since, trapped in a sort of planar limbo.

There are 14 stalls in this large room. In each of the stalls is a misty warhorse, stamping and snorting at the party, obviously interested in seeing humans again. These are actual warhorses trapped in the ethereal plane. They cannot be touched or otherwise influenced from the prime material plane.

If any character enters the ethereal plane while in the stable he may lead one of these steeds back to the prime material plane as a mount. Although it is impossible to penetrate the monastery walls by ethereal travel, similar magic will operating within the building.

The rescued horse will function as a normal heavy warhorse that is unusually loyal to its master. Once it is freed, at the Referee's discretion, the horse's long exile on the ethereal plane may leave it with the ability to move between the ethereal and prime material planes at will, taking its rider

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and everything it carries with it. This ability may fade with time as the horse becomes subject to the laws of the prime material plane once again.

Getting these horses out of the monastery may prove problematic as they are large animals that make a lot of noise when they walk. Their iron shoes will ring on the flagstones and thunder in the hallways. The Referee may want to consider wandering monster encounters along the way as creatures come to investigate the noise.

M122 — Another Monster

This room smells of a terrible beast. It is the lair of Morodig, a monster with the head of a fish, the nasal horn and body of a rhinoceros and two humanoid arms protruding from its shoulders. Morodig was once a human adventurer who fell under a curse while exploring the Black Monastery. His fate has been to slowly mutate, losing his sanity and his humanity.

Morodig will try to communicate with the party, but his current bestial form is not good at communication. His helpful grunts and gestures will sound and look like threats. Although Morodig will not initiate combat, he will squeal with frustrated fury if he is attacked.

Morodig's single horn is useless in combat but it might be used as a powerful alchemical agent. The horn's value is 100-1200gp, depending on who the party sells it to. Rendered into powder, the horn can be used to create up to 20 *potions of water breathing*.

Mordig, Mutated Human (Ftr 5): HD 5; AC 2[17]; Atk 2 swords (1d8) and gore (1d4); Move 6; Save 10; AL N; CL/XP 6/400; Special: None.

M123 — Riding Arena

This is an open-air riding area. There is a huge portcullis closing off this courtyard's outer gate. The portcullis is bent inwards partway up, as if something very large and strong has crashed into it from the outside. A capstan, located beside the gate, could be used to lift the portcullis. Turning the capstan requires a combined strength of 29. The portcullis will raise five feet before it jams in place. The capstan is required to raise the portcullis. The gate's locking mechanisms prevent the portcullis from being raised by merely lifting it from the outside.

If the portcullis is raised and jammed into place it will remain in that position for eight days. After eight days, the heavy iron grate will fall into its closed position with a boom and rumble that shakes the building.

M124 — Column of Wood

A large column of wood reaches from floor to ceiling in this room. A dagger is thrust deep into the wood. Anyone with strength of 13+ may pull it from the wall, and it will function for two days as a magical dagger +3.

After the second day, the dagger's owner will find that the blade has disappeared but its magical glow remains. Whichever hand the dagger's former owner used to pull the dagger from its wooden block will begin to glow with the brightness of a magical blade. This effect remains unless canceled by a *remove curse* spell.

M125 — Green Monk

As soon as the door to this room is opened, a glowing green figure will attack the party. The figure is a martial artist of considerable skill. The green figure will attack with great fury until slain, when his body will disappear, leaving behind only a green smudge on the stone floor. There is a small amount of furniture in the room, including two a couch and two pictures on the south wall. One of the pictures depicts the exterior of the Black Monastery's main gate. It is worth 18gp. The other is a portrait of a man with dark hair and glaring, green eyes. The second picture is of low quality, but on its reverse side is a map of Dungeon Two, Level Two.

Green "Monk": HD 10; HP 35; AC 3[16]; Atk 2 hand strikes (1d6); Move 15; Save 5; AL C; CL/XP 11/1700; Special:

Deflects any missile 75% chance, has 25% chance to stun for 2 rounds with hand strike.

M126 — Pictures of Hell

This room is decorated with a mural depicting a scene from the infernal planes. Devils are tormenting wicked souls, who float in a pool of flames, as figures in black robes watch and applaud.

A statue of a halfling stands in front of the mural, looking up at the flaming pool. The statue is realistic to every detail, but appears to have been standing in place for a very long time. The belt buckle the halfling is wearing carries the symbol of a specific halfling enclave that died out and was abandoned two centuries ago.

This halfling was one of the first explorers to try to loot the Black Monastery. He was caught by a magical trap in the mural that turned him to stone. If the party casts a *stone to flesh* spell on the statue, the halfling will be revived for a few seconds, during which he will thank the party for releasing him, and then fall to dust.

The mural still glows with transmutation magic under a *detect magic* spell. The mural is inactive as long as the halfling is turned to stone, but will reactivate if the halfling is turned back to flesh. So, trying to restore the halfling might turn the mural's power on an unfortunate party member. Any reasonable plan to deface the mural and break its baneful power will succeed.

M127 — Hall of Lightning

Anyone listening at the door to this room will notice a strong ozone smell coming from inside. A thief may also be able to hear the crackle and pop of sparks. White light flickers from beneath the door.

The sounds and light are coming from a lightning elemental that has been summoned and trapped in this room. This creature circles the room constantly, confused and enraged by its stone surroundings. The elemental will turn upon anyone who opens the door, whirling toward them as a huge blaze of lightning in vaguely humanoid shape.

The lightning elemental will fight to the death but it will not pursue fleeing party members farther than 100 feet. Once outside of the room the lightning elemental will wander off in a random direction, attacking and destroying anything it meets in the monastery halls. Because it does not clearly comprehend its surroundings, it is possible to trap the elemental in another chamber simply by luring it in and closing the door.

If the party searches the room, a loose slab will be found in one corner. Beneath it is a small hollow containing a ring set with small diamonds that glow as bright as candles. The ring is enchanted to cast a sixth level *lightning bolt* spell. The ring has eight charges. When all charges are expended, the ring will lose its magical glow and become inert. The gems and ring will still be worth 100gp just for their value as a piece of jewelry.

Lightning Elemental: (8HD): HD 8; AC 2[17]; Atk 1 strike (2d6); Move 12; Save 8; AL N; CL/XP 9/1100; Special: +4 to hit and +4 damage against anyone wearing metal armor; anyone wearing metal coming within 10ft of the creature is automatically hit with a spark for 1hp damage each round.

M128 — Orc Camp

A party of 12 orcs has set up a base camp in this room as part of their plan to explore the monastery. They are a group that has split off from the orcs in rooms M26–M28 (see above). The orcs know they are in a dangerous situation and will be keeping watch at all times. If possible, they will try to avoid the party.

If the party enters this room they will find the orcs lying in wait, ready to defend themselves. The orcs have already gathered some treasure, including a chest that holds 1348gp, 4650sp, 8342cp and 24 assorted pieces of jewelry worth 10-60gp each. Each orc is carrying a silver dagger (20gp value) that they purchased to protect them from lycanthropes.

12 Orcs: HD 1; HP 8, 8, 7, 7, 6, 5, 4, 4, 4, 3, 3, 2; AC 6[13]; Atk 1 scimitar (1d8); Move 9; Save 17; AL C; CL/XP 1/15; Special: None.

M129 — The Chamber of Blazing Light

A violet glow is visible from under the door to this room. Inside, the floor is made of semi-translucent blue marble, glowing purple with the light of five red columns. The columns appear to be made of red beams of light. The columns extend from floor to ceiling. The ceiling is covered with dark blue marble.

Every 1d10 rounds, a bolt of white energy will shoot from the floor to the ceiling with a loud pop and the smell of ozone. If party members are in the room when this occurs, roll a d20 to see if one of them is hit by the white bolt. Each party member is one number on the d20, each a 5% chance of being struck. If the d20 roll comes up with a party member's number, the bolt strikes them for 4d6 electrical damage (save for half damage). Touching the red columns with cloth, wood or metal has no effect, other than a sense that the column is trembling with power.

Touching a column with a bare hand results in one of the following effects, without a saving throw, determined randomly:

- The character will shrink to one third of his normal size for 5-10 weeks. Adjust all statistics and combat modifiers.
- The character's eyes begin to glow red at night. This effect is visible only when the sun goes down. The victim will have darkvision of 60 feet, improved darkvision extending 60 feet further. However, sunlight will be blinding to the victim, rendering them -4 on combat attacks and other skill checks in daylight. This effect is permanent unless the victim receives a *remove curse* spell. It is permanent without a *remove curse* spell.
- The character will notice nothing when the column is touched. As soon as the character is exposed to sunlight his skin will burn with intense pain, inflicting one hit point of damage for every hour of direct exposure.
- The character immediately grows a pair of large, bat-like wings, sprouting from his shoulder blades right through armor or clothing. The wings will allow the character to fly at a rate of 12, with poor maneuverability. Armor class is reduced by -5 due to the exposed wings. This effect is permanent without a *remove curse* spell.
- The character is struck permanently blind, but gains the ability to listen at doors with automatic success. Some ordinary sounds will be excruciatingly loud to the victim. A *cure blindness* spell or *remove curse* will completely reverse these effects.

M130 — Chantry

Loud chanting can be heard from outside the door to this room. No perception check is necessary to hear it. The sound is clearly heard by anyone who walks within ten feet of the door. The language is infernal and the words are curses upon those who do not follow the Dark God.

Opening the door causes the chanting to soar to deafening volume. Anyone who stands inside the room, or within ten feet of the open doorway for more one round after the volume increases must succeed at a saving throw or be deafened for 2-8 hours. Deafened characters suffer a -2 penalty on all actions until their hearing returns. If the door is left open for ten rounds, the noise will swell to an explosion that renders anyone inside the room or within 10 feet of the open door permanently deaf unless they succeed at a saving throw.

Whether or not a successful saving throw is made, a character foolish enough to have remained in the area and kept the door open will find that all glass equipment on his body has shattered, spoiling potions and similar items. After an explosion, the chanting will fall silent for six hours before it swells to another explosion in ten rounds. The room is empty, but a dozen small holes in the floor, arranged in a circle, indicate that something might have been anchored there in the past.

M131 — Quarantine

A minotaur corpse lies decomposing in the northern section of this

room. The corpse is in advanced stages of decay and it is riddled with rot grubs. The dead minotaur was wearing a large-sized scale mail shirt and was carrying a spiked great club.

Rot Grub: HD 1hp; AC 9[10]; Atk 1 burrow; Move 1; Save 18; AL N; CL/XP 1/15; Special: Burrows to heart.

M132 — The Scream

When a party member steps into this empty room, a scream will echo from down the corridor behind the party. A beautiful girl will run around the corner and past the party. The girl is incorporeal and will pass completely through party members as she runs. She appears to be fleeing from some menace behind her. As soon as she passes the last party member the girl will stop and fade from sight.

Party members who see, or have seen, the picture in room M133 will recognize that the girl resembles the woman in the painting there.

M133 — The Painting

A painting of a very beautiful, female vampire is attached to the wall in this room. The woman's fangs are clearly visible.

Party members who saw (or may see) the girl run past them in room M132 will recognize that this is a portrait of the same girl.

This painting is of good quality but it cannot be removed from the wall without tearing it to shreds. Behind the painting is a niche that holds 4 *potions of healing*. No matter what the party does to the painting it will be restored and attached to the wall again eight days later.

M134 — Door Warden

A tall, armored figure blocks the entrance to this room. He is wearing plate armor and holds a pair of glowing broadswords. The figure will shout, "Thou shalt not enter!" to any party member who opens the door or attempts to enter the room.

If the figure is touched or attacked he will disappear. There is a three foot diameter hole in the floor of this room. Anyone who approaches within ten feet of the hole will be attacked by three large spiders lurking inside. The hole is actually a winding, jagged tunnel leading down to the upper level of Dungeon One, room D1AA (see below).

These are not ordinary giant spiders. They were once seventh-level human adventurers who explored the Black Monastery and were caught under a curse. All three were transformed into hideous vermin and slowly lost all connection to their past lives. Now, even a *remove curse* spell would not save them. Only a spark remains in them that remembers they were once more than spiders. When they are slain, all three giant spiders will transform back into naked humans over the course of 10 rounds, with a creepy, reversed spider-to-human process.

Transformed Giant Spider: HD 7; HP 35, 28, 21; AC 4[15]; Atk 1 bite (1d6 + poison); Move 4; Save 13; AL N; CL/XP 7/600; Special: lethal poison, webs.

M135 — Troblin Camp

A gang of troblins (see sidebar) is lurking in this chamber. All of the troblins in this group have mutated and now have three arms, three legs and three heads.

These troblins wandered into the Black Monastery when it appeared on their home world. They ventured inside and set up camp, not realizing their peril. The troblins were transported to this world when the Black Monastery manifested here. They don't know where they are and they are very confused. When the party approaches the troblins are sitting on the floor, discussing their predicament. Successful listening at the door will reveal to the listener that there are many deep voices inside (since 21 heads are talking), muttering in a primitive dialect of goblin.

Troblin

Hit Dice: 3

Armor Class: 5[14]

Attacks: 2 or more claws (1d6) and bite (1d4)

Saving Throw: 14

Special: Regenerate

Move: 12

Alignment: Chaotic

Challenge Level/XP: 5/240

Troblins are the result of the mixture of goblins with trolls; they are larger than their goblin parents, and they also benefit from some of the regenerative powers of their troll ancestors. The regenerative powers occasionally go berserk after a bad wound, and can result in troblins with abnormal body forms and sizes. Troblins regenerate at 2hp per round, and unless they are chopped to bits, burned, or immersed in acid a dead one will regenerate itself – often with an additional arm or hit die.

There are six standard troblins led by a warrior named Aog who has 7HD due to successive mis-regenerations. Aog is determined to get his band of mutated horrors back home. He is having trouble keeping his chaotic underlings organized, together and following instructions.

All of the troblins will leap up when the door is opened and fight to the death. They will regard an encounter with adventurers as a welcome release – something about this place they can understand. They will relentlessly pursue fleeing player characters, using their superior speed to run them down.

Aog is carrying the troblins' treasure. He has a sack that contains 298gp, 457sp and 166cp. Aog is also wearing a *ring of protection* +3. He keeps this magic item a secret from his followers, who believe him to be naturally tougher than them.

6 "Normal" Three-Armed Troblins: HD 3; HP 20, 18, 16, 12, 10, 9; AC 5[14]; Atk 3 claws (1d6) and bite (1d4); Move 12; Save 14; AL C; CL/XP 5/240; Special: regenerate 2/round.

Aog the Troblin Chief: HD 7; HP 35; AC 5[14]; Atk 3 claws (1d6) and bite (1d4); Move 12; Save 9; AL C; CL/XP 9/1100; Special: regenerate 2/round.

* Troblins originally appeared in *Tome of Horrors II* by Necromancer games. The monster has been rewritten here for *Swords & Wizardry* games.

M136 — Sleeping Quarters

There are 12 beds and two tables here. A wash basin and pitcher rest on one of the tables, the wash basin filled with dirty water. The pitcher also appears to be filled with dirty water, but is actually holds a potion of *enlarge person* (doubles size and gives strength 18 for 1d6+1 turns).

Anyone entering the room must succeed at a saving throw or tumble onto one of the beds and fall asleep, as if under a *sleep* spell, for 1d100 hours. Characters who make their saving throws do not fall asleep but feel drowsy, as if something in the room were putting them to sleep. This effect lasts until the character leaves the room. Sleeping characters will awaken after three minutes if they are carried out of the room.

M137 — Alms Plate

The door to this room has no latch; it has a pair of indentations to use as handholds three inches above the floor. The door is opened by sliding it up from below, into the ceiling.

There is a table in the room holding a small gold plate. There are 5sp on the plate. When the party enters the room the plate begins making polite requests for

contributions, such as, "Please give, sir!" or "A crown for the poor, please sir!"

The plate persists as long as anyone is in the room, or until it is covered up in some way. If anyone touches the plate or takes the silver pieces on the plate it will disappear and two cimota will appear and attack. If a party member places a coin in the plate without touching it the plate will say, "Thank you very much, sir! Every little bit counts!"

2 Cimota: HD 5; HP 22, 20; AC 2[17]; Atk 2 claws (1d6); Move (Fly 12); Save 12; AL C; CL/XP 6/400; Special: Hit only by magical weapons.

M138 — Frozen Wizard

This floor of this room is covered with two feet of vile, green water. Dust and insect wings cover the water's surface, except for small trails where rats have recently paddled across it. The water is a thick soup of decayed matter and runoff from the monastery walls and roof.

Drinking this water will not harm a party member, but it tastes like decay and can only be consumed by someone who is desperately thirsty. The water is very cold, probably because the water at the west end of the room is covered with six inches of ice.

In the middle of the ice is a human-sized figure, completely covered with frost. This is the frozen corpse of a wizard who died here years ago and has been standing in place ever since. The wizard holds a staff over his head, as if calling upon its magical powers.

Touching the frozen wizard causes 1d4 points of cold damage. The staff is magical. A Magic-User can use it to cast a beam of frost with 30 foot range (requires a to-hit roll, but always against AC 9[10]). The beam does 2d6 points of damage. Each time the staff is used there is a cumulative 1% chance that the staff will backfire on its user, inflicting 3d6 cold damage to anyone holding it. Once the staff has misfired, it will continue to misfire each round until it is dropped or shattered. The staff may be broken away from the frozen wizard, but the unfortunate former owner's frozen hand will probably break off with it.

The wizard was also carrying a pouch of spell components and 3gp. The coins are old but and may be worth 10 times their monetary value to a collector. Everything else the wizard was holding will fall to pieces if it is thawed or otherwise disturbed.

M139 — Stone Dog

A statue of a medium-sized dog guards this room. This magical construct will animate as soon as anyone attempts to enter the room. The stone dog will only bark and growl (a hollow, unnatural sound from a stone creature) until anyone tries to get past it. Then the stone dog will attack.

The stone dog has collected a fair pile of bones from previous intruders. There is also the dead body of an orc lying just behind the dog. The orc was carrying a jeweled dagger in his boot (100gp value) and wearing a 5gp silver ring.

It is possible to calm the stone dog and pass by without fighting it if the party first offers it any sort of food. This will cause the dog to snap up the food and then sit down with the food dangling from its stone mouth. Any subsequent attempt to touch or move the dog will cause it to spring to life and attack.

Stone Dog: HD 7; HP 30; AC 2[17]; Atk 1 bite (1d8); Move 9; Save 9; AL N; CL/XP 6/400; Special: Hit only by magical weapons; when the dog hits, target must make a saving throw or be savaged, taking an extra 1d6 points of damage, thrown 30ft, and being stunned for 1d6 rounds.

M140 — Magnificent Inscription

This room is empty except for an inscription scratched in the south wall with a metal point. The inscription says, "Eldrog the Magnificent was here." Eldrog was an elfen explorer and adventurer who disappeared in this region a century ago.

M141 — Reverse Fountain Room

The walls of this room have decorative patterns of lines and waves built into the stonework. In the center of the room is a fountain with a seven foot diameter base. A stone mermaid stands on the basin's edge, leaning out over the water. The water in this fountain gathers itself into droplets and flies up and into the mouth of the stone mermaid. The stone mermaid's eyes are made of long-broken glass, with only bits still visible in the eye sockets.

The waters will detect as magical. Long ago, this fountain was a deadly trap, enchanted to turn anyone who touched the water to stone. Now, the water has no magical effects, although anyone who drinks it or bathes in it will feel strong body aches for several hours.

The statue of an elf is lying broken beside the pool. The statue is in hundreds of pieces but it is possible to see that it once depicted a well-dressed elf holding his hands up in surprise (as if to ward off the water that was splashing on him). Although the party has no way of knowing it, this was Eldrog the Magnificent, who carved his name on the wall of room M140. If a stone to flesh spell is cast on Eldrog's shattered statue the elf will turn to broken flesh and then to dust. Anyone searching the dust will find a *peript of proof against poison* (wearer is immune to poison) buried in it.

The secret door on the east wall has an archway depicted as part of the masonry. Anyone pressing on this door will find that the wall swivels, allowing access to room M142.

M142 — Canned Troll

A glass beaker, filled with a solid, green mass, sits in the southeast corner of this room. The beaker is stopped and sealed with a very tight cork and glass stopper.

Breaking or opening this beaker will cause a very hungry troll to burst out. This creature was left here by another adventuring party and has been trapped for several months. The troll will require five rounds to regenerate and attack, during which time it looks like a mass of green, undulating vomit has popped out of the beaker. The mass will take on a large, humanoid form for one round before it is fully visible as a troll.

It is possible the party might just keep the beaker and not open it. In that case, the beaker is very well-made and is worth 18gp...with a troll inside. The troll will survive inside the beaker for another three months before dying and reverting to green sludge.

Troll: HD 6+3; AC 4[15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 11; AL C; CL/XP 8/800; Special: Regenerate 3hp/round.

M143 — Green Pit of Water

Two steps lead down into vile, green water (the same water that fills room 138. There are another three steps not visible beneath the water, which is three feet deep in room.

Just west of the stairs is a pit, hidden beneath the water. The pit is 5' x 5' and ten feet deep. Anyone who walks that direction without probing the floor will disappear into the hole. A character wearing armor might find it difficult to get out. The murk and filth in the water will make it difficult for other party members to help.

M144 — Statues in Green Water

This room is filled with the same vile, green water as rooms M138 and M144. There is a second pit in this room, like the pit described in room M143. Anyone walking toward the statues in the western end of this room will fall in unless they are probing the floor or taking other precautions.

There are two statues in the west end of the room. The first statue is a marble human head which appears to have been broken off of a much

larger statue. It is sitting on a pedestal that keeps it visible just above water level. This head is enchanted to make pompous declarations about itself whenever an intelligent creature approaches within ten feet. For instance, the marble head says things like, "I am the conqueror of all!" or "I fear no man!" or "To know me is to love me!" This is the head from a popular folk hero named Ranald, who lived five centuries ago. The head has no other magical power. It weighs 75 lbs.

The other statue is visible as a pair of black wingtips sticking up out of the water. This is a statue of a balor demon with glowing red eyes. The statue might be worth 100gp, but it causes painful, magical wounds to anyone who touches it. Anyone whose skin comes in contact with the statue suffers 3-18 points of damage per round of contact. The balor statue weighs 100 lbs.

M145 — Green Water Mural

A stairway leads down into vile, green water. This is the same water that fills rooms M138, M143 and M144. The water is three feet deep in front of a set of double doors that opens onto room M144.

On the south wall of this room is a mural that depicts shadowy figures moving about. Once, this mural was a powerful, magical trap involving the Plane of Shadow and lethal shadow magic. Now it only mirrors the party members, seen as shadowy figures on the wall. It may take the party some time to determine that the shadowy figures match their own numbers, positions and movements.

M146 — Don't Look Down

A giant centipede lurks on the ceiling. This creature wandered in several weeks ago and has been trapped by the shut door ever since. It is hungry and will drop onto the second character to enter the room, or drop down and attack the party if the door is left ajar for more than a round.

Giant Centipede (small, lethal): HD 1d2hp; HP 2; AC 9[10]; Atk 1 bite (0 + poison); Move 13; Save 18; AL N; CL/XP 2/30; Special: poison bite (+4 save or die).

M147 — Lever Room

There are two levers protruding from the west wall in this room. One lever is white. The other is black. Pulling the black lever will drop stones from the rafters on whoever pulls the lever, for 3d6 damage. Pulling the white lever will open the secret door in the north wall.

M148 — Dwarf Mural

A large mural covers the south wall of this room. The mural shows a dwarf standing with his war hammer on top of a pile of dead orcs. The dwarf is smiling. The mural detects as magical because it is an extra-dimensional doorway to room M211 (see below). The mural looks solid but it is possible to put a hand right through it, or step entirely through to room M211. The mural works only one way.

M149 — Stained Glass Window

There is a large stained glass piece hanging in the north section of this room. It depicts three archers hunting a white stag. Colored glass, scattered across the floor, indicates that there were once many more stained glass images on display here.

When a party member shines a light on the stained glass images, they will appear to move, pursuing the stag with their bows. Suddenly, all three archers turn to face the party and fire arrows out of the pane. Their great skills with the composite longbow make their fire deadly. The archers can be hit only by missile fire, but any large, heavy object thrown against the stained glass will shatter it and end the fight. The only experience awarded

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for this combat, regardless of how it is resolved, is 500xp.

Stained Glass Archers (Ftr 9): HD 9; HP 40, 38, 32; AC 4[15];
Atk 1 longbow (1d6); Move 12; **Save 6; AL N; CL/XP 9/1100;**
Special: none.

M150 — Well Room

There is a well, 30 feet deep, in the center of this room. At the bottom is the skeleton of an adventurer who did not survive the monastery. The skeleton has a *ring of shooting stars* on its finger. It is lying atop at flaming sword +3, wrapped in the remains of a leather scabbard. A rotted leather pouch holds 32gp.

M151 — Dusty Room

The first character who walks or looks into this area will notice that the floor in area M151 is covered with some sort of strange, white dust.

Dust of sneezing and choking is scattered in this area between the doors to rooms M152 and M221. Walking through this area will stir up the dust. Anyone in this area when the dust is stirred must succeed on a saving throw or die from the choking effects of the dust. Even those who save are disabled with choking and are helpless for 5d4 rounds.

Any reasonable plan to avoid the dust, such as washing the area down with water, should allow the party to avoid the effects of this trap. No matter what the party does to wash away or avoid the *dust of sneezing and choking*, it will be present again whenever they return.

M152 — Room of Infinite Dryness

The walls of this room are lined with one-foot diameter octagonal white sandstone plates. A teardrop is carved in the middle of each octagon. The ceiling is shaped like a dome, 16 feet high, covered with the same octagonal plates.

As soon as the first party member crosses the threshold the door will shut and lock behind him. The door will be held by a *wizard lock* spell as if it were cast by a 12th level Magic-User. The magic of the room will be activated.

The character must make a saving throw or be completely dehydrated and rendered down into an octagonal block identical to the others lining the room. This effect happens only once per party, no matter how many times they enter this room.

Party members who succeed in forcing the door will find that their companion is gone and may not understand the nature of the octagonal block in front of them.

The dehydrated party member may be restored by immersing the octagon in water, which will cause him to regain his normal form with a loud popping sound. If the octagon is immersed in the filthy water in rooms M138, M143, M144 or M145, the character will have a permanent green, mottled tint to his skin. If the octagon is immersed in the fountain in room M141, the magical agents lingering in that water will toughen the characters skin, giving him a permanent bonus of 2 to his armor class.

If the dehydrated character's octagon is damaged or broken, the character will still dehydrate if immersed, but will be dead or seriously injured. If the octagon is only chipped, as opposed to cracked in half or shattered, roll a d6 to determine which arm, leg or head has been broken off. A roll of 6 means the dehydrated character has suffered 5d6 damage, but has no missing appendages.

M153 — The Bath

A thief successfully listening at the door to this room will hear the sounds of dripping water mixed with someone weeping in a deep, blubbery voice.

This room has tiled walls and floor, with a large, stone basin in its center. The stone basin has sides two feet high. It is 10 feet across. Water is raining down from the rafters, as if there were rain clouds or sprinklers

hidden up there. The water is falling into the basin, overflowing and draining through a five inch grate in the floor. Water is also pouring out of three spigots on the walls, running down into the drain.

Although the party will now know it, this room was used by the Black Brotherhood for ritual bathing. The brothers did not bathe as part of their daily lives; they reserved cleanliness for times of preparation for the most gruesome rituals to honor the Dark God. The water in this room is supplied by connections to the elemental plane of water. Its temperature is just barely above tepid. The drain winds down to the underground river in Dungeon One, room D1G.

There is a fish man sitting in the basin. He is weeping in deep distress, hardly responding even when the party enters the room. This creature's name is Gorak. Gorak was a normal human all his life, but with an unknown taint in his blood; he died in the Black Monastery of a magical disease that aged him fifty years. Then, he was transformed into a hideous fish-man monster, awakening in the monastery in his new shape. Gorak, whose former name was Kraig, has been living in the monastery and surviving by submerging himself in the basin. He leaves this room from time to time, looking for food, but must return to these baths if he wants to live. His existence is a miserable puzzle to him. Gorak remembers how to speak common with bestial, caveman grammar. He does not want to fight the party. His main goal is to follow his inner urgings to find the sea. Unfortunately, Gorak is now evil and he has acquired a taste for human flesh from preying on the people who have been drawn to the monastery. The only possessions he retains are a *spear* +3 and a backpack stuffed with chunks of human limbs. The backpack is lying behind the basin where it cannot be seen from the door. The *spear* +3 is in the water beside him. The backpack also holds 133gp, 334sp, 654cp and a potion of *haste* (fifth level).

In the unlikely event that the party does not slay Gorak, he will tell them with grunts and gestures that he wants to find the ocean. Unfortunately, unless the ocean is very near in the Referee's campaign world, the walk is far too long for him to survive. Sooner or later, Gorak will turn on the party and try to murder the weakest lawfully-aligned character. He will drink his potion of *haste* and try to commit his crime in a way that will allow him to escape with a few chunks of player character to eat along the way.

Gorak the Fish-Man: HD 9; HP 40; AC 4[15]; **Atk +3 spear (1d6+3);** Move 9 (Swim 12); **Save 6; AL N; CL/XP 9/1100;**
Special: breathe water.

M154 — Sphinx Room

A large statue of an androsphinx stands in what appears to be an alcove. The statue is seven feet tall and weighs 2000 pounds.

The statue stands atop a mechanism that causes it to rumble aside if a lever is pulled. Checking the statue, with a successful secret door check will reveal the iron lever concealed in secret panel on the right-hand side of the alcove. Pulling the lever will cause the statue to slide aside and a secret door behind it to open up, revealing the entrance to room M156. There is a second lever on the inside wall that allows the passage to be opened from the other side.

M155 — Wedge Garden

This wedge-shaped room is a small courtyard filled with tall grass and wildflowers. Three asps are hidden in the grass. They will attack anyone who comes within five feet. The asps are located at the point of the wedge, at the eastern corner of the wedge and in the courtyard's center.

This area is magically connected to the closet in room M30 (see above). A teleportation devise transports anyone who steps on the correct flagstone in this garden area to a closet in that room. The enchanted flagstone has a blue pentagram carved on it, but this marking will be hidden in the tall grass that grows up around the stone.

Characters who drop into this area from the roof, or who wander in without examining the ground, have a 1 in 6 chance of stepping on the magical flagstone accidentally. They will find themselves in a closet in room M30. In order to reactivate the closet in M30 it is necessary to step out of it and step back in. The flagstone in area M155 reactivates if a

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character steps off of it and steps back on.

Other members of the party may believe that their companion has been disintegrated or fallen under some other magical fate. Meanwhile, unless they are paying attention, the asps will take them by surprise.

This garden area was originally planted for growing herbs needed in alchemical experiments. A Druid, Magic-User, or Assassin will note the presence of herbs such as belladonna, wolfsbane and other plants and fungi used in making poisons, potions and remedies. These useful herbs have been kept down by the grass, but there is still enough to be harvested here that an alchemist would pay 100gp for whatever is left.

3 Vipers: HD 1d6hp; HP 6, 4, 2; AC 5[14]; Atk 1 bite (1hp + poison); Move 18; Save 18; AL N; CL/XP 2/30; Special: Lethal poison (+2 save).

M156 — The Arrow Room

This room is part of the hidden, inner sanctum of the Black Monastery. As it was once sacred to the Black Brotherhood, so it is still sacred to the cimota who act out their evil deeds like ghostly marionettes. The arrow shape created by this room and room M165 symbolized the black arrow of evil pointing to the supernatural stone in M165, around which the monastery was built.

The walls in this room are made of black stone that extends up the north corridor toward room M165. They are carved with very large tear and pentagram symbols of the Dark God. The air smells of sulfur, carried on a slow breeze from the north corridor. Small flickers of flames glitter deep within the black stones, like eyes in the distant darkness. Anyone who stands in this room in total silence will hear distant whispers, as if the stones were speaking evil thoughts to each other.

Several things happen at once when the party enters this room. A loud gong will sound. The door behind them will shut and lock, possibly splitting the party on both sides. A procession of cimota will appear, floating down the hallway from room 165, chanting curses on all light and good in the infernal cant of the Black Brotherhood.

There are 21 cimota in the procession, including 20 standard cimota and a more powerful cimota leading the procession. The cimota will file into room 156, dividing so that 10 of them line each of the east and west walls. The guardian cimota leader will remain at the corridor entrance. He will raise his robed arms and speak in a deep, ringing voice, "You were warned to leave. Now you must be enlightened." Then the leader will pull back his cowl to reveal two red eyes floating in the air where a human face would be. His 20 followers will do the same before attacking the party.

It is unlikely that the cimota will get to finish their procession or speak their dramatic lines. A prudent party will *fireball* the hallway and attack the cimota before they can complete even half of their dramatic performance. Either way, combat ensues. The cimota will pursue the party to the Gates of Fear if they are victorious. Unless someone holds open the door back into area 154, it is unlikely defeated party members will escape at all. Spells with a wide area of effect that are cast all the way down the hallway to room M165 may have unexpected effects. The sinister, enchanted stone in that room absorbs and amplifies magic, possibly sending spells back upon their casters or just soaking up all their power.

20 Cimota: HD 5; HP 40, 38, 35, 33, 32, 31, 28, 26, 25, 25, 24, 23, 22, 21, 20, 20, 15, 14, 13, 12; AC 2[17]; Atk 2 claws (1d6); Move (Fly 12); Save 12; AL C; CL/XP 6/400; Special: Hit only by magical weapons.

Leader Cimota: HD 7; AC 2[17]; Atk 2 claws (1d6+1); Move (Fly 12); Save 10; AL C; CL/XP 8/800; Special: Hit only by magical weapons.

M157 — Spiked-Shut Door

The door to this room has been spiked and nailed shut from the outside. The word "beware" has been scratched on the door. A thief listening successfully at the door will detect the sounds of weeping, snarling and

gnashing of teeth inside.

Locked in room M157 is what remains of a former human adventurer named Samuel Knock. His former comrades locked him in this room weeks ago when he fell under the influence of a cursed amulet that changed him into a wight. Rather than slay their friend, they lured him to this room and sealed him in. Under the compulsion of the cursed amulet, Samuel has spent the past year raging and scratching arcane symbols in the walls of his cell.

Samuel hungers for the life essence of living creatures and will hurl himself upon anyone who forces open the door. The amulet is still around Samuel's neck. It is a silver skull, marked with the teardrop and pentagram symbol of the Black Brotherhood. The amulet can be removed by a *remove curse* spell, if it is cast within two hours of the moment the victim put it around his neck. It comes off easily if the wearer is slain.

Anyone who puts on Samuel's amulet will immediately begin to scream gibberish and tear at his face and clothing. The transformation will be complete 12 hours later. Party members may only save their companion from a hideous fate by acting quickly to remove the amulet, or the new victim will suffer Samuel's fate.

Wight: HD 3; AC 5[14]; Atk 1 claw (1hp + level drain); Move 9; Save 14; AL C; CL/XP 5/240; Special: Drain 1 level with hit, hit only by magic or silver weapons.

M158 — The Purple Priest

A human male is sitting in this room, in the lotus position. He is dressed in a purple robe. His head has been crudely shaved, as if a knife were used, rather than a razor. He has two candles lit and set on the floor in front of him. A Cleric or Paladin may be able to identify that the purple robe is the emblem of a minor priestly order with a school about 20 miles from the Black Monastery.

The man looks up when the party enters. If the party does not attack him, the man will explain that he is the powerful warrior priest Hahnso the Fist, "Famed in all the land for the Fist of Purple Vengeance technique."

Hahnso will offer the party, "A reward of great price," for recovering his lost staff. Apparently, a goblin took it while Hahnso was mediating.

In fact, Hahnso is not a priest and has no fighting abilities. He is an ordinary human commoner who has wandered away from his job as handyman at the school after getting kicked in the head by a mule. His staff is leaning against the wall in room 4, but it has no special powers.

Any character who watches Hahnso demonstrate his martial arts powers for a few rounds will recognize that he has no training. If Hahnso is confronted with his lack of skills, he just barely remembers where he came from. If the party retrieves Hahnso's staff for him, this will confirm Hahnso in his delusions. With the staff in his hand, Hahnso will become combative, insisting that he is famous and powerful no matter what evidence is presented. He will mime casting "spells of great power" upon the party to help them on their adventures.

The priests at Hahnso's school will pay a reward of 20gp to have their mad handyman returned to them. Lawfully-aligned characters who help Hahnso get home will receive a 1000 experience point bonus for this deed if they refuse the reward money.

Hahnso (normal human): HD 1d6; HP 6; AC 9[10]; Atk 1 staff (1d4hp); Move 12; Save 17; AL L; CL/XP B/15; Special: None.

M159 — Goblin Urinal

A goblin, carrying a quarterstaff, stands urinating in a corner of this room. The goblin will attack anyone who enters, shouting to his companions in room M160 for help. The goblins in room M159 will arrive in two rounds to help their comrade.

The party may try to give this staff to Hahnso in room M158, claiming that they have found his staff. Hahnso will inspect the staff and then declare, "This staff is a tool of the Dark One!" He will snap the staff in half with what he believes to be an impressive martial arts move, but looks rather clumsy to anyone else.

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Goblin: HD 1d6hp; HP 5; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

M160 — Goblin Rest Stop

There are 15 goblins lurking in this room, happy to have gotten this far into the Black Monastery without being eaten, cursed or hideously transformed. They are resting here after running from a number of larger monsters. Five of them are elite warriors who will lead the others in any attack. They will rush to help their comrade in room M159.

10 Normal Goblins: HD 1d6hp; HP 6, 6, 5, 5, 4, 4, 3, 3, 2, 1; AC 6[13]; Atk 1 short sword (1d6) or short bow (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

5 Elite Goblin Warriors: HD 1; HP 8, 8, 7, 7, 6; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; AL C; CL/XP 1/15; Special: -1 to hit in sunlight.

Treasure: Each goblin carries 1d3gp.

M161 — Orc Gambling Hall

There are five orcs in this room. They've gotten distracted from exploring the Black Monastery and are playing dice. They are so distracted that they don't realize how far they are from their comrades, who actually believe them to be dead. Any fight that breaks out in room M160 is likely to get their attention. The orc may even join in on the side of the goblins in that area because the party is blocking their only escape route.

The gambling stakes are 75sp scattered in piles on the floor. Aside from their weapons, the orcs have two sets of marked cards and two sets of loaded dice. If the orcs hear a battle, they will leave their silver pieces on the floor here, forgetting them in their sudden realization of how much danger they are in.

5 Orcs: HD 1; HP 8, 7, 6, 4, 2; AC 6[13]; Atk 1 scimitar (1d8); Move 9; Save 17; AL C; CL/XP 1/15; Special: None.

M162 — Herb Room

This room was once filled with herbs of many different types, kept here in dry storage. There are shelves around the walls, stocked with hundreds of jars and bottles filled with herbs from around the world. Most of these are long ago fallen into dust, but a few of them are still sealed and useable.

The containers used to have names scratched on them or on labels tied around them but these have long since worn away or fallen off. Some of the sealed jars still contain herbs used in creating poisons. These are sitting on a shelf by themselves and a few of them still have their labels. There were ingredients stored here to make the poisons mentioned in the books in room M179.

M163 — Goblin Meal

Three goblins are in this room, chewing on what looks like the bones of one of their former comrades. They will attack anyone who enters. One of the goblins is carrying a small wooden box that holds 12 silver arrowheads. If these are mounted to shafts they will become magical *arrows* +4.

3 Goblins: HD 1d6hp; HP 6, 4, 2; AC 6[13]; Atk 1 short sword (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

M164 — Goblin Feast

There are seven goblins in this room. They are arguing over how best to

prepare humans for consumption. There are three human corpses in the room; the bodies of adventurers who came to grief in the monastery. The goblins will attack anyone who enters.

One of the goblins is carrying a small pouch that he took from one of the bodies. The pouch holds a light blue stone on a gold chain. The stone and chain are an amulet of regeneration. Anyone wearing the amulet against his skill will regenerate two hit points per round. This amulet is capable of regenerating even a character who has been slain, bringing him back to life.

One of the bodies bears a holy symbol that can identify it as that of Norman the Wise, a priest of the God of Light who was very popular among common people for his kindness and his divine powers.

7 Goblins: HD 1d6hp; HP 6, 5, 4, 3, 3, 2; AC 6[13]; Atk 1 short sword (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

M165 — The Oracle of the Cimota

It is within this room that the cimota receive the power that sustains their unnatural existence. A large green stone dominates the room. It is a translucent chunk of what looks like green obsidian. It glows with arcane power. The stone gives off an aura of great age.

The oracle stone has been here for over 2000 years, since it fell to the hill of Mornay from an extra-dimensional rift. Originally, it was black and was mostly buried in the ground, with only one jagged edge showing above the surface. The first members of the Black Brotherhood discovered the stone as the goal of a quest. The Black Monastery was built over this stone, to take advantage of its properties. The stone was given power and hideous awareness by fanatical monks who dedicated and sacrificed themselves to it. So the oracle stone began to glow with power and gained its current, malevolent awareness.

The acts of human sacrifice and other evil deeds associated with the oracle stone are what have given the cimota power within the Black Monastery. They are echoes and reflections of the Black Brotherhood and the vile deeds they committed here. As long as the oracle stone exists, the Black Monastery will return and the cimota will continue their dark existence.

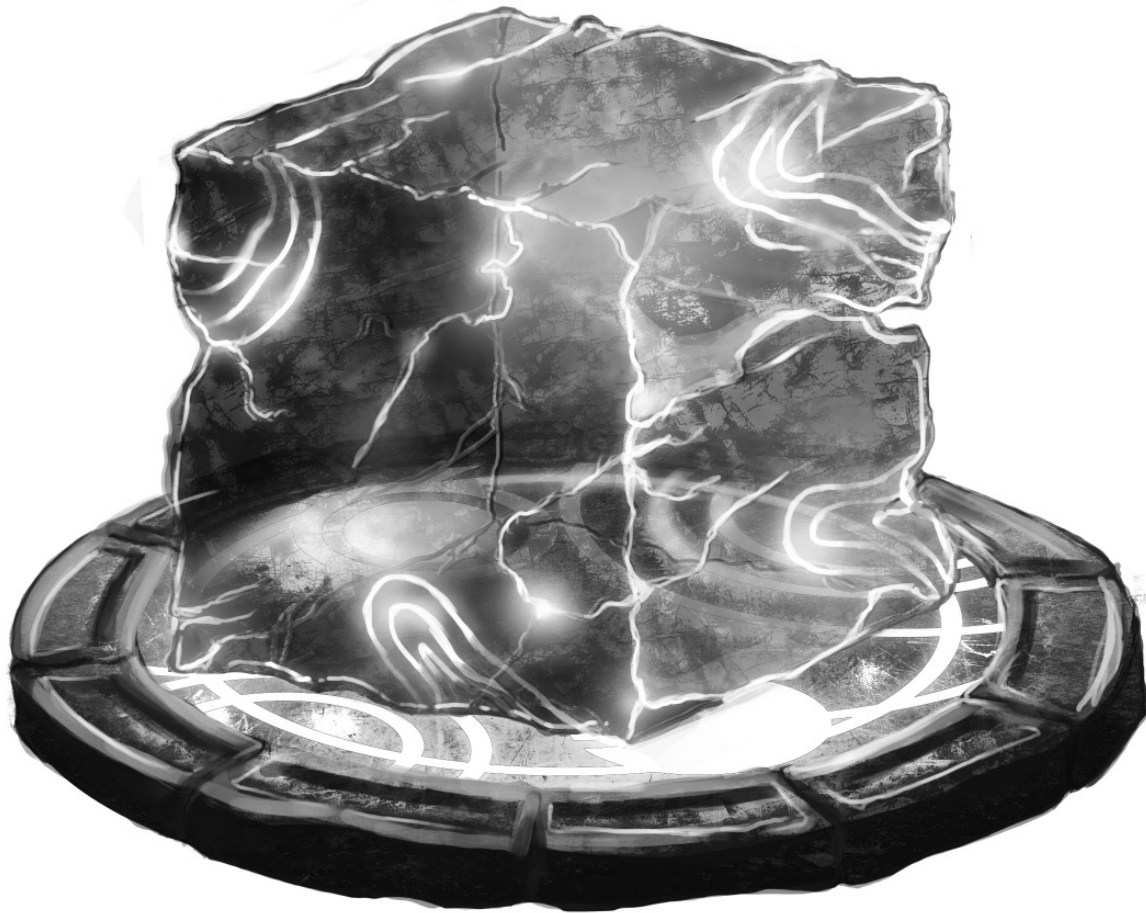
The stone has several powers that might affect the party. First, it absorbs the power of any spells cast on or near it, completely draining away even the most powerful spells to nothing. Characters who bring spells with durations, such as *protection from evil*, will find that their spells vanish as soon as they enter this room. The caster, if he is the recipient of a spell that is sucked away, has a 50% chance to identify that the strands of power have gone into the stone.

Second, the stone retains a well of power that it can use to hurl magic at anyone who attacks or tries to move it. The Referee may assume that the oracle stone has an almost inexhaustible supply of first through third level Magic-User spells. These spells are always cast at tenth level. The stone only uses this well of power when it is directly threatened.

Anyone who touches this green stone is placed in contact with beings from the outer planes. It is possible to speak with these beings, who will answer questions as per a *contact other plane* spell.

There is a pendant hanging on a peg in the northernmost corner of the room. The pendant is carved of red jade in the shape of a teardrop. If the pendant is worn by a person of chaotic alignment and the stone is touched, the wearer gains one level. Anyone of lawful or neutral alignment who performs the same action will writhe in agony as the stone drains away one level. Each effect will work only once. The pendant is worth 300gp.

When the Black Monastery eventually fades and disappears from the campaign, the oracle stone remains. It will be buried in tons of earth and partly concealed in the foundations left behind. Only the complete destruction or removal of the oracle stone will end the appearances of the Black Monastery on this plane. Removing the stone will prove difficult both because of its supernatural powers and its great size. The stone, which will revert to black obsidian when the monastery is gone, weighs at least 30 tons. In addition, over 20 centuries of its existence on this plane the stone has had time to anchor itself deep within the stones of the hill of Mornay. Even if the party knew how to move it and what its powers are, it would take the resources of an entire kingdom to dislodge and move it, ending its power to bring the Black Monastery back.



M166 — The Sound of Battle

As soon as the party approaches this area the characters will hear the sounds of a large group of people coming from this area. Weapons can be heard sliding from sheaths and shields clanging against armor. There are heavy footsteps and the sounds of snarls and curses.

Anyone who comes within 30 feet of the entrance to this room will perceive the sounds as coming toward him, but the large group of people never arrives. The sound is only a ghostly whisper of events that happened in the monastery years ago. Room M166 is empty and whatever happened there left no physical evidence.

M167 — Pickaxe Man

A large white X is drawn in chalk on the east wall of this area. The center of the X has been scored with a pickaxe. A dead human lies against the wall, right below the X. There is a pickaxe in the dead man's hands.

This is what remains of an adventurer who was driven mad by the green stone in room M165. He tried to tunnel his way out of the monastery but succumbed to exhaustion and starvation and collapsed here. Other creatures have been reluctant to touch his body, believing that the white X is some sort of magical trap or warning. It was actually drawn by the victim, who still has a piece of chalk in his pocket.

The dead man was a wizard named Tylor the Bright, part of an adventuring group that included seven others and has been missing for at least a month; however, Tylor looks like he has been dead only a day or so. Tylor's hands show signs of having been scorched (by prolonged contact with the oracle stone in room M165). His fingernails are broken and ragged and there are marks where he apparently scratched his own face. If the adventurers asked around for rumors before the expedition to the Black Monastery, they will know about the disappearance of this party.

M168 — The Fog of War

When the door to this room is opened, thick, magical fog will spill out, filling an area within 10 feet of the door. The fog obscures all vision, including darkvision, beyond five feet. A creature within five feet has concealment (attacks are at -2). Creatures farther away have total concealment (attacks are at -4).

On the southeast wall of this room, a magical trap has taken on a malignant life of its own. This Trap of the Black Tentacles has survived, grown and become somewhat self-aware. Anyone entering the room has come within the reach of this new magical creature.

When the black tentacles attack, one attack roll is made each round against every character in the room. If the tentacles succeed in hitting a party member, that character takes 1d6+4 damage on the initial hit and is held motionless by a tentacle. The victim cannot move while so held, and can only attack with a dagger, short sword, or similarly short stabbing weapon. Held characters take automatic damage of 1d6 every round, and are dragged 10 feet further into the room. There is a chance to break free from the tentacles each round: the Referee should roll 5d6, and if the result is equal to or lower than the character's strength attribute, the character breaks free.

It is possible that characters outside of room M168 will be unaware of what their comrades are facing. Even if comrades shout for help, it is difficult to tell where they are. Entering the room will cause the black tentacles to attack new characters on their action each round.

The tentacles will drag captured characters toward the southeast wall, where the mutated spell has its heart. There, the tentacles issue from a black, oozing glob on the wall that pulses with arcane life. The oozing glob has multiple mouths full of black teeth. Characters who are dragged all the way to this maw may be bitten, taking automatic damage of 1d8 hp in addition to the constricting damage of the tentacles.

A *dispel magic* spell will cause the tentacles to let go of 1d4 targets for a

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single round. This is long enough for that victim to escape from the room, if he knows which way the exit is. Attacking and destroying the oozing glob at the center of the mutated spell will also kill the creature.

Oozing Glob: HD 10; HP 50; AC 0[19]; Atk one tentacle per living creature (1d6+4 on initial hit, 1d6 thereafter) and 1 mouth per creature up to 5 creatures (1d8); Move 0; Save 5; AL C; CL/XP 12/2000; Special: one attack per character in area, holds immobile.

Only the destruction of this glob of mouths and teeth will cancel the spell and allow party members to escape.

Party members who do not escape from this menace will be absorbed by the oozing glob after 1d4 hours. They will be absorbed into the spell's mass of seething, sentient magic along with all of their equipment.

The destruction of this arcane creature will not end its existence. It will reform eight days after its destruction, with its hit points increased to 75 (although still attacking as a 10HD monster). There may be some other way to permanently destroy this malignant new life form if the players think of a creative way to do so.

M169 — Shocking Puddle

A puddle of clear water fills this area. The water is only a few inches deep, but it carries a powerful, electrical charge. Several months ago, an adventurer dropped a malfunctioning magic ring into the water. The ring's original function was to deliver an electric shock when used to touch an enemy. However, instead of discharging on command, the ring fires off whenever it is jostled or when it makes contact with metal, shocking both the target and the wearer for 1d8 hit points of damage.

Each character walking through the water has a 25% chance of stepping on the ring. When this happens the entire puddle, and anyone standing in it, will be jolted for 2d6 points of damage, with no saving throw (the extra damage is due to the water's adding power to the jolt). The ring currently holds 24 shocks.

The ring can be spotted in the water, but only if a player states that his character is examining the puddle. The ring also discharges if it is picked up or moved with a tool. Once it has been taken out of the water and dried, the ring might prove useful to a character who is immune to electrical attacks if it is carefully handled. The ring will still shock both the wearer and the target each time it is used.

M170 — Main Dormitory

This room was the main sleeping quarters for the majority of the Black Brotherhood. There are 43 beds, each with a small chest at its foot. From the doorway, it is possible to see that all of the beds are occupied, with ragged sheets and blankets covering the occupants.

There are corpses lying in 30 of the beds. These were human explorers and adventurers who fell prey to the room's guardians. Something has caused these bodies to dry out and shrivel rather than rot. It is apparent that most of these bodies have been here for some time.

The other 13 beds are occupied by cimota. If any of the beds is disturbed the cimota will spring up and attack. Beneath one of the beds is a silver *bastard sword* +2. Under another cot is a small coin purse that functions as a *bag of holding*. This bag weighs 35 pounds and will seem incredibly heavy to anyone who picks it up, revealing its unusual nature.

13 Cimota: HD 5; HP 30, 28, 27, 26, 24, 23, 23, 20, 20, 19, 19, 18, 16; AC 2[17]; Atk 2 claws (1d6); Move (Fly 12); Save 12; AL C; CL/XP 6/400; Special: Hit only by magical weapons.

M171 — Entrance to the Shrine of the Dark God

The entrance to this room is a set of giant double doors constructed of thick oak. The doors are carved with the teardrop and pentagram symbol

of the Black Brotherhood. A thick chain loops through both door handles, holding the door shut.

There is a door on the southwest wall, concealed by what is left of a tapestry. It opens into room M174.

M172 — Abbot's Secret Worship Chamber

The secret door of this room has both a *wizard lock* spell on it (level 4 caster) and a superior quality lock (-10% to pick). A *symbol* is also placed on the door's outer surface, and will explode to deal 5d8 points of damage to anyone opening the door (half damage with saving throw).

When the door to this room is opened, the party will feel a cold breeze rushing out, swirling the smoke from the exploded symbol. This room appears to have no ceiling. Instead, the ceiling opens onto a starry sky. The stars overhead do not match the sky over the Black Monastery. A thin, blood-red crescent moon hangs in the eastern portion of the sky. This scene never changes, even when it is daylight outside. There are bones and pieces of black robes scattered about the room, lying amidst what must surely be old blood stains.

This is a portal to the eternal night of an alien world, the Plane of Damnation ruled by the Dark God himself. The name of this world is Belial, and the Dark God rules it in the form of a cruel, beautiful woman. The Dark God instantly knows every creature that enters the world of Belial, including the ability to read thoughts and, in some cases, to control minds.

This room was the secret inner sanctum of the abbot of the Black Monastery. Here, the abbot was able to commune with the Dark God by opening his mind to the night sky of an alien world. This process drove the abbot insane, but it also gave him the ability to see far away people and events. It also allowed him to use the treacherous cunning of the Dark God himself. Only the innermost circle of the Black Brotherhood was allowed to know of this room and its function. They included Kran the Dungeon Master, Sacavious, Doctor Brutus and the eight Scribes of Iniquity.

Abbot Asmodeus gained his powers from this room, but he also met his



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fate here. On the night the Black Monastery immolated and disappeared, Abbot Asmodeus came to this room to seek shelter with the Dark God. He believed that his deeds of evil would earn him a high place among the immortal servants of Belial. He was wrong. When Asmodeus cried out to the Dark God his pleas were answered with laughter. Demons tore the abbot apart, scattering his bones about the room. The soul of Abbot Asmodeus is now a black worm, living in torment in the lowest cess pits of the Dark God's citadel.

Anyone who climbs the walls or uses magic to fly through the ceiling will discover that he is standing over a black pit on a desolate plateau. Any creature that enters this place will feel his life draining away into the night. A character loses one point of constitution – temporarily – for each minute spent here; the points are regained at a rate of one per turn (ten minutes) provided the character leaves before constitution is drained to 0. If constitution reaches 0, the character dies.

Entering the room summons a powerful (6th category) baalroch demon from the other world. This monster will fly down from the night sky 10 rounds after the party enters the room. If it finds anyone in the room who is not a sworn servant of the Dark God, the demon will attack and fight to the death. It will not pursue opponents who run from the room further than the corridor just outside of M172. When all enemies are dead or gone, the demon will close and lock the door and return to the night sky overhead.

Any search of the room will almost surely be interrupted by the demon's arrival. Searching afterward might prove difficult. The bones and torn robes scattered about the room are all that remains of the mortal form of Abbot Asmodeus. Among the torn skeletal limbs is a gold ring, bearing the teardrop and pentagram symbol of the Black Brotherhood. This was Asmodeus' signet ring. It is worth 500gp. There are also a gold necklace and pendant among the bones. The pendant bears the abbot's personal symbol of a burning skull. The necklace and pendant are jewels worth 1000gp. A *censer of wraith-summoning* lies among the torn robes as well as a *gem of seeing*.

There also one black coin lying in the room. This is a disc of adamantite, a metal that is rare in the prime material plane but common in the world of Belial.

The *censer of wraith-summoning* acts in the same manner as a *censer of controlling air elementals*, but calls forth a wraith rather than an elemental. The chance of losing control of the wraith is the same as it is for an elemental.

Baalroch Demon (Balor): HD 9 HP 72; AC 2[17]; Atk 1 sword (1d12+2) and 1 whip (entangles); Move 6 (15 fly); Save 6; AL C; CL/XP 13/2300; Special: Magic Resistance (75%), surrounded by flame (3d6), magic weapon required to hit, unaffected by spells from casters lower than 6th level.

Strangling Ghost

Hit Dice: 5

Armor Class: 0[19]

Attacks: Insubstantial strangling (see below)

Saving Throw: 12

Special: +1 or silver weapon required to hit; magic resistance 50%

Move: (Fly 12)

Alignment: Chaotic

Challenge Level/XP: 7/600

These apparitions are similar to banshees, but instead of screeching they can attack only a single opponent at a time, strangling the victim with insubstantial hands. If the attack hits, the victim must make a saving throw or die within 1d4+1 rounds. A *remove curse* spell will break the creature's hold during this time period. *Protection from evil* spells will hold these creatures at bay. Anyone strangled by a strangling ghost will rise as a strangling ghost within 1d6 days.

M173 — Ghostly Melancholy

An aura of deep sadness fills this room. This aura is strong enough to be felt by anyone who passes by the closed door. The ghosts of intruders who have died in the Black Monastery are trapped here, held prisoner in death.

If the party enters the room, several ghostly apparitions will rise from the floor and stare at them in silence. If any party members have died in the monastery it will be their ghosts that rise. The dead may be freed from this room by a successful *dispel magic* spell against a 12th level caster. This will cancel the dimensional anchor for an hour, allowing a great rush of ghosts to rise from the floor and through the ceiling. An hour later, the magical effect takes hold again, trapping the dead in this room. There is a total of 12 apparitions, 7 of which are harmless, and 5 of which are strangling ghosts (see sidebar for description).

5 Strangling Ghosts: HD 5; HP 35, 32, 21, 20, 15; AC 0[19]; Atk 1 strangulation (save or die in 14+1 rounds); Move (Fly 12); Save 12; AL C; CL/XP 7/600; Special: Magic Resistance (50%), magic or silver weapon required to hit, strangles (if hit, save or die in 1d4+1 rounds).

M174 — Idol Worship

In the center of this room is an idol of a demonic figure, cut from red stone. The idol's eyes are only stone, but they seem to glint, as if the idol is looking back. The demon is in the form of a vast minotaur with great, spreading bat-wings, holding a whip and a sword. Although the party may not recognize it, this is an image of the baalroch demon that guards room M172.

There are several human skulls in this room, along with their scattered bones. Anyone who meets the idol's eyes will feel the strong desire to stay in this room and worship the fiendish idol forever. A saving throw is required to suppress this desire.

Party members who look into the eyes and fail this saving throw immediately bow and begin to praise, "He Who Is Most Dreadful." Other party members may drag their companions away from the idol, giving them saving throws on every round spent away from the idol's influence. A character who has failed the initial saving throw, but succeeded in escaping by a second saving throw, will automatically be enthralled again if he enters this room. The bones on the floor belonged to three adventurers who wasted away worshipping the idol a century ago.

M175 — Dental Advice

A glowing green monk rises from the floor when this area is approached. He shouts, "Always floss! Brushing isn't enough!" in a deep and ominous voice and then sinks back into the floor. This apparition may rise from the floor on subsequent visits, always giving useful advice on dental hygiene before sinking back down.

M176 — Empty Room

This chamber is empty when the party finds it.

M177 — Empty Room

This chamber is empty when the party finds it.

M178 — The Ruined Library

This room once held several thousand books and scrolls. Now it holds ripped and moldering parchment piled about on and in front of bookshelves. The few fragments which are still legible were written in the infernal cant of the Black Brotherhood. A *read magic* spell will reveal

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mad raving and blasphemies, but nothing of any use.

It is possible to shift through the ruined books, looking for treasure. There is still a 150gp gem hidden in a pile of scraps. Under a stone in the northeast corner is a hidden niche that requires a perception skill check DC 30 to locate. It holds a *manual of quickness*.

M179 — The Unholy Study

This room was set aside for members of the Black Brotherhood to study and contemplate ways to be more evil. The rotted remains of books and scrolls are piled about the floor, in between broken pieces of tables and benches.

A book with the title *Tome of Poisons* is in bad shape under a pile of other manuscripts, but it is still legible. It gives the formulas for an alchemist to brew various poisons; the ingredients for all of the poisons in this book can still be found in room M162 (see above).

M180 — Empty Room

This chamber is empty when the party finds it.

M181 — Frightening Apparition

This room is empty except for the frightening apparition of a minotaur. This beast will leap from the shadows in the back corner, roaring a challenge. The illusionary minotaur will disappear the instant a party member makes an attack on it.

M182 — Cimota Treasure Room

The walls and floor of this room are covered with glowing green contact poison that pulses with luminescent evil. Touching the substance requires a saving throw or death will occur in one hour (6 turns).

There are bags of coins piled around the room, along with other items. The bags hold 5760cp, 2500sp, 1500gp, 157pp, 22 x 100gp gems and 13 pieces of jewelry worth 200-800gp each. There are three suits of jeweled chainmail (300gp each), two suits of lacquered +1 black plate armor, seven jeweled maces (200gp each), a +1 mace, and two high-quality longswords that glow but are not otherwise magical. In addition, there is a pair of *gauntlets of swimming and climbing*, a *horn of blasting* (usable only 6 times before breaking, and has no effect within the monastery), a *robe of blending* and a *wand of fear*.

Touching any of the treasure in this room immediately summons four cimota leaders. Each round the battle with these cimota goes on there is 50% chance that another guardian cimota will appear, to a maximum of

eight total. The cimota will pursue any characters that flee from this battle anywhere in the Black Monastery, with guardian cimota continuing to appear as long as the pursuit lasts, to the maximum number.

Leader Cimota: HD 7; AC 2[17]; Atk 2 claws (1d6+1); Move (Fly 12); Save 10; AL C; CL/XP 8/800; Special: Hit only by magical weapons.

M183 — Talking Door

The door to this room has a large human nose, mouth and eyes. The nose is in the middle of the door, the mouth is on the lower half and the eyes are near the top. When the party approaches the door it will introduce itself as Arknobus (ar-NOB-us).

If the party is polite to the door, Arknobus will be willing to open for them. If the party is rude or insulting, Arknobus will refuse to open unless a party member gets down on his knees and begs. If Arknobus is attacked in any way the door will begin screaming. The door's screams will attract 1d4 groups of wandering monsters.

Arknobus likes to chat about what might be in the room behind the door. "Nothing!" he will insist. "Nothing at all!" Arknobus is not lying, but the door's denials might make the party try to batter it down. The chamber beyond is empty. "I told you there was nothing behind me! Nothing at all! Now you've insulted me!"

In spite of his sentience and his large nose, Arknobus is no stronger than any other door in the Black Monastery. If the party gets tired of listening to him, they can just destroy the door. No matter what the party does to Arknobus, he will reappear in his original position eight days later.

M184 — Singing Iron Maiden

An iron maiden stands in the center of this room. The torture device is singing opera and popular show tunes, accompanied by two orcs on mandolin and lute. On the floor nearby are a fiddle, harp, lyre, flute and several drums amidst a dozen skeletons from creatures of various races.

These orcs are not willing participants. They were trapped here by the enchanting power of the iron maiden. Anyone who enters the room must succeed on a saving throw or join the act. Party members who fail the save will pick up instruments and begin to play. The enchantment includes the ability to play whatever instrument is picked up. If there are no instruments available, victims can always sing along.

Dumping over the iron maiden stops the music but also releases a thunderous scream that will deafen anyone in the room for an hour unless a saving throw is made. Victims who do not escape this trap will play until they die of exhaustion or thirst.

If the orcs are released from the iron maiden's power, they are in no condition to fight. Instead, they will fall unconscious from exhaustion and remain that way for the next eight hours. If the party heals the orcs, or is otherwise kind to them, they will volunteer to join the party. The orcs will happily fight against any former comrades they meet, since it was their comrades who left them to their fate.

Beneath the iron maiden is a small, magical key. This key is enchanted to fit and open any non-magical lock. However, if the key is turned in a magical lock there is only a 50% chance that the key will work, and a 50% chance that it will break off in the lock, ruining the key and possibly jamming the lock as well.

M185 — White Cloud

A cloud of white mist floats in the northwest corner of this room. The cloud is what remained when a wizard was vaporized by a *disintegrate* spell in this room a decade ago. The cloud is semi-aware. It feels a great hunger for magic, which sustains its existence.

The cloud will drift toward the party in a shape that expands from five feet to ten feet in diameter as it moves. The cloud's base movement is 10 feet per round and it cannot run or take any other action other than move. It will move toward the party member with the most magic items or other

magical auras.

If the cloud succeeds in enveloping a member of the party it will permanently drain the magical energy from one item, determined at random. The cloud will not be satiated by any quantity of magic, and will continue to drain magic items of their power once per round until the party flees. Spells cast at the cloud will only feed its hunger. A *continual light* spell will halt the cloud and render it harmless for three days, during which time it will return to its lair. The cloud will slip under the door and pursue the party for 1d10 minutes before turning back.

M186 — Safety Hazard

There are several coils of very old rope in this room, along with twine and spools of thread hanging on racks along the walls. There are the bodies of an elf and human, wrapped in twine and rope, lying against one wall. Skeletons of several orcs and a dwarf are also in the room, bound up in thread and twine.

If anyone enters the room the ropes, twine and thread will lash out and attempt to ensnare the victim, holding him fast unless he manages to break free (saving throw at -1). Subsequent saving throws to escape are possible, but at a cumulative additional -1 penalty for each attempt up to -10, when the victim will simply be held too tight to move. There is enough material in the room to capture four medium-sized creatures.

The magical bindings can be cut away with an ordinary knife, provided the person doing the cutting can avoid being caught each round. A powerful fire attack, such as a *fireball* spell, would destroy any of the ropes, twine or thread it touches. Party members who cannot break free and have no one to help them are doomed to end their days in this room.

The elf and human were adventurers from a nearby city who have been missing for more than a month. They are Hophni and Phineas, an adventuring duo that was last seen months ago. The elf has a *wand of magic missiles*. The human has a *dagger +3* in his boot. He was also carrying a sack that contains 25sp and 36gp.

M187 — Orich Dispute

Loud voices can be heard arguing in this room. The voices are arguing in orich over which orc has the toughest reputation. The sounds cease as soon as the door is opened and begin again as soon as it is closed as long as there is no one in the room.

M188 — Gymnasium

This room was used by members of the Black Brotherhood for exercise and weapons training. The training gear is long fallen into piles of dust and scraps. This rubbish helps to conceal the refuse fallen from the spider webs in the rafters. There are 11 giant spiders lairing in this room. These creatures are even larger versions of the normal giant spider. They do most of their hunting by scrambling out a hole and onto the ruined monastery's roof, but they will regard an adventuring party as a welcome meal.

A battle with the party might attract up to a dozen more of these creatures who are currently lurking out on the rooftop. Each round of combat, there is a 25% chance that one of these 12 will enter and join the fight.

There are mostly rat bones in the webs, as well as some bones from humans and orcs. Scattered and trapped in the webs are 38cp, 47sp, 159gp, 13pp, 18 gems worth 10-100gp and a gold-covered helm with a roaring lion face on its visor. The helm is worth 850gp.

Really Giant Spiders (8ft diameter): HD 5+2; AC 4[15]; Atk 1 bite (1d8+2 + poison); Move 6; Save 12; CL/XP 8/800; Special: venomous bite (lethal).

Hit points of the spiders present: 40, 36, 32, 29, 26, 26, 25, 24, 23, 20, 18

Hit points of "reinforcement" spiders (determine randomly on d12 to see which enters): 35, 35, 34, 33, 31, 30, 25, 20, 20, 19, 18, 18.

M189 — Grave Matter

The door this chamber opens very slowly, resisting all efforts to push it open faster. There is a stone coffin on a dais against the far wall. The coffin is open and empty. The words "Here Lies Koth" are scratched on the wall above the coffin. Behind the coffin, between it and the back wall, is a beautiful rose made out of glass. The rose is worth 80gp.

No one named Koth is associated with the Black Monastery. Close examination of the inscription will reveal that it is crude work and was probably made with a chisel. The glass rose was placed here by another adventuring party who intended to come back and get it. They never did.

M190 — Burnt Sacrifice

The lintel and posts around the doorway to this room are blackened by some sort of arcane fire. The room is empty except for a dead raven, tossed into a corner of this room. Examination will reveal that the bird was killed by fire, as its feathers, beak and eyes are scorched to ash. This creature was a sorcerer's familiar. It was killed a week ago by the magical trap that protected the doorway. Its master survived the blast and left the body behind.

M191 — I've Got A Secret

This room is empty, but a loose floor stone conceals a small chest. The chest holds 20 ruby teardrop gems, each about the size of a thimble. They are worth 20gp each as gems, but the buyer will probably be displeased if he finds out their magical powers by accident. If these ruby teardrops are thrown or otherwise handled roughly, each one will burst into a cloud of red smoke with a 10 foot radius. The cloud lingers for three rounds. Any living thing caught in or passing through the cloud suffers 2d6 points of acid damage with no saving throw.

M192 — Room of Clay Pots

There are four sealed clay vessels in this room. They must be shattered in order to open them. The first vessel holds a black skeleton which will instantly assemble itself and attack. The second vessel holds only ordinary water. The third vessel releases a black cloud. This cloud will attach itself to one random party member and rain on him for d100 minutes. The fourth vessel releases a pillar of smoke that forms into the shape of a woman. The smoke woman will chant for 1d4 minutes in a language that sounds like elvish, but is not, then she will dissipate.

Black Skeleton: HD 6; HP 25; AC 4[15]; Atk 2 claws (1d4); Move 12; Save 11; CL/XP 6/400; Special: shriek causes fear. (Please see sidebar on page 46.)

M193 — Giant Crawling Hand

When the door to this chamber is opened a large hand, obviously chopped from a giant, will scramble toward the party. The hand will attack, trying to grapple and squeeze an opponent. It regenerates like a troll and can detect any living creatures within 60 feet, including invisible ones. The hand is very fast and moves about much like a four-legged creature. The hand is aggressive and will pursue party members for at least five minutes after they run away. The hand must be burned or melted with acid in order to stop its crawling rampage.

One of the giant fingers is wearing a large gold ring, equivalent to an armband on a human. This is one half of a pair of *bracers of defense AC 2[17]*. The other half of the bracer set can be found lying amidst the bones on the floor of room M202 (see below).

Giant's Hand: HD 5; HP 26; AC 2[17]; Atk 1 squeeze (1d6); Move 12; Save 12; CL/XP 6/400; Special: regenerates, inflicts automatic damage after first hit.



Skeleton, Black

Hit Dice: 6

Armor Class: 4 [15]

Attacks: 1 weapon (1d6) or 2 claws (1d4)

Saving Throw: 11

Special: Shriek

Move: 12

Alignment: Neutrality

Challenge Level/XP: 6/400

A black skeleton is a 6-foot-tall skeleton with glistening, black bones, seemingly constructed of blackened steel. Small red pinpoints of light burn in its hollowed eye sockets. Black skeletons wear any clothes or armor they had in life, and some still carry their gear and weapons. A black skeleton can shriek a hellish sound that causes fear (save avoids).

Black skeletons were first encountered in a large-print publication in the corridors of Rappan Athuk, The Dungeon of Graves. (See the modules *Rappan Athuk 1–3* from **Necromancer Games**.) The first appearance of black skeletons in print was in the manuscript and very small print run of *The Black Monastery*. The Black Brotherhood created these undead warriors as the special guardians of their monastery and the dungeons below. They are also frequently associated the demon prince Orcus and those who follow his hideous cult.

Much more powerful than standard skeletons, these minions of evil are often employed as guardians or protectors to keep sealed some ancient knowledge best left undiscovered. They are intelligent monsters and are not subject to the mindless commands that can be given to such undead as skeletons or zombies. They have a clear mind, and sometimes go against the commands and wishes of those they serve, if it benefits the black skeleton in question.

Black skeletons are the remnants of living creatures slain in an area where the ground is soaked through with evil. The bodies of fallen heroes are contaminated and polluted by such evil and within days after their death, the slain creatures rise as black skeletons, leaving their former lives and bodies behind. Black skeletons are intelligent and do maintain some memories of their former lives. Black skeletons wear any clothes or armor they had in life, and some still carry their gear or weapons (most discard their weapons in favor of two shortwords as soon as they can).

Black skeletons attack with two shortwords in battle with little more than the intention of cutting their foes to pieces. They are intelligent opponents and will use tactics during battle, often sending several of their number against a foe's front, while the others move into position to flank their adversaries. Black skeletons are smart enough to know when the battle is lost and withdraw from combat, though rarely. Most simply fight to the death, driven by some unseen hatred for the living.

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M194 — Whipping Boy (or Girl)

The sound of a man being given a severe whipping comes from within this chamber. The first person to enter will feel the lash of an invisible whip for 1d6 damage, leaving a red welt across his face.

M195 — Dripping Room

This room is damp and the walls drip with a dark reddish brown liquid. This liquid drips from the walls and pools on the floor in a puddle two inches deep. The liquid is not blood. It tastes like rusted metal.

M196 — Bronze Minotaur

A bronze minotaur is standing in the corner behind the door in this room. An illusory image of the same minotaur appears to be across the room when the door is opened. The illusory minotaur will roar and advance on the party.

The actual bronze minotaur will attack from behind when a party member enters the room. If this minotaur is defeated it will assume gaseous form and float up to the ceiling. There, it will rain down 200-400gps onto the floor. Note: the bronze minotaur has a better armor class, has 25% magic resistance, and breathes fire, but is otherwise identical to a living minotaur.

Bronze Minotaur: HD 6+4; AC 2[17]; Atk 1 Head butt (2d4), 1 bite (1d3) and 1 weapon (1d8); Move 12; Save 11; CL/XP 6/400; **Special:** breathes fire for 1d6hp (automatic hit), 25% magic resistance.

M197 — No Rest for the Weary

Random shouts and screams can be heard from this room, but it is empty. Characters who linger in this room longer than a few minutes will begin to hear the shouts and screams in their heads. This is an after-image of the evil deeds done in this room centuries ago. It has no immediate effect on party members other than to make it very difficult to rest in this room.

Anyone who spends eight hours in this room will have the voices in his head permanently, causing the victim to have to succeed on a saving throw at -2 each round in order to take any action. The voices will also make it very difficult to get eight hours of uninterrupted sleep, causing spellcasters to start losing one spell from their memorized spell slots per week. This effect is cumulative. A combination of a *remove curse* and *dispel evil* spells, cast within one minute of each other, is required to release the victim from this misery.

M198 — Summoning Room

This room is empty when the party discovers it, but not for long. The entrance is trapped with a powerful summoning spell that will conjure a rust monster to attack the party one round after they shut the door.

Adventurers who shut the door to room M198 in disgust will hear a loud thump on the other side of the door one round later. This is the rust monster trying to get at the metal items carried by the party. If the party opens the door again to check out the noise, the rust monster will barge against the door as soon as it is unlatched, forcing it open and surging out to get at the party.

The first magic missile spell cast at this monster will fail because of the magic item it is wearing round its neck (over time, the item has built up lots of power beyond its normal 10% chance to stop a spell).

The rust monster will disappear when it is slain, but its gold collar will remain behind. This is a heavy, gold torc in the shape of a double-headed dragon. The torc takes up the spot of a necklace but it functions as a *ring of magic resistance 10%*.

Rust Monster: HD 5; HP 22; AC 2[17]; Atk 2 antennae (0); Move 12; Save 12; AL N; CL/XP 5/240; **Special:** Cause rust.

M199 — Candle Making Shop

Much of the furniture and equipment in this room is covered with spattered wax. There are dipping vats, drying racks and wooden paddles for stirring wax. One of the vats is still filled with boiling wax.

The vat with the boiling wax is under a mild enchantment that causes it to heat up its contents whenever it is filled with wax. Touching the boiling wax is enough to burn a character for 1d4 damage. Immersing a creature in the boiling wax will cause 3d6 points of damage per round. Anything dipped into the wax will emerge with a coat of white wax stuck to it.

At the bottom of the boiling vat is a silver *nightcap of deep rest*. This cap is enchanted to permit the wearer to function normally with only 1d4 hours of sleep per night. If this skull cap is worn for more than one month it will affix itself permanently to the wearer's head, binding into the skull in such a way that forced removal would kill the wearer.

M200 — Main Chapel

This is where the members of the Black Brotherhood would assemble for meetings and ceremonies. New members would be inducted into the order in this room after passing through the initiation rituals. This was also where a number of the brothers took refuge just moments before the Black Monastery immolated and disappeared in arcane fire. Their bones are scattered about beneath the pews in this room, where cimota now act out their roles.

This huge room is bathed in subdued, red flickering light. The source of this light is a stone altar on a dais that appears to be burning. There are 33 cimota in the room, sitting two or three to a pew. They are chanting in the infernal cant of the Black Brotherhood. They are led by a large leader-cimota that floats over the burning stone altar. The cimota will not attack unless a party member makes a loud noise or takes any other action that disturbs the ceremony.

If the ceremony is disturbed the leader will turn to the party and shout "Desecration!" Then the leader will step up onto the altar and begin to hurl bolts of black energy at the intruders. The bolts spring out of the altar, which is the source of their power. The bolts strike unerringly, always hitting any target the leader can see from the dais. The leader throws two energy attacks per round until he is slain. These bolts inflict 2d10 damage per attack (save for half damage). The other 32 cimota will surge toward the party as their leader bombards the intruders.

The wall behind the burning altar is painted with a mural of moons, stars and planets that appear from the main floor to be circling the burning altar. These celestial bodies glimmer gold, silver and obsidian, reflecting the flames. Two of the stars on this mural are not painted; they are glass. They are view ports that allow someone in room M214 to watch the chapel. The view ports work only one way – anyone looking through from the chapel will see only frosted glass.

A search of the room will reveal the charred bones of two dozen members of the Black Brotherhood, kicked and scattered underneath the pews. These initiates and lesser members of the order fled to this sanctuary rather than face the final assault on their monastery. Their Dark God was displeased by their lack of zeal. When the Black Monastery burst into flames and disappeared, these lesser minions of evil were burnt to cinders and left where they fell. There are 37 gems (10gp each) in amongst the burnt bones as well as a *strand of prayer beads* with eight beads remaining (see below). The remaining beads are three *beads of blessing*, two *beads of healing*, two *beads of karma* and one *bead of smiting*.

The burning altar casts light and shadows, but gives off no heat. It is inscribed with the teardrop and pentagram symbol of the Dark God. A character who searches the altar will spot a deep crack around the base; probing the crack will reveal that there is a hollow space underneath the altar, but the altar weighs 500 pounds, so shifting it will pose an engineering problem.

Beneath the altar is a hollow space containing 88x100gp rubies; one for each full member of the Black Brotherhood. These gems are all infused with the nature of their former owners, giving them a slight aura of evil and Chaos. This will not affect their value to a buyer who is unaware of their history, but it might have further unpleasant effects on future owners.

The *string of prayer beads* is a strand of magical beads, each of which may have a different function. The beads disappear when used. A *bead of blessing* casts a blessing of powerful effect, serving to add +1 to the attacks of all allied characters and also to act as a protection from evil spell upon each (the effect lasts for 1d6+1 turns). A *bead of healing* cures all damage that has been suffered by the individual on whose behalf the bead is used. A *bead of karma* grants a +2 to all saving throws for a 24 hour period to the individual prayed for. A *bead of smiting* allows the Cleric (not another person) using it to attack with a +2 bonus for a period of 20 turns (200 minutes) and to automatically hit undead creatures without the need for a to-hit roll.

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32 Cimota: HD 5; HP 40, 38, 37, 33, 30, 28, 27, 26, 25, 24, 23, 23, 22, 22, 21, 21, 21, 21, 20, 20, 20, 20, 20, 20, 19, 19, 19, 18, 18, 17, 16, 14; AC 2[17]; Atk 2 claws (1d6); Move (Fly 12); Save 12; AL C; CL/XP 6/400; Special: Hit only by magical weapons.

1 Leader Cimota: HD 7; HP 31, AC 2[17]; Atk 2 claws (1d6+1); Move (Fly 12); Save 10; AL C; CL/XP 8/800; Special: Hit only by magical weapons, throw bolts of energy (2d10, save for half).

M201 — Art Gallery

Three oil paintings hang on the south wall of this room. Left to right, they depict a painting of the front of the monastery, a small gathering of misty figures around a fire and an alchemist creating a block of solid gold. Although these paintings are well done, they are in very poor condition, making their value only 5gp each. The paintings each weigh five pounds.

A carpet once covered the floor. Now the carpet is just sections of burgundy tatters here and there. There is a *dancing longsword* +2 under one large section of carpet. This weapon was dropped here by an adventurer when he was stunned and then forced to run away in a battle against guardian cimota. It has lain here ever since.

M202 — Troll Hoard

There are three trolls seated in this room. They are gnawing on the bones of their most recent victims and are hungry for more. At first, they will look up in surprise when the party enters, wondering what would dare disturb them. When they see it is a party of adventurers, the trolls will leap up and attack.

This room is piled with a large number of bones of humans, elves, goblins, orcs and other creatures. The trolls prefer two-legged prey and will seek it in preference to other creatures. They will fight to the death and will pursue anyone who runs away for at least five rounds.

3 Trolls: HD 6+3; HP 35, 27, 25; AC 4[15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 11; AL C; CL/XP 8/800; Special: Regenerate 3hp/round.

M203 — Demonic Fountain

There is a demon face carved into the southern wall in this room. The carving is approximately six feet tall. Water is spurting from the demon's open mouth. The water arcs through the air and hits the floor in the middle of the room, where it drains into several holes at the foot of the north wall. To the left of the face is a stone table with two crystal vases resting on it.

One vase is filled with clear liquid. The other is filled with white powder. If the contents of these two vases are poured into the water coming from the face, the water will turn deep red and the demon face will open its eyes and speak.

According to the demon, whose speech will be somewhat slurred by the red liquid pouring out of its mouth, drinking the red liquid will bring riches to whoever tries it first.

If a party member takes the demon's advice, the character who drinks from the red liquid must succeed at a saving throw or lose one point from a random characteristic. A successful save adds one point to a random characteristic. This effect will only work on the first try. After that, the red liquid fades back to ordinary water and the demon face will not speak again.

The two crystal vases are worth 20gp each. The water and white powder are worth 3gp each to an alchemist.

M204 — One Born Every Minute

As soon as a party member walks around the corner and into this area he will be met by a short, bald man, dressed in the clothing of a wealthy merchant. The man will greet the character cheerfully.

"Hello, friend," says the bald man. "You are welcome here but I must warn you not to trifle with the enchantments in this place. Anyone who walks around the corner behind me is doomed."

If the bald man is questioned about what doom awaits the party around the corner he answers with a cryptic voice, "You shall see! Heed my words!"

If a character walks around the corner he will be transported two minutes into the future. To his fellow party members it will look as if the character has been disintegrated.

"I tried to warn you," says the bald man. "Now your friend has paid the price." Then he will disappear.

Party members may believe their companion has been disintegrated, failing to recall that a *disintegrate* spell leaves behind all equipment carried by a victim. Two minutes later, the party member will reappear, unharmed, with no sense that any time has passed.

M205 — Chaos Key

A gold key hangs from the western wall in this room. The key is an illusion that serves as a lure. The second party member to enter the room will be teleported just outside the back gate of the Black Monastery, standing in front of the portcullis, looking in to room M123. Every other even numbered party member who enters will also be teleported, leaving their odd numbered companions behind.

A deranged and quite angry quillan warrior is lurking in a bend around the curve of the south wall. This beast will leap to attack the party as they

Quillan

Hit Dice: 2

Armor Class: 9[10]

Attacks: 1 sword (1d8+3)

Saving Throw: 16

Special: Sharp swords, cause confusion

Move: 12

Alignment: Chaotic

Challenge Level/XP: 3/60

The Quillan are apparently some sort of sub-species of humanity, perhaps changed by some ancient Chaotic magic, or perhaps they have been servitors of Chaos from the dawn of the human race. In any case, these huge, tattooed berserkers are clearly linked to Chaos at a fundamental and perhaps supernatural level. Coming too close to them (melee combat range) risks the effects of a confusion spell (saving throw applies). Quillans are, for all meaningful purposes, violent and insane, although they work together in tribes, hordes, and clans. Utterly wild, they seldom wear clothes other than sometime garbing themselves in untreated hides or animal furs, and they have a terrifying appearance, standing almost 8 feet tall and covered in writhing skin tattoos. Although quillans do not have any formal battle training, some of their "leaders" will have more hit dice and better fighting ability than the normal warriors. These elite warriors are not, however, necessarily in any position of authority or command over the other barbarians; they are simply more dangerous killers spawned by an utterly violent and chaotic race.

Quillan swords, by some means, are forged with great beauty and artistry, and have unnaturally sharp edges. A quillan warrior attacks with a to-hit and a damage bonus of +3. In the hands of a regular human, the sharpness will last no more than 1d4+2 attacks before the edge is lost.

Any successful mind-controlling attack against a quillan will kill the creature.

NOTE: the Quillan described in the module is one of the elites — refer to his stats in the stat block, not to the general statistics in this sidebar.



appear. If the rest of the party delays entering the room, the unfortunate character who is teleported to this battle may be in trouble.

Quillan Warrior-Chief: HD 7; HP 35; AC 9[10]; Atk 1 (+3) sword (1d8+3); Move 12; Save 9; AL C; CL/XP 8/800; Special: Sharp (+3) sword, cause confusion.

M206 — Kobold Cooks

Smoke is creeping out from under the door to this room. Inside, a dozen kobolds are trying to roast a pig in a fireplace. The kobolds do not know how to work the fireplace flue and are coughing and gagging as their efforts fail. They will turn on the party in frustration and attack.

12 Kobolds: HD 1d4hp; HP 4, 4, 4, 3, 3, 3, 2, 2, 2, 1, 1, 1; AC 6[13]; Atk 1 weapon (1d6); Move 6; Save 18; CL/XP A/15; Special: None.

M207 — Crazy Mule and Old Man

This room is empty, except for tracks on the floor that seem to have been made by a hooves. A few moments after the party enters the room they will hear the sound of running hooves. The next round a mule will run through the north wall and vanish through the south wall. Three rounds later, an old man will run through the north wall.

“Has anyone seen a mule go by?” asks the old man. “Which way did he go?”

If the party tells the old man which way the mule went, he will vanish through the north wall in pursuit. If the party points to a different wall, the old man will run into it, smack his head and fall unconscious. If the party does not answer, the old man will sit down and begin to pick at his toes, mumbling about wayward mules and people who won’t help old men. If the old man is touched or attacked, he disappears.

M208 — Dead Dwarf

A dwarf lies dead in this room, apparently slain by the dozen arrows sticking out of his back. The dwarf is wearing a silver horn around his neck. It is a *horn of the stag*.

If a party member blows the *horn of the stag*, a large white stag, equal to a light war horse, will appear to serve him as a mount for the next eight hours. The horn will function three times. The fourth time the horn will summon a white lion, which will do its best to tear apart the person who blew the horn.

The dwarf is unknown to the party, but a dwarf will note that his tunic bears the emblem of a royal dwarven house from a neighboring realm. This dwarf was Karl Goldrung, a rogue and renegade who was exiled from his home for numerous crimes and outrages against the royal family. No one at his old home will be sad if they find out he’s dead.

M209 — Till Death . . .

A pair of human warriors lie on the floor in this chamber. Both them have longswords protruding from their ribs. A close inspection will reveal that the swords have identical raven-headed hilts.

These are two *longswords* +2. They are a matched pair of rival blades that are semi-sapient. When both swords are picked up by a single person they can be wielded simultaneously in right and left hand without penalty. When the swords are picked up by two different people they immediately seek to destroy each other, driving their wielders to fight to the death. That is what happened to the two dead warriors.

A character is allowed a single saving throw to overcome the power of the sword. After that, the sword will be magically stuck in the character’s hand and he will seek to slay anyone holding the rival sword.

The only way to save comrades caught by these weapons is to cast a *remove curse* spell to get the sword out of at least one combatant’s hand, or to physically subdue both of them. If the wielders are both subdued and

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bound they will continue struggling to reach each other until one of them is slain. Once one of these swords has slain its rival's wielder the curse is broken...until someone picks up the other sword again.

These two humans were companions of the dwarf who is lying dead in room M208 (see above). They were farmers named Tim and Guy, from a nearby village. They were recruited to go adventuring by the dwarven rogue, Karl Goldrung, who chose the wrong companions and took one too many risks. All of them are now permanent residents of the Black Monastery.

M210 — The Abbot's Office

This room was once the place where Abbot Asmodeus met visitors and held private meetings. Now, it is the abode of the high cimota of the Black Monastery, who haunts this room where Asmodeus used to rule.

The room is richly decorated with tapestries, paintings and sculptures. There are 17 sculptures in the room. They are busts of men and women wearing the robes of the Black Brotherhood. Each of these busts is a work of art worth 10-100gp and weighing 50lbs. Tapestries cover three of the walls. These were once valuable items, but are now hanging in tatters. There is a large oak desk with a stuffed leather chair behind it against the west wall.

On the wall behind the desk are five paintings. Three depict battle scenes in which the figures carry strange, curved weapons and wear armor styles that do not match those worn in the local region. A fourth painting depicts a beautiful woman with a cruel smile, standing over a cradle. The woman is looking over her left shoulder, gloating over a child that is cradled in her arms. The fifth painting depicts a desert landscape that glimmers beneath a red, crescent moon. These paintings might have been worth considerable amounts of money at one time. Now, they will crumble away if taken down from the wall.

A figure sits in the chair behind the desk. A misshapen skull with burning eyes looks out of a dark red hooded cloak. This figure is the high cimota, master of all others in the Black Monastery.



When the party enters they will hear a deep voice shouting, "You are fools indeed! You have overstayed your welcome and overstepped your bounds. Now you will be permanent guests of the Black Brotherhood!" Then the high cimota will rise from its seat and attack.

If the high cimota is slain its cloak will fall to the floor. This is a *cloak of the high cimota*. Anyone who puts on this cloak will have the power to command all other cimota in the monastery so long as he does not leave the building. Leaving the building breaks the power of command permanently. The character who puts on the cloak will not know any of this. He will just feel a surge of power run through his bones.

If the cloak of the high cimota is worn for a full 24 hours, the wearer will begin to fade out of existence, becoming the new high cimota. Nothing short of a *wish* spell can reverse this terrible fate. The new high cimota will attempt to return to the Black Monastery and take up his old post. Only the complete destruction of the high cimota's cloak can end its power to destroy mortals.

In addition to the normal powers of a cimota, the High Cimota has magic resistance of 25%, and any creature within 10ft of it must make a saving throw or be paralyzed for 1d6 turns.

The High Cimota: HD 12; AC 0[19]; Atk 2 claws (1d8+1); Move (Fly 12); Save 3; AL C; CL/XP 13/2300; Special: Hit only by magical weapons, magic resistance 25%, paralysis.

M211 — Hall of Fountains

There are five fountains in this room, with statues standing in each one of them. All of the fountains are magical. The statues in each of the fountains will react to the party's entrance, one beginning as soon as the last is finished. Each reaction will only occur once, after which the statues will not manifest any more magical powers.

Fountain 1: A statue of a man wearing the robes of the Black Brotherhood. Around its neck is a marble and a teardrop and pentagram pendant.



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As the party enters the room the figure will begin to ooze black oil. The oil will fall into the fountain pool, turning the water black. The skull around the figure's neck will burst into flames, lighting the oil and burning for five rounds of intense heat. Touching the burning statue will cause 1d6+1 hit points of damage from heat per round of contact.

Fountain 2: A statue of an elderly man whose hand points at the door. The statue will rotate and point at whichever character entered the room first. Then it will fire four magic missiles, each doing 1d4+1 damage to the target.

Fountain 3: The fountain holds the statue of a woman, carved of obsidian with veins of gold-colored metal running through it. One random male character must succeed on a saving throw or fall in love with the statue. This unfortunate victim will then begin tossing magic items into the fountain, one per round, determined randomly. These items disappear when they hit the water, as if they were being destroyed. In reality, items tossed into this fountain are teleported to room M18 of the Black Monastery. As each magic item disappears, the statue of the woman will say, "Thank you very much, my dear!" They will appear in room M18 with a ribbon attached that says the very same words.

A new saving throw is allowed after three items have been thrown into the fountain, and after every third item thereafter until the victim makes his saving throw or has no more magic items to give to his obsidian love.

Fountain 4: The figure of a young man, carved of alabaster, stands in the fountain. His hands are cupped in front of him. When it is this statue's turn to act the party will see blood beginning to fill the figure's cupped hands. The blood will immediately start to sizzle and boil, pouring acrid, white smoke out of the statue's hands.

The smoke is thick enough to cover the room's entire floor one foot deep in only 10 rounds. After 10 rounds there will be a bright flash of light in the statue's cupped hands. The blood will disappear, replaced by a large ruby, glowing and sparkling from many facets.

Anyone who touches the ruby must make a saving throw. A successful saving throw will reward the character with a permanent bonus of +1 to his strength. A character who fails will suffer 4d6 damage and be knocked unconscious. Either way, the ruby will disappear in a puff of white smoke.

Fountain 5: A black marble figure stands in this fountain. This statue is a warrior, clad in plate mail and shield and holding a long, black shield. The statue is actually a stone golem. Although this golem attacks with its stone sword and bashes with its stone shield, its attacks are the same as a normal stone golem. The golem will animate if its fountain is touched in any way, attacking party members until it is slain. A red light will glow from under its helmet visor as soon as the golem begins its attack.

Stone Golem: HD 15 (60hp); AC 5[14]; Atk 1 fist (3d8); Move 6; Save 3; CL/XP 16/3200; Special: +1 or better magic weapon to hit, immune to most magic.

M212 — Hall of Execution

A guillotine stands in the middle of this room. The execution device appears to be quite old. It is covered with cobwebs and dust. Even so, the blade is still very sharp, and is in the raised position. If the party enters the room the blade will fall with a loud "chop!" As the blade falls a headless body will arise from the guillotine and a head will go rolling across the floor. The headless body will attack the party while the head jeers and shouts insults.

Zombie: HD 2; HP 14; AC 8[11]; Atk 1 strike (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm.

M213 — Decoy

The party opens the door to this room to find what appears to be a small boy, dressed in black clothing and wearing a featureless black mask

facing them across the body of a dead orc. The boy is holding a dagger, menacing the party with it as if to warn them not to come into the room. "Stay away!" the boy growls, backing toward the far wall.

The "boy" is a screaming devilkin, dressed in small, black clothing. It is possible but unlikely that one of the characters will notice that the "boy" has wings and a tail folded behind his back. The purpose of the disguise is not to fool the party into believing the screaming imp is a human child; it is to keep the party from noticing the seven other screaming devilkin gripping the wall with needle claws, hiding in the shadows right above the door. Whether the party will be surprised by the concealed devilkin is a matter of how they respond to the situation; it might be resolved by giving the party a greater than normal chance to be surprised (a 1 on a 1d4, for instance), although if the party members in the first rank announce that they are advancing into the room to attack, they will certainly not have had enough time to notice the hidden foes.

The lead devilkin has more supernatural powers than the normal sort – it can cast *darkness* 15ft radius, and (obviously) can alter its appearance by magic. At the beginning of combat, it will cast *darkness*, and its minions will use a surprise action to drop on party members or dart out the door onto spell casters and weaker party members in the corridor. The regular devilkin will fight to the death, even if the battle goes badly against them. The leader devilkin will attempt to escape a losing battle.

If it succeeds in eluding the party the lead devilkin will flee only far enough to break off combat. It will then follow the party through the monastery, looking for a chance to inflict further damage. It will seek to lure other monsters onto the party or join a battle in progress, picking out the weakest party member for its attacks.

Screaming Devilkin

Hit Dice: 3

Armor Class: 1 [18]

Attack: Tail-barb (1d4)

Saving Throw: 14

Special: Scream

Move: 3/12 (flying)

Alignment: Chaos

Challenge Level/XP: 4/120

Shrill wails echoing through the night signal the arrival of a screaming devilkin. Screaming devilkins are smallish beasts, humanoid in appearance but with frail and spindly arms and legs. These weak limbs are nearly useless for combat and locomotion, but the screaming devilkin makes up for this disability with its bat-like wings. Although screaming devilkins are fast fliers, they are not particularly agile on the wing. Screaming devilkins also have a long, muscular, barbed tail that is their primary means of physical attack. It should be noted that despite its appearance and name, the screaming devilkin has no connection with outsiders of any type. A typical screaming devilkin is 3 feet tall and has a wingspan of about 5 feet. Its skin is reddish-brown in color and its eyes are black. Its tail is about 2-1/2 feet long.

A screaming devilkin howls continuously. This painful howling affects all creatures within 60 feet that hear it. Affected creatures must succeed on a saving throw or can take no actions other than defending themselves for as long as the screaming devilkin continues to scream. A dazed creature can attempt a new save each round to break the effect. A creature that successfully saves cannot be affected again by same screaming devilkin's scream for one day. Conversation, even shouting, is impossible within 60 feet of a screaming devilkin using this ability. Spellcasters in the area must succeed on a saving throw each time they try to cast a spell.

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THE BLACK MONASTERY

Leader Screaming Devilkin: HD 4; HP 30; AC 1[18]; Atk 1 tail barb (1d8); Move 3 (Fly 12); Save 13; AL C; CL/XP 5/240; **Special:** Scream, darkness, alter appearance.

7 Screaming Devilkin: HD 3; HP 18, 14, 13, 12, 12, 10; AC 1[18]; Atk 1 tail barb (1d4); Move 3 (Fly 12); Save 14; AL C; CL/XP 4/120; **Special:** Scream.

M214 — Trophy Hall

The door to this room is constructed of black wood, banded with heavy strips of iron. The doorway is arched, eight feet high. It opens onto a room decorated with trophy heads, mounted on plaques on the east and west walls. There are several demon heads, a minotaur, orcs, goblins and human heads. The floor is a tessellated pattern of red and white devil shapes. In the center of the eastern wall is a stone step, two feet high and three feet wide.

Six feet above the step is a mounted human head that can be slid aside to reveal a pair of brass and crystal view ports. These ports allow a medium-sized creature, standing on the step, to see all of room M200. The north and south walls are carved with identical pictures of serpent coiled around a tall, barren tree. The room is occupied by six guardian cimota. The guards are not watching room 200 and will not intervene in a fight there except under very special circumstances.

6 Cimota: HD 5; HP 40, 37, 33, 30, 30, 25; AC 2[17]; Atk 2 claws (1d6); Move (Fly 12); Save 12; AL C; CL/XP 6/400; **Special:** Hit only by magical weapons.

M215 — Dead Farm Boy

A badly-decomposed human body is lying on the floor in this room. Anyone listening at the door will be able to smell the rotting flesh inside. The corpse is wearing the clothing of a peasant farmer. The body is lying atop an improvised glaive, made from a farm implement. This is the corpse of Pip, a farm boy who foolishly decided to try his hand at adventuring. Although the body is too decomposed to tell, the farm boy was slain by having his eyes pecked out.

A large birdcage stands in the southwest corner. A small barn swallow sits on one of the cage's five perches. The bird appears to be made of metal, with bolts for eyes and silver foil for wings. The bird is a magical construction, created to guard its owner and help in combat.

If a party member opens the cage door, the swallow will fly out and settle on his shoulder. Whenever the bird's new owner moves, the swallow will hover in a five foot diameter around his head. Whenever the party member engages in combat, the swallow will join in, attacking opponents in a violent flurry with sharp pecks on the eyes, ears and head. If the bird is attacked or mistreated in any way, it will attack its tormenter and fight to the death. Note that the sparrow does not heal damage inflicted on it, and cannot be cured (although possibly it could be repaired to a certain extent by someone with the right knowledge).

When Pip and his companions opened this cage there were five mechanical swallows inside. Four of the birds flew out before they slammed the door shut again. The inexperienced farm boys swatted at the birds and provoked a fight. Pip was slain and his companions fled the room, pursued by the mechanical birds that might have been their protectors.

Metal Sparrow: HD 2; HP 8; AC 4[15]; Atk 1 speck (1d6); Move (Fly 9); Save 16; AL N; CL/XP 2/30; **Special:** Immune to sleep and charm.

M216 — Die Room

This room is empty except for a large, one foot square cube of bone that sits against the far wall. The cube has been carved and marked to look like a six-sided die. It weighs 20 pounds.

If a party member rolls this cube, the Referee should roll a d6. The party member gains 1d6 hit points permanently. A second roll of the die will cause

whoever rolls it to lose 1d6 hit points permanently. The die may be rolled four times before it shatters into dust. The shattered bone die will release a spray of rot grubs into the room. Each party member in a 10 foot radius must succeed at a saving throw or be struck by 1d3 of these creatures.

Rot Grub: HD 1hp; AC 9[10]; Atk 1 burrow; Move 1; Save 18; AL N; CL/XP 1/15; **Special:** Burrows to heart.

M217 — Mealy Pudding

The lower half of the door into this room has been eaten away by some sort of acid. Inside, there is a mound of what appears to be bat guano in the southern section of the room.

This mound is a white pudding (simply an albino black pudding) that has entered the room in search of food and has gone dormant, waiting for new prey. If the mound is touched or disturbed the white pudding will spring to life and attack.

The white pudding has been dormant for several years and is very hungry. It will pursue party members until slain. If the party somehow escapes the pudding but leaves it alive and active, this creature will roll down the monastery hallways in search of food. It may be encountered again at the Referee's discretion.

White (Black) Pudding: HD 10; HP 44; AC 6[13]; Atk 1 attack (3d8); Move 6; Save 5; AL N; CL/XP 11/1700; **Special:** Acidic surface, immune to cold, divides when hit with lightning.

M218 — Cloak of the Brotherhood

A cloak lies on the floor in this room. It looks exactly like the cloaks worn by the cimota that guard the Black Monastery. This is a magical *cloak of the cimota*. Anyone wearing the cloak appears to be a cimota, floating above the ground with glowing green eyes in place of a face. During daylight hours the cloak can render the wearer invisible, as an *invisibility* spell. The words "Nertog Terg" are stitched inside the cloak's collar. Speaking this command word activates the cloak either for invisibility or cimota form. Normal appearance is restored either by attacking an opponent (for the invisibility effect) or by repeating the command words backwards.

M219 — Secret Room with a Pillow

This secret door is locked and trapped. Anyone attempting to pick the lock or force open the door will release a tiny *fireball* pellet that will drop on the floor and explode for 2d6 fire damage in a ten foot radius. Anyone in the area of effect may make a saving throw for half damage.

The *fireball* pellet may be thrown as a projectile with a 20 foot maximum range. It will explode on contact. It will also explode if it is subjected to any impact or rough handling.

Inside the room is a black satin pillow, floating in mid-air. On the pillow is a +2 *light crossbow*. This weapon was placed here by the abbot as a handy reserve weapon. Also on the pillow are five *bolts of blasting*, which explode for an extra 2d6 points of damage whenever they strike a target (the bolts are consumed in the blast).

M220 — Stone Pedastel

A stone pedestal stands in this area. It once held a statue of a griffin, but the statue lies in shards around it, pushed off and shattered long ago. A search of the pedestal will reveal a secret compartment containing a *staff of defense* with 49 charges remaining. Each charge – and only one may be used at a time – improves the holder's armor class by 2.

M221 — Empty Room

The area is empty when the party discovers it.

Tower of Kran

The Dungeon Master

The Tower of Kran the Dungeon Master stands in the northeast corner of the Black Monastery. It is a four story structure that looms over the countryside. Each story is 20 feet tall, including five feet of dark rafters. A peaked, slate roof adds to the tower's total height of 92 feet above the exterior ground (when the eight foot foundation is added in).

Windows are visible starting on the second floor, 25 feet above the ground. As previously described, these windows are covered with thick, opaque glass. A character inside one of these two towers could look out at the surrounding rooftop or countryside as normal. The Referee should assume that there is a window in the center of every available ten foot length of exterior wall.

Kran was a priest of exceeding evil. He was the high executioner and torturer of the Black Brotherhood, second only to the abbot in their order. In his role as Referee, Kran was in charge of the dungeons and all prisoners held in the Black Monastery. He used his position to indulge his inhuman desire to inflict suffering on others. He also used his divine powers of evil to conduct cruel and hideous experiments. The Tower of Kran the Dungeon Master was the scene of the most horrific deeds committed by the Black Brotherhood.

When the Black Monastery was besieged, Kran led his fellow monks in the defense of their fortress. He called upon the Dark God who granted him powers to bring down fire and destruction on the attackers. When the battle exhausted even Kran's considerable arcane energies, the siege was brought to the very Gates of Fear. Kran fell there, struck by a fiery missile, hurled by one of the king's siege engines. The evil priest's body was obliterated just inside the gates by a cauldron of alchemical fire. Kran, and everyone with him, was killed in the passageway behind the gates, but the destruction of his physical body was not the end of his twisted existence. A part of Kran the Dungeon Master lives on in undeath, haunting the top floors of his old tower.

TK1 — The Guard Room

The entrance to the Tower of Kran the Dungeon Master is sealed with a heavy, iron door. This portal is of double thickness and it is extremely heavy. A small view port allowed guards inside the tower to watch the hallway outside the tower, keeping the dungeons safe from intruders.

When the party finds this door it has been heavily damaged and stands slightly ajar on bent hinges. The door is open only wide enough for a small creature to slip through. It is possible to wrench the door open wider using tools, but this will create considerable noise that may summon a wandering monster. Unless some sort of magical silence is employed, opening the door wider will cause the hinges to creak loudly, automatically warning the occupants of room TK2 and TK3 that the party is nearby.

Room TK1 is empty except for a stairway leading both up and down. The stairs lead up to the second level of the tower. The stairs lead down more than sixty feet to room D1A, on the lower level of Dungeon One.

There are metal spikes set into the walls of this room where Kran's dungeon guards used to hang their weapons and equipment. There are also metal rings mounted on the wall where prisoners used to be shackled on their way to or from the dungeon.

If a party member has slipped into this room silently, a listening thief will automatically hear the sounds of voices from rooms TK2 and TK3, and a non-thief may do so on a roll of 1 in 6. The occupants of those two rooms have their doors propped open with wooden stops so they can come to each others' aid. The morlocks in TK2 and TK3 may have a trap ready in TK1 if the party has given them sufficient time to prepare (see room TK2 below).

TK2 — Guard Barracks

This chamber was used as a barracks for the warriors Kran employed as guards. The guards were low ranking members of the Black Brotherhood who were serving apprenticeships to earn full places in the order. Because of his cruel practices, service in Kran's dungeons acclimated new members to the harshest deeds of the Brotherhood.

The guard barracks is equipped with bunks for ten men, with tables, chairs and chests for their personal belongings. The five bunks are arranged around the walls, with upper and lower pallets for two guards each. The chests that held the guards' personal belongings are broken open and scattered when the party arrives.

The current occupants of the room are a band of morlocks who have wandered into the Black Monastery from the dungeons below. They crept into the lowest level of Dungeon One through the underground river in room D1G. The morlocks have been looking for food and plunder, and possibly a prisoner or two, to take back to their subterranean world. There are twenty-five total morlocks in the band, including four leaders.

If the party enters room TK1 without making any loud noises, the morlocks will be sitting in rooms TK2 and TK3, talking as they devour two kobolds they caught an hour or so earlier. If the party makes noise opening the door to room TK1, uses bright lights or does anything else to alert them, the morlocks will be waiting in ambush. At the Referee's discretion, the morlocks may try to lure the party into one of the barracks rooms and then attack from behind from the other. Alternately, there may be morlocks ready in both rooms, with comrades gripping the ceiling of room TK1.

If the morlocks perceive themselves as having the advantage, they will use their sneak attack abilities to club the party unconscious using non-lethal damage. If they perceive the battle as even, the morlocks will strike to kill, attempting to capture only the last one or two party members. If the battle goes against them, surviving morlocks will try to flee down the stairs to Dungeon One. In the unlikely event that the morlocks manage to capture a party member, they will immediately drag him off to the underworld, exiting the Black Monastery back through the underground river in room D1G. Such a successful foray might draw larger bands of morlocks to try their luck, leading to encounters with more aggressive groups of them in the monastery for as long as it remains on this plane of existence.

The morlocks are all carrying bags containing their food (kobold meat at the moment) and 2-12gp, 4-24sp and 5-30cp. One of the leaders has a necklace made of agates worth 200gp. Another leader has two gold armbands, twisted into the shape of underworld serpents, worth 150gp each. The pack-leader has a small sack of 14x20gp gems in his sack. He looted it from a horde in the Black Monastery and is concealing it from his followers.

21 Morlocks: HD 1d6; AC 8[11]; Atk 1 claw (1d4); Move 9; Save 18; AL C; CL/XP 1/15; Special: grab and pin arms, swarm over the top of battle lines.

3 Morlock Leaders: HD 3; AC 5[14]; Atk 1 claw (1d8); Move 9; Save 14; CL/XP 3/120; Special: grab and pin arms, swarm over the top of battle lines.

Morlock Pack-leader: HD 6; AC 4[15]; Atk 2 claws (1d4), 1

TOWER OF KRAN THE DUNGEON MASTER

bite (1d8); Move 12; Save 11; CL/XP 6/400; Special: grab and pin arms, swarm over the top of battle lines.

TK₃ — Guard Barracks

This room is identical to room TK2. It is occupied by morlocks when the party arrives. See rooms TK1 and TK2 (above) for details on this encounter.

TK₄ — Tower Worship Hall

This chamber was designed to fill prisoners being led to interrogation and torture with terrible dread. The walls are carved with scenes from a hell-born nightmare. Demons torment their prisoners with fire, knives and a variety of torture devices that are actually found upstairs in rooms TK7 and TK8.

This room is enchanted to cause feelings of despair in anyone who is not a worshipper of the Dark God. Anyone entering the room must succeed on a saving throw or become badly shaken (-2 penalty on all attack rolls, damage rolls, and saving throws) for as long as they remain in the room and for one hour leaving it.

The northeast corner of the room is set aside as a shrine to the Dark God.

Morlock (Yienhool)

Hit Dice: 1d6

Armor Class: 8[11]

Attacks: 1 claw (1d4)

Saving Throw: 18

Special: grab and pin arms, swarm over the top of battle lines.

Move: 9

Alignment: Chaotic

Challenge Level/XP: 1/15

Morlocks, also called “Yienhools,” are pale humanoids with long, thin arms and elongated, clawed hands. Their bulging, white eyes are well adapted to dim light, but they are virtually blind in sunlight and never emerge from below ground unless forced to do so. They are deep-dwellers of the underground, but small groups of them are occasionally found in the upper reaches of the subterranean world. Yienhools are more intelligent than animals, but barely so - they can communicate and follow orders, and in packs they can hunt with considerable cunning, but their ability to act independently of a pack or a strong leader is very weak. Yienhool packs swarm their prey, the first ranks grabbing, clutching, and immobilizing to allow their total numbers to swarm over the foe and bring them down. If a yienhool hits, it has grabbed successfully at one of the foe’s arms, rendering weapon or shield unusable as the yienhool clings on, regardless of danger (such attacks are made at -1 to hit). While holding on, the yienhool can make more attempts to grab the other arm as well. Yienhool can swarm over the backs of their fighting brethren to climb past front ranks and into the rear ranks of their opponents. If a yienhool is not already holding an enemy, and chooses not to make grabbing attacks, it can attack with its claws.

Yienhools are excellent climbers, to the point of being able to crawl along a ceiling for short distances.

These creatures are usually encountered in large numbers, for they do not divide into packs of fewer than 6.

Yienhool packs are often led by unusually large and vicious specimens of the race who are much more intelligent - or, at least more cunning - than the average member of the species. These leaders are normally of 3HD, but some can be as large as trolls, with 5-7 hit dice.

A deformed human face forms the mouth of what looks like a fireplace. In fact, this is a receptacle where Kran and his closest followers used to place offerings to the Dark God for aid in their cruel plans. A few shards of broken pottery in the shrine are all that is left of the clay bowls where they used to place blood and pieces of their victims.

Although Kran and his minions are long gone, the shrine is still guarded. If anyone attempts to profane the shrine, or if anyone casts a cleric spell of a Lawful deity in this room, a wraith emerges from the mouth of the shrine with an outraged hiss. This monster will focus its attacks first on the party member whose actions caused it to appear.

Wraith: HD 4; HP 29; AC 3[16]; Atk 1 touch (1d6+ level drain); Move 9 (Fly 24); Save 13; CL/XP 6/400; Special: drain 1 level with hit.

TK₅ — The Lieutenant’s Chamber

This room was the office, bedroom and torture chamber of Kran’s lieutenant. At the time of the Black Monastery’s fall, this was a priest named Trepidious. There is a bed located in the southeast corner, with a rotted mattress concealing a chest. There are several iron cages, large enough to hold medium-sized prisoners, but constructed so that it is impossible to sit or stand inside in a comfortable manner. Various iron torture tools lie near the cages. There are also a large, wooden wardrobe, table and chairs in the room.

The chest is made of iron and locked with a superior lock (-10% on attempts to pick it open). Inside is a collection of severed human limbs, including two dozen skeletal hands, several skeletal feet and six human skulls. Trepidious liked to keep souvenirs of his most memorable victims. One of the hands is still wearing a ring set with a large ruby worth 500gp. One of the skulls has large garnets worth 150gp each set into its eye sockets.

The wardrobe is empty except for some dust in its bottom. There is a hidden compartment in the chest that holds three clerical scrolls. The first scroll has *I, insect plague* and *remove curse* on it. The second scroll has five *cure serious wounds* spells on it. Both scrolls were created at 12th level. The third scroll is cursed. Opening it summons a pair of carnivorous apes. They attack immediately, trying to tear apart the party member who opened the scroll.

Carnivorous Ape: HD 4; AC 6[13]; Atk 2 hands (1d3), 1 bite (1d8); Move 12; Save 13; CL/XP 4/120; Special: Hug and rend (hits with both hands allows additional 1d6 damage).

TK₆ — The Main Torture Chamber

This room was used by Kran for what he considered minor torture sessions. He reserved greater horrors for people he really didn’t like. This room contains torture devices including several stretching wracks, a breaking wheel, six iron cages, braziers for holding hot coals and a wide variety of iron tongs, prods, saws, knives, branding irons and all the other gruesome tools used in Kran’s trade. There is a fireplace on the north wall for heating up hot coals. There is a large iron maiden standing in the southeast corner.

The large iron maiden is constructed in the shape of a corpulent, naked woman. Her belly is the door to put victims inside. The woman’s arms can be pulled down to increase the pressure on the victim. There are three arcane glyphs scribed on the woman’s forehead. A *read languages* or a *read magic* spell will reveal that these three glyphs say “tighten,” “loosen” and “stop.” Speaking them causes the iron maiden to slowly tighten or loosen on its victim without any effort from the torturer.

Although it looks like a somewhat bizarre design of an ordinary torture device, this iron maiden is actually a magical construct similar to an iron golem. It will detect as magical, but will not reveal any other functions unless one of three conditions occurs. The first is anyone who has been declared Kran’s prisoner trying to escape from rooms TK6, TK7 or TK8. The second is any attempt to destroy the golem itself. The third is the greater shadow of Kran the Dungeon Master entering into the golem and

Iron Maiden of the Black Monastery

Hit Dice: 20 (80HP)
Armor Class: 3 [16]
Attacks: 2 fists (2d8)
Saving Throw: 3
Special: Immunities, entrap
Move: 9
Alignment: Chaotic
Challenge Level/XP: 21/4400

The Iron Maiden of the Black Monastery is a singular thing, with only one existing in the world. However, the manuals and knowledge used to create her are still at large, and it would be possible for a Chaotic wizard to create more of them. The large iron maiden is constructed in the shape of a corpulent, naked woman, whose belly is hinged at the sides to open up, revealing a spiked interior that can be closed down upon a person trapped inside. The woman's arms can be pulled down to increase the pressure on the victim. There are three arcane glyphs scribed on the woman's forehead. A *read languages* or a *read magic* spell will reveal that these three glyphs say "tighten," "loosen" and "stop." Speaking them causes the iron maiden to slowly tighten or loosen on its victim without any effort from the torturer.

Although it looks like a somewhat bizarre design of an ordinary torture device, this iron maiden is actually a magical construct similar to an iron golem. She fights using her fists to smash opponents, but if she succeeds in hitting with both arms, she has grabbed the victim and will place him inside her spiked belly, closing up to inflict 1d3 hit points of damage each round automatically. A victim trapped in this way is completely unable to act in any way.

The Iron Maiden is immune to non-magical weapons, is slowed by lightning, is healed by fire damage, and is immune to all other spells.

willing it to animate (see room TK10 above). The golem will not pursue fleeing party members out of this level of the tower.

Iron Maiden of the Black Monastery: HD 20 (80hp); AC 3[16]; Atk 2 fists (2d8); Move 9; Save 3; CL/XP 21/4,700; Special: can trap 1 foe inside, immune to non-magical weapons, slowed by lightning, healed by fire, immune to most magic.

TK7 — Special Torture Chamber

This room was used by Kran for torture subjects he considered special, or against whom he had a personal grudge. It is equipped with ordinary torture devices like those found in room TK6 (see above). In addition, the room is enchanted to force anyone who is not a follower of the Dark God, or anyone designated by the master of the tower, to make a saving throw or suffer the effects of being confused, nauseated, panicked, shaken, sickened and stunned. All at once. The overall effect is to be incapable of action.

The skeleton of Kran's last victim, a dwarf, is still bound to one of the racks. Touching this skeleton will cause it to fall to dust. Anyone standing within five feet when this occurs may contract a virulent disease that kills within one month.

TK8 — Special Prison Chamber

This is the room where Kran kept his most interesting and personal victims. There are five cells in this room, with inch-thick bars. All of the cells are locked. Four of the cells hold the skeletal remains of Kran's

last prisoners. The occupant of the fifth cell is on the rack in room TK7 (see above). There are skeletons of three humans and one elf. These were nobles who were captured by the Black Brotherhood during the struggle with the king. They were left to their fates when the Black Monastery immolated and disappeared during the final battle.

Inside one of the human skeletons are 12x100gp gems. These gems were swallowed by the unfortunate nobleman in order to conceal them from his captors. The victim had planned to bribe a guard and escape. Unfortunately, there was no one left to bribe when the Black Brotherhood met its fate.

If it has not already animated, the iron maiden may animate when the gems are carried out of room TK8 (50% chance).

TK9 — Kran's Audience Chamber

This room was used by Kran when he was trying to charm or impress. He also used this room to relax and study. The floor is covered with what is left of a rotting carpet depicting demons winning a battle against angels. There is a fireplace with a line of eight human skulls lining its mantle. Skulls of a dragon, mantichore, ogre, fire giant, sphinx, wyvern and dire bear are mounted on the walls. There are padded chairs set around a heavy wooden table. Two couches are set in front of the fireplace.

Hidden inside the mantichore skull is an iron ring with a set of keys. These keys open all of the locks in the tower, including the locks on all cages and the chest in room TK5 (see above).

Sitting against the west wall is a large chair made from the skulls and jawbones of an eight-headed hydra. The skulls are held together with iron rivets, and the seat and back are padded with leather made from human skin. This chair is enchanted. Anyone who sits in it will be able to choose to see either a view from atop the pinnacle of this tower, or any room in the tower. The first party member who sits in the chair will see outside the tower. Unless they will the chair to see another chamber, the character may be unaware that it has other powers.

If a character in the hydra chair chooses to look beyond the doors, into room TK10, he has a 3 in 6 chance to spot the greater shadow of Kran the Dungeon Master standing against the east wall in that room (see below).

TK10 — Kran's Bedchamber and Shrine

The top level of the tower was Kran the Dungeon Master's home and retreat. Kran used this chamber for sleeping. He also used it for side-project torture experiments and as his personal shrine to the dark god. There is a rack set against the south wall, with all of the usual torture implements on a rack nearby. An iron cage, like the cages in room TK5 (above) sits in the south-east corner. It is empty. There is a large, canopied bed and a large wardrobe. The north section of the room has a fireplace and a shrine to the Dark God.

The first thing the party will likely see when they enter this room is the shrine of the Dark God. This is a niche atop the fireplace mantle where Kran would place minor offerings and say his nightly prayers of darkness. Sitting in the niche is a human skull, coated in silver, with eyes that glow red. The light from the skull's eyes is enough to cast the entire chamber in flickering, red light. Although the skull has no other enchantments besides its glowing eyes, it is of superior workmanship and might fetch 250gp from a collector of arcane things. The pentagram and teardrop emblem of the Dark God on the skull's forehead might complicate its sale, or make it worth more.

The wardrobe is full of Kran's clothing, including his special black leather torturer's hooded costume. The leather outfit is in good condition but the other ordinary clothing is frayed and tattered beyond all value. The torturer's outfit is an enchanted suit of leather armor +3. Kran's ceremonial robes are not here because he was wearing them when he was killed defending the Gates of Fear.

Kran's personal treasure horde still sits in a small chest at the bottom of the wardrobe. It contains 37pp, 201gp, 577sp and 2567cp. All of these coins are of mundane metal, but one of the copper pieces is very old and

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might be worth 300 to 500gp to a collector.

Sitting on the upper shelf of this wardrobe is a *helm of darkvision*. This black, steel helmet allows its wearer the ability to see in the dark for a distance of 120 feet, but it also carries a minor curse. Anyone who chooses to wear this helmet for more than a few moments begins to think evil thoughts. At the Referee's discretion, wearing this helmet over any length of time might slowly turn a character's alignment to Chaos.

What remains of Kran the Dungeon Master is standing in this room. Kran's body was destroyed in battle but his evil soul survived, cursed to haunt his tower forever as a powerful shadow. Unless a party member states that he is looking around the room, trying to spot enemies, Kran's shadow will go un-noticed until it chooses to attack. If a character does choose to look around for threats, there is only a 1 in 6 chance to spot the shadow of Kran in the room's flickering red light conditions.

Unless threatened, Kran's shadow will observe the party for up to several minutes, drinking in the essence of mortal beings in its old abode. Then it will sidle up behind the party member who looks the most vulnerable and attack, automatically gaining surprise against the party. If the shadow suffers more than 20 points of damage it will sink through the floor into room TK6 (see above). There, it will take one round to meld with the Iron Maiden (assuming it is still operative) and attack the party using the golem as its vehicle. After the golem is destroyed, the greater shadow will rise from its wreckage and attack until destroyed.

It is not possible to destroy this particular shadow without destroying its link to the Tower of Kran the Dungeon Master. It is bound to the set of iron keys hidden in the manticore head in room TK9 (above). Unless all of the keys to Kran's tower are melted, broken or otherwise destroyed, Kran's shadow will manifest in this chamber again eight days after it is defeated.

If any of the keys are removed from the Black Monastery, but not destroyed (as seems likely) the Referee may rule that the Shadow of Kran the Dungeon Master begins to haunt any character who has one of the keys. Kran's vengeful shadow will not attack a player character directly until it has slain friends and associates and left evidence that implicates the character in murder. These evil deeds will always be committed in ways that physically and psychologically torment the living, as Kran's malevolent torturer's soul is still at work in his shadow.

The Shadow of Kran the Dungeon Master is akin to a normal shadow, but much more powerful. If it drains a character's strength to 0, the character will die and within 1d3 rounds the character's spirit will rise as a normal shadow in Kran's service.

Shadow of Kran: HD 10; AC 5[14]; Atk 1 touch (1d8 + strength drain); Move 12; Save 14; AL C; CL/XP 4/120; Special: Drain 2 points of strength with hit, hit only by magic weapons.

Tower of Sacavious

The Tower of Sacavious stands on the northwest corner of the Black Monastery. It is a four story structure that looms over the countryside. Each story is 20 feet tall, including five feet of dark rafters. A peaked, slate roof adds to the tower's total height of 92 feet above the exterior ground (when the eight foot foundation is added in).

Windows are visible starting on the second floor, 25 feet above the ground. As previously described, these windows are covered with thick, opaque glass. A character inside one of these two towers could look out at the surrounding rooftop or countryside as normal. The Referee should assume that there is a window in the center of every available ten foot length of exterior wall.

The interior of the Tower of Sacavious is dark and heavy with a deep feeling of foreboding. A permanent *darkness* spell fills the area – only magical light casts any illumination, and that is at half the normal radius. Characters who enter the tower feel a sense of creeping menace. They must succeed at a saving throw or the feeling of fear will cause a -2 penalty on attack rolls and saving throws for as long as they are in the tower. Another saving throw against this fear effect must be made every two hours a character remains in the tower. Once a character fails a saving throw, the effect is continuous for the next 24 hours, when a new saving throw is allowed.

All doors within the Tower of Sacavious are warded with permanent *wizard lock* spells, cast at 10th level. A *dispel magic* spell will suppress this magical effect for 24 hours. A *knock* spell will suppress the effect for 10 minutes. Doors will shut and re-lock as soon as they are no longer held or blocked/spiked open. All of the denizens of the Tower of Sacavious can pass through its doors as normal.

Sacavious was a wizard in the service of the Black Brotherhood. His arcane research and subtle powers were essential to the Brotherhood's many evil plots. Sacavious advised the abbot with his wide knowledge of the planes, spellcraft and other arcane subjects. He also summoned monsters to remove the Brotherhood's enemies in ways that could not be traced back to the black monks. The wizard managed to preserve his mortal existence through alchemical experiments, prolonging his life far beyond that of a normal human.

At the time of the Black Monastery's fall, Sacavious was coming to the end of his mortal life. His potions and experiments were no longer able to sustain his failing body, so he had completed the research, potions and incantations to transform himself into a lich. Sacavious had put off his final transformation for more than a decade when the monastery was besieged. His plan had included a betrayal of his brothers, whom he had intended to make his undead minions.

The Black Brotherhood's violent end frustrated Sacavious' plans and forced him to undergo his transformation only moments before the Black Monastery was immolated and disappeared in arcane fire. With his spells exhausted, and the monastery gates about to be breached, Sacavious rushed to his tower and drank down the final potion. He expected to become an immortal being of ultimate power. The result was something quite different.

The immolation of the Black Monastery unleashed forces unknown to Sacavious. Instead of falling to the floor and rising up as a free-willed wraith, ready to dominate his enemies, Sacavious' mind was badly damaged by the arcane powers unleashed around him. The pieces of his conscious mind were scattered as wisps, blowing between the planes. Only fragments of these wisps returned to his animated corpse, trapping him forever in a dead shell, re-living his final moments as a mortal. What is left of Sacavious may be found in the large chamber at the top of his tower, waiting to destroy anyone who dares intrude on his eldritch domain.

The Referee has several options on how to handle the party's encounter with Sacavious. Details are provided in room TS9, explaining how to run the undead wreck that was Sacavious depending on the level of the party and how the Referee wishes to incorporate a lich into his campaign.

TSI — Entry Hall

Characters who manage to open the *wizard lock* that bars entry into the Tower of Sacavious will find themselves in the wizard's entry hall. The first thing the party will notice is the bodies of seven humans lying on the floor. Dried blood stains show on the wound on their necks, backs and arms. These were a party of low level adventurers, equipped with mundane weapons and armor, who managed to open the wizard lock but fell prey to the demon-stirges that are currently hiding in the rafters. They have been dead for several days.

Sacavious enjoyed comfort and was proud of his magical accomplishments. The floor is covered by the rotting remains of a priceless carpet. Couches and chairs are arranged around a fireplace. The fireplace is decorated with a brass screen and trim that is worked with a flame design. Although there is nothing in the fireplace, orange flames flicker behind the screen, lighting the room. The flames are magical and permanent, and they give off warmth equivalent to that of a natural fire.

There are a dozen paintings on the wall. Half of these paintings depict Sacavious himself, striking various melodramatic poses. The party will not know what Sacavious looks like, but it will be clear that all of these paintings are of the same robed and cowed wizard, casting spells, summoning demons, destroying his enemies with magical fire and gazing from a mountain top across a burning plain. The other six paintings are portraits of beautiful women, all of whom have horns, pointed tails, pitchforks, tight leather outfits and other props that indicate they are infernal creatures.

These paintings are valuable, and might fetch prices of 300gp to 500gp each. Touching any of the paintings activates permanent *magic mouth* spells. These spells are cast so that the figures in the paintings appear to be talking. The portraits of Sacavious speak with his voice, saying, "Who dares to challenge Sacavious?" or "I am Sacavious the great wizard! Fear my power!" The portraits of the demonic women speak in different female voices. They say, "Oh, Sacavious! You are greater than all other mortals!" or "Sacavious! Always remember me, my love!" Each painting and frame weighs 15 pounds, and is 24 x 24 inches. Selling them might prove problematic for the party since they are enchanted to magically transport themselves back to their places on the wall one week after they are removed, as long as the Black Monastery remains on this plane, or whenever it happens to return.

A staircase winds up into the dark. Characters looking up the stairs will see a green glow from the next story, and hear a low moaning from upstairs. The moan is repeated every two to five rounds. (See room TS5, below.)

There is a flock of demon-stirges hiding in the rafters. They are hidden in magical darkness and will be effectively invisible when the party enters the room. They feasted on their last victims several days ago, and are now hungry for more.

These monsters were created by Sacavious in one of his many experiments. Since his death, they have continued their unnatural existence, lurking about the tower and preying upon anyone who enters. There were originally over a hundred of these creatures in the tower. Encounters over the centuries have cut them down to only 20 survivors. Their fiendish nature gives these stirges preternatural cunning far beyond their low intelligence. They are capable of opening doors and planning ambushes. If a battle goes against them, these stirges will flee up the stairs to the next level, hiding and planning for their next attack. Slain demon-stirges disappear, leaving behind only spots of blood left over from their mortal prey.

20 Demon-Stirges: HD 2+1; AC 5[14]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 16; CL/XP 3/60; Special: blood drain (1d6), +2 to hit bonus, disease, darkness.

Demon-Strirge

Hit Dice: 2+1

Armor Class: 5[14]

Attacks: 1 proboscis (1d6)

Saving Throw: 16

Special: blood drain (1d6), +2 to hit bonus, disease, darkness.

Move: Fly 18

Alignment: Chaotic

Challenge Level/XP: 3/60

Demon-stirges are the result of magical experimentations with infusing demonic ichor into the bodies of stirges, then breeding the tainted creatures. The result of these experiments, often attributed to the mage Sacavious of the Black Monastery, is a diseased creature more durable and cunning than a natural stirge. A demon-stirge can cast darkness 15ft radius once per day, and there is a 10% chance that with a successful hit, it will infect the character with a disease that will be fatal in 1d4+7 days.

Like a normal stirge, demon-stirges have a proboscis which they jab into their prey to drain blood. After a stirge's first hit, it drains blood automatically at a rate of 1d6 hit points per round. The faster rate of blood-draining is due to barbs and ridges on the proboscis; pulling a dead demon-stirge out of a wound will inflict one last hit point of damage simply from ripping out the barbed tube.

The beds are still neatly made up with desiccated and fragile sheets. The table is still set with places for all four servants, but the bread and cheese remaining from their last meal has long turned to dust. The wardrobes hold ordinary clothing, all in tatters, except for a green, embroidered *cloak of protection* +3 that hangs in one of them. There is a 25% chance that 1d3 demon-stirges are lurking in one of the wardrobes (see Room TS1).

TS4 — The Gallery

The first thing the party is likely to notice in this room is that the door to room TS5 is blocked open. A body, dressed in tattered rags, is lying in the doorway, holding it open with one dead foot. This is the undead corpse of one of Sacavious' unfortunate servants. The other three are also waiting for the party in room TS5.

Sacavious was always impressed by the most powerful and intelligent person he knew; himself. This room is filled with small trophies of his various accomplishments and mementoes of his evil plots. These items are hanging on the walls. They include five daggers used in assassinations, a collection of three dozen human and elfen skulls from victims of supernatural abductions, a noblewoman's dress, a duke's cloak, a bishop's robe and empty vials that once held poison. There are two longswords and three shortwords arranged around a collection of 12 desiccated human hands. There are also two dozen hats of various descriptions, all scorched, tattered, notched or stained from the unsavory fates that befell their former owners. All of the weapons are of masterwork quality.

Next to each item is the name of a victim on a small, bronze plaque. Some of these names are known victims of the Black Brotherhood from centuries ago, and include family names of several current lords of the realm.

A stone pedestal stands in the center of the room. It holds a small, wooden chest that is locked with an *wizard lock*. Inside the chest are a collection of finger bones, as well as five rings. One of the rings is made of iron and is inscribed with the rune of a dwarven clan. Three of the rings are made of gold, worth 25gp each. The fifth is a *ring of mind shielding* that prevents any mental control or mind reading of the wearer.

Anyone who tampers with the chest will be the target of a magical attack. All of the weapons hanging on the wall will break loose and streak to converge on the victim, rolling to hit as monsters with 10 hit dice. Each weapon does normal damage +2 for the force with which they are hurled. The target may potentially be struck by five daggers, two longswords and three shortwords. After they strike, the weapons fall to the floor and do not move again on their own. If the weapons are replaced in their settings, this magical trap will re-set for the next victim.

TS5 — Lower Laboratory

There is shattered glass scattered all over this room, amidst the remains of broken work benches, chairs, cabinets and shelves. There are dark stains on the walls where boiling cauldrons were tipped over and their contents splashed about. Amidst this wreckage are four bodies, wearing the tattered remains of black robes. One of the bodies is lying in the doorway, holding the door ajar.

This room was used by Sacavious for his lesser experiments. It was equipped with all of the vials, beakers, bottles of arcane substances and other items needed for his assistants to aid him in his alchemical work. When they drank the potions that Sacavious said would make them powerful and immortal, all four assistants were transformed into the equivalent of mummies. The transformation was agonizing and maddening. In their frenzied pain, the four assistants destroyed the lower laboratory, smashing everything within reach with berserk strength before collapsing.

Amidst the wreckage are four iron cauldrons of good quality. A perception check DC 25 will allow a party member to find five different vials still intact amidst the shattered glass. Each vial contains a different valuable alchemical compound worth 50gp to the right customer. There are also detailed notes about the breeding of demon-stirges.

The four former assistants are lying still, but they are moaning together in an eerie chorus of agony. Every two to five rounds, all four undead

TS2 — Wizard's Dining Room

This room is paneled in black oak. A large, oak table stands in the center of the room, surrounded by eight heavy chairs. There were once dishes and silverware on the tables. All that remains of these items are some broken pieces of porcelain scattered beneath the chairs, along with several broken, green glass bottles. Two wine cabinets flank the table. There is a large painting hanging on the north wall.

One of the wine cabinets has been broken open. It is filled with broken glass a few dry corks. The other wine cabinet is still intact. Its front panel is carved with the symbol of the Black Brotherhood. It is locked with an *wizard lock* spell. If the party opens the cabinet they will find it is as empty as its companion, except that a false bottom conceals a hollow where two intact wine bottles are hidden. These bottles are sealed with the symbol of the Black Brotherhood. They hold fine wine that might bring 100gp each to a connoisseur. An opened bottle is worthless, but may be consumed without harm.

The painting depicts a sea battle between rival fleets. Ships are ramming each other and scorching each other with fire from long tubes. The painting is of a battle that occurred long ago, and is worth 350gp. Anyone who tries to take the painting off the wall will be struck by beams of fire, streaking out of the picture from all of the ships in the painting. The target will be scorched for 2d8 hit points of damage. A successful saving throw will cut the damage in half. This effect occurs only the first time someone tampers with the picture, but will re-set if the party leaves the painting in place and returns to the room to try again.

TS3 — Servants' Quarters

Sacavious was attended by four members of the Black Brotherhood who served as his butlers, waiters, janitors and lab assistants. These four monks were privy to the wizard's plan to betray the rest of the Brotherhood when Sacavious turned himself into a lich. In return for their twisted loyalty, Sacavious had promised them they could join him in eternal undeath and rule over their brothers. Their undead remains are currently moaning on the tower's second floor.

This room contains four beds, a table, four chairs and four wardrobes.

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corpses moan in unison. The mummies will all rise together and attack if they are disturbed, or if someone tries to search the room. If the party flees, or if they are victorious in a battle, the mummies will return to their original positions and resume moaning together.

All four assistants had treasure hidden in their robes. Together, they have 275gp and jewelries worth 150gp, 230gp, 300gp and 500gp. One of the undead assistants is also armed with a dagger +3, hidden in his sleeve.

4 Mummies: HD 6+4; HP 46, 40, 34, 27; AC 3[16]; Atk 1 fist (1d12); Move 6; Save 11; CL/XP 7/600; Special: Rot, hit only by magic weapons.

TS6 — The Undead Menagerie

This room was used by Sacavious to store and display the victims of his necromantic experiments. There are twenty small, iron cages arranged around the perimeter of the room on shelves. There are another seven iron cages, all large enough to hold a medium-sized creature, arranged about the floor. A small, brass bell hangs from an iron rod, next to the door. A chain hangs down from the bell's clapper.

The small cages hold a collection of squirrels, rats, cats, bats and the like. Seven of the cages hold small, dried corpses. The other 13 hold small skeletons. These animals were given experimental draughts of the various potions that Sacavious intended to use to transform himself into a lich. If anyone rattles a cage or dumps it over, there is a 20% chance that the undead critter inside will move, lashing at the bars with the remnants of its necromantic strength before falling inert.

The larger cages hold two human skeletons, a wolf skeleton and the dried corpses of a dwarf and an elf. All of these victims are still animated to some extent. If they are disturbed, they will animate and begin to rattle at their bars, reaching for any living creature that stands too close. None of these undead creatures has the strength to attack or actually deal damage to a party member. If they are somehow released from their cages, they will stagger out and try to attack with feeble blows, falling to the floor and shattering if they are struck or pushed.

All of the cages in this room are locked with *wizard lock* spells. Sacavious was afraid that someone might let them out.

If anyone rings the brass bell, all of the victims, including the small animals, will animate and begin to thrash about their cages. They will continue for one minute before falling comatose again. An alert character may notice that the thrashing of all these creatures has released a fine dust into the air. Anyone in the room at the time, or for two hours after the bell is rung, will be exposed to disease, as if they had been struck by a mummy.

TS7 — The Wizard's Den

This room was where Sacavious spent most of his leisure time, reading, plotting and gloating about his plans. There is what is left of an expensive carpet on the floor. There is a fireplace on the south wall, exactly like the one described in room TS1 (see above). There is a bookcase on the west wall that holds a collection of manuscripts, journals and scrolls. There are several stuffed couches and chairs, including a particularly large chair where Sacavious preferred to slouch. A small table stands next to the large chair. There are a small, black music box and a leather-bound book on the table. There is a single, large painting over the fireplace, depicting Sacavious, seated in the room's large chair, consulting a tome that floats before him in the air.

There are also eight skeletons arranged around the walls of this room. These are the remains of rivals, former associates and people who displeased Sacavious at one time or another. The skeletons are mounted on viewing stands and appear to be held up by wires. Each skeleton is dressed in a different costume, including a bishop, a bride, a farmer, a wizard, a barmaid, a plumed noble woman, a merchant and a courtier.

Although they appear to be ordinary human skeletons, these are all animated skeletons equivalent to black skeletons. If the skeletons are inspected closely, a character will note the white lacquer that covers their black bones and that each skeleton has two short swords hidden inside its

costume. Touching a skeleton will not cause it to animate, but any attempt to tamper with their costumes or attack a skeleton will cause them all to animate; their eyes bursting into bright red coals. The skeletons will focus their attacks on the character who did the tampering, attacking anyone else who tries to intervene. These skeletons will pursue only within the Tower of Sacavious. If the party flees they will return to their stations and only animate again if they are tampered with.

All eight skeletons are armed with weapons that are smeared with a weak poison (saving throw at +2, causes paralysis for 24 hours).

The painting over the fireplace is of poor quality, but it might bring as much as 100gp from certain collectors. The painting and frame are heavy, weighing 50 pounds. It is a bulky load to carry at 36 x 48 inches. If the painting is touched, a special magic mouth spell causes the figure of Sacavious to say, "Am I not the wisest? Am I not the grandest? Yes, it is so!" Like the pictures in room TS1, this portrait will magically transport itself back to its place one week after it is removed.

The black music box is enchanted. When it is opened, it will begin to play a martial tune, like one a military unit might play on the march. This was the last melody that Sacavious chose before he met his fate upstairs. The music box will play any tune its owner can think of. In order to activate it, the box must be opened and its owner must think of a desired tune. The music box will continue playing until it is shut, or its owner wills it to play a different melody.

The book on the table is the only book in the Tower of Sacavious that does not glow magical. It is a notebook of Sacavious' alchemical research into necromancy. It is mostly full of ingredients, measurements, experimental mixtures and alchemical symbols arranged in various orders. The notebook is valuable to an alchemist, who might pay as much as 400gp for it. Because the notebook contains notes on necromantic research, keeping it and selling it might be repugnant to good-aligned characters.

The scrolls, manuscripts and other paper items on the bookcase are a collection of notes on magical research gathered by Sacavious over a long period of time. Taken together, they constitute a fair-sized arcane library. Although none of the manuscripts is valuable by itself, the collection together is worth 1000gp to a wizard. Unfortunately, the parchment is old and brittle. Unless the party has some method of handling the manuscripts that will keep them safe and dry, they will prove very heavy (150lbs) and very hard to preserve.

Sacavious wanted to conceal this library from his assistants. He took the time to trap the collection with *symbol* spells. Anyone who opens a manuscript page to see what it is will set off one of these traps, inflicting 3d6 points of damage from a blast of force emanating from the page. The character reading the text gets no saving throw. Anyone within 10 feet may make a saving throw to take half damage.

Black Skeleton: HD 6; HP 30; AC 4[15]; Atk 1 weapon (1d6) or 2 claws (1d4); Move 12; Save 11; CL/XP 6/400; Special: shriek causes fear.

TS8 — Wizard's Bed Chamber

Sacavious' bed chamber is dominated by a large, canopy bed. Shreds of gauzy material hang down from the frame, which is carved with images of gargoyles and skulls. There are tables and chairs in the room, all draped with the same material used on the bed. Two very large wardrobes flank the bed.

The bed covers and sheets are old and dried. Under the covers, lying with its head on the pillow next to the one Sacavious himself used, is a skeleton dressed in a rich woman's night shirt. The dead woman's golden hair juts from under her nightcap, draped in dry strands over the pillow. This skeleton is not animated. It is remains of a noble lady who spurned Sacavious centuries ago. The old necromancer thought the skeleton was a fine joke.

Under one of the tables, concealed by gauzy tatters, is a small chest. It is closed with a *wizard lock* spell. Inside are a collection of potions that Sacavious liked to keep handy. The chest holds potions of *cure serious wounds* (x4), and *neutralize poison* (x4).

Both wardrobes are locked. The wardrobe to the left of the bed holds a

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collection of very aged wizard robes, shoes, hats and gloves. The shoes and hats are piled in the bottom of the wardrobe, as if by a person who cared little for clothing. One of the robes is Sacavious' own official Black Brotherhood robe which he used when he joined his monk brothers for important rituals. This robe is in bad condition, but it is studded with a hundred 10gp gems that could be pulled loose and sold separately.

The wardrobe to the right is not used to store clothing. There is a flesh golem inside, stuffed in and crouching down, waiting to burst out and attack. Anyone who forces open the door in any way will cause the golem to animate. The first attack of the golem will shatter the wardrobe into hundreds of pieces as it smashes its way through with fists aimed at the character who set it off. The golem will pursue until it is destroyed or its target is slain.

Flesh Golem: HD 10 (45hp); HP 45; AC 9[10]; Atk 2 fists (2d8); Move 8; Save 5; CL/XP 12/2000; Special: Healed by lightning, hit only by magic weapons, slowed by fire and cold, immune to most spells.

TS9 —

The Wizard's Main Laboratory

The undead wreck of Sacavious awaits the party on the top level of his tower. There, the necromancer has been lying in wait for centuries. An observant character will notice marks of old scorching on the stairs up to room TS9. A pair of iron candelabra can be seen from below, flanking the top of the stairwell. Each candelabra holds eight black candles, glowing with the pinpoint remnants of a waning magical fire. They cast a dim red glow back down the stairs.

This large chamber takes up the entire top level of the Tower of Sacavious. The room was used as a laboratory for the necromancer's most secret and powerful research. No one in the Black Brotherhood knew that Sacavious was working on his transformation into a lich. Even his apprentices had only an inkling of their master's intentions.

The first thing the party will see from the top of the stairs is a desiccated corpse in wizard robes, sitting on a high stool, lying face down on the workbench, across a large, open book. The corpse has a small, iron box clenched in its left hand. Six black skeletons, dressed in black chainmail, stand to either side of this figure, as if waiting for a command. This is Sacavious and his personal guardian squad of elite black skeletons. When the party looks into the chamber, Sacavious will sit up, turn to face the adventurers and attack.

The floor of this large chamber is covered with scrawled magical symbols and diagrams. These are various necromantic spells, spells a necromancer must gather and cast in order to become a lich. There are rags, pieces of candles, feathers, and patches of glittering dust scattered everywhere on the floor.

The entire east wall of this room is taken up by a long workbench. There are three shelves above the workbench, constructed so that they can be reached by anyone working there. The workbench is strewn with scraps of parchment, bottles, vials and crucibles. There are candle stubs sitting half-melted all over the workbench, along with pieces of melted glass, shards of various gems, worn-out quills and long-dry ink wells. There are ninety-nine glass jars, sealed with wax, that hold very old (and quite useless) spell components and alchemical solutions. There are metal tools scattered about, including four different sets of tongs, two pairs of iron scissors and an array of spoons, knives, forks, ladles, hammers and trowels. A display racks hold the dried right hands of a human, elf, dwarf, halfling, gnome, orc, goblin and mermaid, propped up on iron spikes. A single claw and five scales from an ancient red dragon are piled under the lowest shelf.

A large (one foot diameter) iron cauldron stands near the center of the workbench. It is very warm to the touch. Inside the cauldron



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are a large, silver ladle (10gp value) and a piece of quartz the size of a man's fist. The chunk of quartz is enchanted to heat up any liquid to boiling when it is dropped into a vessel. Although the dried drops of Sacavious' last brew are long gone to dust, the magical quartz is still active, keeping the pot warm.

The three shelves hold a wide range of multi-colored glass and crystal vessels, including decanters, beakers, vials, tubes, carafes, bowls and the like. There are a dozen glass stirring rods mixed in with the containers and tubes. There are three bottles, filled with glowing red liquid, on the shelf just in front of where Sacavious is slumped. There are another two dozen vials filled with pearlescent liquid, in two groups on the top shelf.

The three bottles of red liquid are special potions filled with an explosive, magical solution. If the bottles are broken, each bottle will explode in a 10 foot radius, inflicting 3d6 hit points of damage to anyone in that area. Any area effect spell that hits these bottles has a 50% chance to set them off... or to set them off in succession as they blow each other up. These should be treated as separate explosions, rather than one large blast, which are unlikely to damage Sacavious because of his *ring of elemental endurance*, but they will probably destroy the spell book Sacavious is resting on.

The other vials on the shelves contain various potions. Some of these potions are no longer magical, but some of them are still functional. The party will find potions of *resistance to fire* (x2), *poison* (1), *healing* (x2) and *heroism*. It is up to the Referee to decide what happens if these vials are hit by area of effect spells.

The book is Sacavious' main spell book. It is unlikely that this tome will survive the party's battle with the lich. Most likely, it will be destroyed by area of effect spells or the exploding bottles very near it. If the Referee rules that this book has survived, it holds all of the spells in Sacavious' prepared spell list, plus a 50% chance of each spell from 1-6th levels.

The small iron box clenched in Sacavious' hand is his lich phylactery. It is likely to survive the battle because it has 40 hit points. Unless the party destroys this item, Sacavious' lich will re-form to terrorize other adventurers.

The black skeletons were with Sacavious when he retreated to his tower during the final battle. The necromantic powers unleashed when Sacavious performed his final ritual may have damaged these monsters. They may already be damaged. They may attack the party when Sacavious activates, or they may fall into pieces as soon as they are disturbed (see below for details).

6 Black Skeletons: HD 6; HP 30, 27, 25, 25, 22, 22; AC 4[15]; Atk 1 weapon (1d6); Move 12; Save 11; CL/XP 6/400; Special: shriek causes fear.

The Lich of Sacavious (12HD): HD 12; AC 0[19]; Atk 1 hand (1d10 + automatic paralysis); Move 6; Save 3; CL/XP 15/2900; Special: Appearance causes paralytic fear, touch causes automatic paralysis, spells.

Spells (4/4/4/4/1)

Level 1: charm person (x2), hold portal, shield

Level 2: darkness 15ft radius, detect invisibility, mirror image, phantasmal force

Level 3: dispel magic (x2), fly, lightning bolt

Level 4: charm monster, dimension door, polymorph other, wall of ice

Level 5: Cloudkill (x2), Feeblemind, Wall of Iron

Level 6: Disintegrate

Scaling the Encounter with Sacavious

This necromancer represents a dire threat to any adventuring party. It is incumbent upon the Referee to determine ahead of time how Sacavious will appear in his campaign. There are several different ways to present this monster depending on what the Referee wants Sacavious to do. The three basic options are: Fully armed and operational, depleted or deranged and crawling. If Sacavious is deemed to be less than fully capable, the experience point value for killing him should be reduced as appropriate.

Fully Armed and Operational Sacavious: Although his broken mind has prevented him from leaving his tower and ranging over the earth, Sacavious remains a dire threat.

In this variation, the Referee assumes that Sacavious completed his transformation into a lich and has been able to recuperate all of his spells. This version of Sacavious is aware that the party is approaching his lair and has cast spells to prepare for their destruction. In order to play this version of Sacavious the Referee only needs to describe him and roll for initiative as the necromancer turns upon the party. To add to the threat level of the encounter, the advanced black skeletons might also be operational and join their master in his attack.

Depleted Sacavious: The necromancer has completed his botched transformation into a lich, but his spells have been seriously depleted by the final siege of the Black Monastery. This version of Sacavious is still a deadly threat, but has already exhausted most of his spells in the final battle. This broken remnant of the Black Brotherhood's pet necromancer has been lying face down on his spell book ever since. He is still a deadly melee opponent, with his paralyzing touch and other innate powers, as well as his remaining spells. The advanced black skeletons might be all or partially operational. The Referee might assume that half their hit points have been drained away by Sacavious' transformation, or that half of them are no longer operational.

Deranged and Crawling Sacavious: The necromancer's failed transformation has left him almost completely broken. The Referee should assume that Sacavious has no spells, or possibly just a few left. At the Referee's discretion, Sacavious should have his hit points and armor class reduced to reflect the fact that he has not cast spells in preparation for the party's arrival. After he turns toward the party from his workbench, the lich emits a ragged gasp and either staggers toward the adventurers or falls to the floor. Sacavious is still capable of harming the party with his innate lich and necromancer powers, but is only a shell of what he might have been. The Referee might choose to have only one or two of the advanced black skeletons partially operational (as described above). The others were completely drained of power when Sacavious completed his transformation. These rickety black skeletons fall to pieces the moment they are touched or hit with an area of effect spell. This version of Sacavious is more inconvenient than dangerous.

The Dungeon Levels

There are three dungeon levels beneath the Black Monastery. Dungeon One is a two level dungeon, referred to as the upper level and the lower level. Its main entrance is in the first level of the Tower of Kran the Dungeon Master. Its halls are below the east half of the monastery. One quirk of Dungeon One is that the access from above actually leads down to the lower level. The only access to the upper level of Dungeon One is to climb *up* from the lower level.

Dungeon Two is an entirely separate cellar level beneath the western half of the Black Monastery. It can be reached through several entrances in that part of the monastery.

Dungeon One: Lower Level

D1A — Five Arches

As soon as the party descends the stairs from the Tower of Kran the Dungeon Master they are confronted with five arched corridor entrances. Each corridor presents the party with an unsavory rite of passage to reach the rest of the level. Traps wait to strike the unwary no matter what their choice. The party can hear a high-pitched voice gibbering and humming somewhere down the five corridors.

Corridor 1: Small bits of gravel are scattered about the floor all along this corridor. They are evidence of a minor trap mechanism that drops small rocks onto the heads of intruders. The trap is triggered by a pressure plate on the floor halfway down the corridor. When it is struck, a shower of gravel rattles from small holes along the entire length of the corridor. Although the gravel is annoying, there is no damage or other ill effect from having it fall on party members. Once it has been spotted or tripped, the pressure plate is easily avoided.

Corridor 2: The body of an orc lies halfway down this corridor. The body is easily visible from either end; the corpse appears to be desiccated almost into a mummified state. Anyone walking down this corridor will notice a distinct hum to the air. This is the hum of magical energy draining away life force from all who pass. Each round in the hallway drains one year of life from anyone in it. A saving throw is required to resist this effect. The Referee should make player characters roll the save but even those who fail the first check will not notice anything for five rounds. Then, victims will notice things like skin wrinkling, gray hairs appearing and faces of comrades growing more gaunt or hollow-eyed. A successful saving throw makes a character immune to the aging effect for five rounds, after which a new saving throw is required. Once a saving throw has been failed, the effect is continuous and cumulative each time the victim passes down this corridor. The dead orc lingered too long in this corridor, searching for the source of the humming. He fell into senility and was unable to escape death and mummification. The orc was wearing leather armor and clothing that is falling apart. He was carrying a longsword and 23sp. The next time the party passes this way, the orc will have fallen into dust.

Corridor 3: Four *magic missiles* strike every member of any group that walks at least half way down this corridor, inflicting 1d4+1 damage each. The missiles strike all party members simultaneously with bolts of light streaking in from every direction, including from below. Another volley will fire every three rounds the party lingers in this area. The only way to avoid the missiles is to leave the corridor.

Corridor 4: As soon as the first party member is about to exit the north end of this passage, invisible force fields spring up and block the corridor at both ends. Because the force fields are invisible, characters may walk into them without noticing. The fields will flash and crackle, inflicting 1d3 electrical damage on whoever collides with them. The force fields may be battered down with weapons, but the electrical damage applies each time they are struck. The fields can take 30 points of damage before they shatter. They take only half damage from non-magical weapons. Characters who strike the fields will see cracks appearing in them each time the electrical damage sparks and flashes. Characters may take simple measures to insulate themselves from the electrical shocks. The Referee should allow any reasonable plan to work. Once they have been battered down, the force fields will be inoperative for an hour, after which they will recharge and block the corridor again.

Corridor 5: Green goo covers the walls and ceilings of this passage, dripping in large puddles on the floor. Although this substance looks very much like green slime, it is harmless. Party members may move down the passage, carefully avoiding the pools of goo, but a saving throw by each character is required to avoid having at least a few droplets of green goo drip onto heads, shoulders, arms and shoes. Once it has struck a character the green goo will stick like very thick glue. Attempts to wipe it off will only spread it around. Short of magical cleaning, the goo may be removed by diluting it with any type of alcohol, including wine, or by allowing it several hours to dry and chip off. The dripping goo will probably upset party members but there is no other toxic effect.

The gibbering voice comes from a goblin who is crouched in the circular section of area D1A. He has been driven mad by his imprisonment in the dungeon. He now believes himself to be an invincible demi-god. When the party emerges from one of the five corridors he will shout challenges in goblin, insisting that the party kneel before him. If the party does not immediately drop to their knees, the goblin will attack. In addition to his weapons, the goblin is carrying 10gp and a large iron key. This is the key to room D1C.

Insane Goblin: HD 1; HP 8; AC 6[13]; Atk 1 short sword (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

D1B — Gnoll Cell

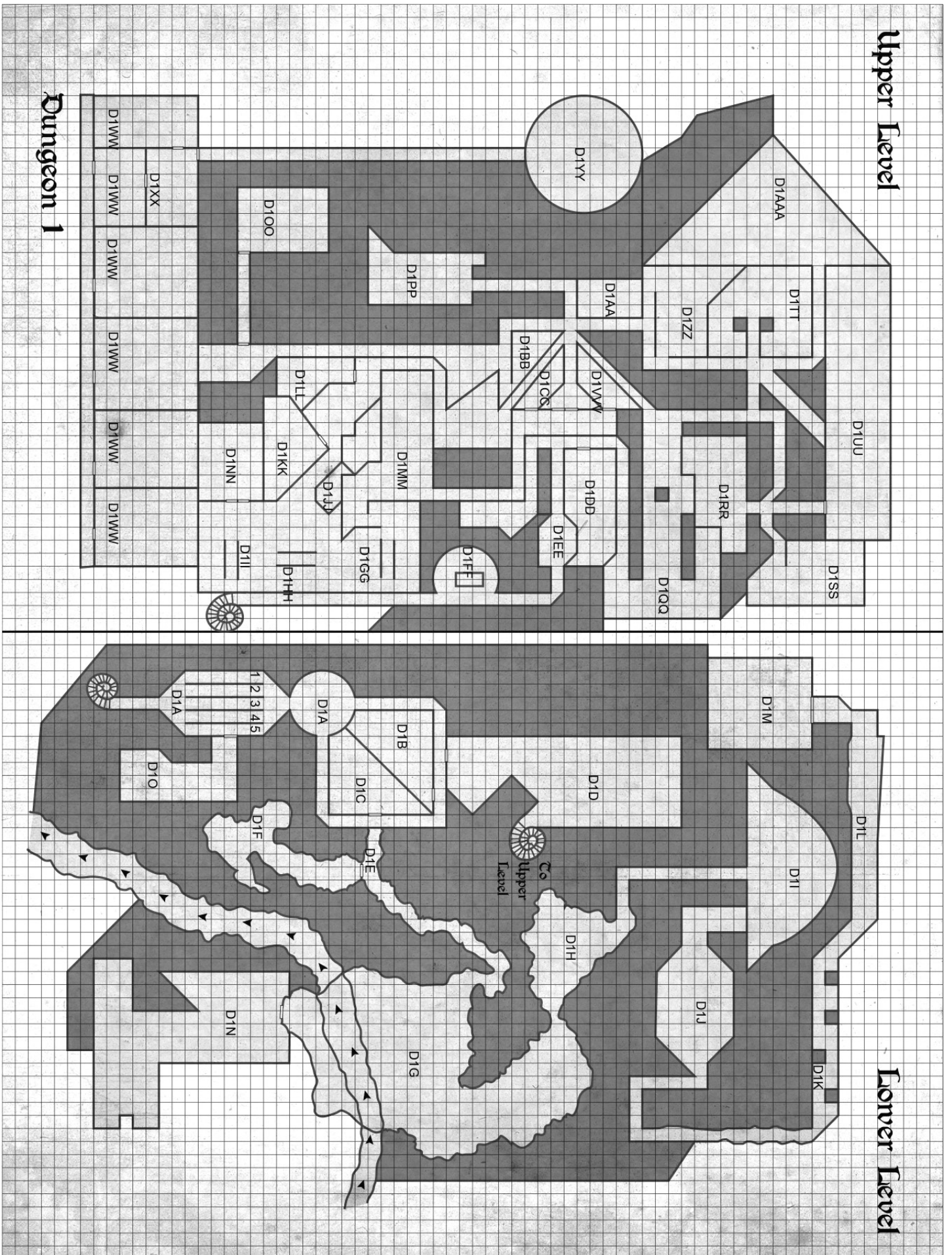
The door to this room is a typical prison door, with a barred window for guards to look inside. The door latch has long been broken off and the room is not locked. Ten gnolls are crouched in this room, gathered around a single candle, apparently fascinated by the flame. These gnolls are fearless warriors and will attack anyone who disturbs them. The gnolls are carrying a total of 28sp and 14 x 20gp gems.

9 Regular Gnolls: HD 2; HP 16, 13, 12, 11, 10, 10, 9, 8, 8; AC 5[14]; Atk 1 sword (1d10); Move 9; Save 16; AL C; CL/XP 2/30; Special: None.

Gnoll Pack Leader: HD 3; HP 20; AC 5[14]; Atk 1 sword (1d10); Move 9; Save 15; AL C; CL/XP 3/60; Special: None.

D1C — Refuse Dump

The door to this room is a typical prison door, with a barred window. When the party finds it, the door is open and unlocked. This room is piled with refuse. There are several rotted carpets rolled up and piled against



THE DUNGEON LEVELS - DUNGEON ONE: UPPER LEVEL

the northwest wall. A pile of dung, straw and offal fills the southwest corner. A straw filthy straw mattress lies in the center of the room. This was the lair of the mad goblin from room D1A. The goblin's key from room D1B opens this door from either side.

A hole in the ceiling, 20 feet above, leads to a tunnel going up to room M21 of the Black Monastery (see above). The hole can only be reached by somehow scaling the wall and reaching across five feet of ceiling. It is nine inches in diameter and follows a long, winding path to the monastery above.

D1D — Lizard Man Hideout

A group of 13 lizard men have barricaded themselves inside this chamber, bracing the door shut with doorstops improvised from clubs. Levers, crowbars or any other reasonable means can be used to batter the door open, but the lizard men will obviously not be caught off guard.

When the party enters this room, the lizard men are rummaging through a large, iron chest, located in the angled niche on the eastern wall. They will attack the party with a shower of darts and then charge. Several lizard men are carrying magic items looted from the chest, including a *longsword* +3, a *bastard sword* +2/+3 *versus undead*, a *flail* +1, a *heavy crossbow of speed* +1, and potions of *heroism* and *invulnerability*. One of the lizard men will also attempt to use a *wand of fireballs* (seventh level, four charges) on the party, making threatening gestures and snarling what sound to it like arcane spells but without success. The lizard men are lead by a chieftain.

Along with the magic items and weapons. The chest holds 1400sp, 800gp, 11x50gp gems and 4x100gp gems.

12 Regular Lizard Men: HD 2+1; AC 5[14]; Atk 1 club (1d8) or

one of the magic weapons listed above; Move 6 (Swim 12); Save 16; AL C; CL/XP 2/30; Special: Breathe underwater.

1 Lizardman Chieftain: HD 6; AC 5[14]; Atk +3 longsword (1d8+3); Move 6 (swim 12); Save 11; CL/XP 6/400; Special: Breathe underwater, carries magic weapon.

D1E — Deegon the Cast-Out

Deegon, a deranged ogre, is waiting in the tunnel just beyond this door. Deegon is small for an ogre, standing only seven feet tall. He lives on fish caught in the river in area D1G, where he is careful to avoid arousing the giant slug from D1H. Deegon was cast out of his tribe because he was considered to be a runt, but he has grown into an impressive warrior.

Deegon the Ogre: HD 4+1; HP 33; AC 5[14]; Atk 1 club (1d10+1); Move 9; Save 13; CL/XP 4/120; Special: None.

D1F — Deegon's Pad

This chamber is Deegon's lair. He sleeps on a pile of rags in the larger alcove to the west. Under the rags is a sack where Deegon keeps his treasure. There is a brass kettle in the sack, filled with 198sp, 172gp and 26pp. Another small sack is wrapped up in a rag bundle. The small sack holds 2x50gp and 1x100gp gems along with a *potion of water breathing* and a *potion of levitation*.

In the eastern alcove, under a pile of fish bones and other rubbish are seven skeletons. These undead were originally commanded to attack any human they encountered. Deegon examined them, found them uninteresting and left them lying where he found them, so he did not discover the valuable weapons that are lying with them. The skeletons will rise from under the fish bones and attack if any human comes within 20 feet. They are wearing rusted armor, but their longswords are still in good condition.

7 Skeletons: HD 1; HP 8, 7, 6, 6, 5, 4, 3; AC 7[12]; Atk 1 longsword (1d6); Move 12; Save 17; CL/XP 1/15; Special: None.

D1G — Underground Stream

An underground stream flows through this large chamber. It rushes between scattered boulders, reaching a maximum of five feet deep in some places. Characters who fall into the water can easily save themselves by catching onto rocks. Anyone foolish enough to pass beneath the stream's exit tunnel in the southwest corner of the chamber will need a saving throw to avoid being pulled downstream and drowned in the quarter mile of mostly airless channel before the stream reaches the surface again.

Stalactites hang from the ceiling, dripping down onto stalagmites scattered about the floor. On the south side of the chamber, across the stream, Deegon has hidden his fishing spear and net as well as a great deal of refuse from catching, gutting and eating fish. Boulders are situated to make crossing the stream simple enough for an ogre, but a medium sized creature would require three successful saving throws at +4 to get across without wading.

The boulders on the stream's south bank conceal a door leading to room D1N. A small band of orcs, allied with Deegon, occupy this room. The orcs will not come out if the party explores the south shore, hoping to remain undetected.

The party will note that the stalagmites are smeared with glittering, clear goop that sticks to shoes and hands. This is the residue left by the passage of a giant slug that lairs in room D1H. The slug usually does not come out when Deegon is fishing because the ogre does not use lights and is careful to make minimal noise. The party is 90% likely to attract the slug if they are using light sources.

Giant Slug: HD 12; HP 53; AC 8[11]; Atk 1 bite (1d12) or acid squirt; Move 6; Save 3; AL N; CL/XP 13/2300; Special: Spit acid



D1H — Snail Lair

The relatively narrow passage between rooms D1G and D1H creates no problem for the slug to negotiate as its boneless body can easily shape itself to fit through. Characters who move down this passage are sure to get copious amounts of slug slime on them as the creature deposits large amounts here whenever it slips through.

There are half a dozen partially dissolved humanoid bodies in this chamber. Their races are no longer discernable. One of the bodies belonged to a human adventurer who was trapped here. The body is wearing a suit of plate armor that appears to be in very bad shape, rusted and corroded by the slug's acid. If anyone tries to put the armor on it will take on its true form as *plate armor* +2 in perfect condition. In addition to its armor class bonus this suit of plate mail is enchanted to give its wearer magic resistance of 5%.

D1I — Manticore Skeletons

The skeletons of three manticores guard this chamber. When the party enters their bones will be scattered about the room. If any living creature enters, the skeletal monsters will animate, their bones springing together in a single action. The manticores will attack with tail spikes and talons, attempting to follow any escaping characters for several rounds. These skeletons are identical in combat ability to a living manticore, but cannot fly.

3 Manticore Skeletons: HD 6+4; HP 33, 28, 27; AC 4[15]; Atk 2 claws (1d3), 1 bite (1d8), 6 tail spikes (1d6); Move 12; Save 11; AL N; CL/XP 8/800; Special: Tail spikes.

D1J — Magic Ritual Circles

This chamber shows signs of having been used for magical experiments. There are magic circles and symbols drawn all over the floor and walls. The stones are burned in many places and the stub ends of black candles are scattered about the floor. A pair of subterranean lizards guard this chamber. They are pets of the spirit naga that lairs in room D1M. The lizards are hungry and will attack anything that comes into the room other than their spirit naga owner.

Giant Lizard: HD 3; HP 20, 11; AC 5[14]; Atk 1 bite (1d8); Move 12; Save 14; CL/XP 3/60; Special: None.

D1K — Trapped Corridor

Someone has taken the time to heavily trap this corridor. There are four pits, 10 feet deep, covered by hinged doors that appear to be solid floor. Anyone who steps on a pit trap will be dropped onto a spiked floor for 1d6 damage, with a 4 in 6 chance to take an additional 2d6 damage from the spikes.

The trapdoors will swing back up and re-set as soon as a victim falls through. The only way to open the trapdoors from below is by picking the lock. The westernmost pit trap holds the body of a long-dead dwarf. The body is wearing *scale mail* +2 and was armed with a *halberd* +1. The unfortunate dwarf was also wearing a pair of non-magical gold rings worth 10gp each and was carrying 18gp in a pouch.

The dwarf lying in this pit was a companion of Karl Goldrune, the dwarf who died in room M208 (see above). His name was Lugo Silverhand. Although his homeland is too distant for a player character to identify, one of the 10gp gold rings on his finger is a signet ring of a dwarven noble family, which reveals the family crest, although not Lugo's name. Lugo was lured off to adventure by Karl the no-good rogue. Although his home was in a different kingdom it is possible that the party might somehow return his signet ring to his family. These dwarves will honor a debt to the party for this service with a reward of 1,000gp.

D1L — Sea-Cat Pool

This 20 foot section of corridor is a pool of water 15 feet deep. At the bottom of this pool lurks a zombie sea-cat (resembling a leopard). The undead monster will attack anyone who disturbs the water, bursting up as a stinking white horror and attempting to drag slain victims to the bottom of the pool. As with most zombies, the sea-cat zombie always attacks last in a combat round.

Zombie Sea Cat: HD 5; AC 4[15]; Atk 2 claws (1d4), 1 bite (1d8); Move 1 (18 Swim); Save 12; AL N; CL/XP 5/240; Special: Immune to sleep and charm.

D1M — Lair of the Spirit Naga

This room is the lair of a spirit naga. This creature has dwelt in the room for many years, collecting trophies from adventurers who make it far enough into the dungeon to be worth her time to slay.

The room is decorated with suits of armor (containing the carefully assembled skeletons of their former owners), shield and weapons. There are seven suits of plate mail, five suits of chainmail, a dozen chain shirts, six large shields, nine small shields, fifteen longswords, seven spears, nine maces and a pair of two-handed swords hanging around the walls. A special collection of 27 daggers is arranged on one section of wall, surrounded by 10 morningstars.

The spirit naga's treasure is stored in chests around the room. There are a total of 23,000sp, 1800gp, 137pp and 86 gems worth 10-200gp each. Two of the longswords are magical, including a *longsword* +1/+2 *versus humans* and a *+1 flaming longsword*. Among the other weapons is a *flail* +3. There are also a set of *chain mail* +2. In the chests among the gold coins, are 137 gold rings worth 10gp each, a *ring of protection* +1 and a *ring of fireballs* (seven charges).

The spirit naga will not be easy to kill. She is ancient and wicked and has no intention of falling to a group of adventurers. If the battle goes against her the naga will attempt to flee or bargain in order to fight again another day.

Spirit Naga: HD 9; HP 47; AC 4[15]; Atk 1 bite (1d3 + poison); Move 12; Save 6; AL C; CL/XP 13/2300; Special: Poison, charm gaze, spells.

Magic-User Spells (4/2/1):

Level 1: Charm person x3, sleep

Level 2: Mirror image, phantasmal force

Level 3: Protection from normal missiles

Cleric Spells (2/1):

Level 1: Cure light wounds x2

Level 2: Silence 15ft radius

The naga spends her time invisible (although it does not keep this spell memorized), and her first action if threatened will be to cast *silence* in the area around intruders. This action will not break her invisibility since it is not properly an attack, and although the party might hear the naga's hissing as it casts the spell, it will sound like the venting of steam much more than it sounds like spell-casting.

The naga's second action while invisible will likely be to create a *phantasmal force* within the silenced area, forming a shadowy, misty naga identical to itself as an attacker. The illusion can cause physical damage, but will not have the charm gaze or the poison bite of a true naga. Since the area will be silenced, the illusion's lack of a sound element will, obviously, be quite believable.

The naga will continue to prepare itself for combat while the party deals with the illusion, casting either *mirror image*, or, if the party is in a position to threaten it with missiles, then *protection from normal missiles*. Only after making as many preparations as possible will it begin dealing with the trespassers. If any of the characters have remained in the silenced area, this is where the naga will begin attacking, using its charm gaze and poison bite. Otherwise, it will try to attack anyone who looks like a magic-user, drawing close while invisible to attack by surprise and hopefully from behind.

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D1N — Desperate Scavengers

A band of orcs has been trapped in this room for two weeks. They are afraid to face the giant slug in room D1H after losing three warriors to that monster. They are unwilling to risk the magical passageways after losing one of their leaders in room D1A. They have been living off scraps of fish from the stream, left to them by Deegon. They will try to avoid contact with a party of adventurers, but if their chamber is discovered they will fight in desperation. The band of orcs has a communal treasure chest holding 53gp, 870sp and 1507cp.

10 Orcs: HD 1; HP 8, 8, 7, 6, 5, 5, 4, 4, 2; AC 6[13]; Atk 1 scimitar (1d8) or javelin (1d6); Move 9; Save 17; AL C; CL/XP 1/15; Special: None.

D1O — Haunted Chamber

A specter guards this chamber. Before this incorporeal monster rises from the floor to attack, the party will have two rounds of warning as the room echoes with moans and curses that seem to come from the stones. The specter will rise from the floor in the chamber's southeast corner. It will attack the party but will not pursue out of the room.

There are a few rocks and pebbles strewn about the floor. Among them is a small glass ball, about the size of a marble, which is a gem of seeing.

Spectre: HD 7; HP 31, AC 2[17]; Atk 1 touch (1d8 + level drain); Move 15 (Fly 30); Save 9; AL C; CL/XP 9/1100; Special: Drain 2 levels with hit, immune to non-magical weapons.

Dungeon One: Upper Level

D1AA — Rat Horde

The doorway to this room has a large, ragged hole at its base. The hole is two feet across and looks as if it has been gnawed open. The hole is the work of a horde of giant rats that uses this room as a lair. There are 23 of these huge rodents lurking in the room when the party approaches. They will be frightened of the lights and noise, but hungry enough to attack if the party dares to enter. The rats will attack party members who are holding light sources in preference to other targets, swarming toward these characters and heedless of other dangers.

The rats are especially attractive prey for the giant spiders that lurk upstairs, in room M134 (see above). There is a large hole in the ceiling of this room that leads up to room M134, where the spiders have their lair. The hole is five feet in diameter, large enough for the spiders to climb up the long, winding passage between levels. A few strands of thick web should serve to warn anyone climbing up to the hole that giant arachnids are waiting above.

Giant Rat: HD 1d4hp; AC 7[12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

D1BB — Resourceful Ogre

An ogre is taking refuge in this room. He is exhausted from killing and eating dire rats and has shut himself in this chamber to rest. The ogre is carrying a pack that holds 50 feet of rope, 10 iron spikes and seven flasks of alchemical fire.

If he is confronted by three to one odds the ogre's first attack will be to throw the pack onto a character who offers several adjacent targets. If the ogre scores a successful attack on the target character the seven flasks of

alchemical fire will explode for 7d6 damage on the target character and seven points of damage to characters in each adjacent square.

Any flammable items on the target character are very likely to explode along as well, depending on how well protected they are. The alchemical fire will burn the target character for an additional 1d6 damage on the second round. If the pack misses its target, it should be treated as a grenade-like missile to determine where it hits and blows up.

Ogre: HD 4+1; AC 5[14]; Atk 1 weapon (1d10+1); Move 9; Save 13; AL C; CL/XP 4/120; Special: None.

D1CC — Dead Orc

This room is empty except for a dead orc, lying in the western angle of the room. The orc was killed by a heavy bludgeoning weapon, like the club carried by the ogre in room D1BB. The orc's body has no treasure on it and shows signs of having been searched by someone else.

D1DD — Hungry Ant Room

Giant ants fill almost every surface of this room, including ants clinging to the walls and ceiling. There are 68 ants in the room when the party opens the door. They will attack anything they can reach. Unless the party slams the door shut, or finds some way of blasting all the ants before they escape the room, the ants will pursue relentlessly. The ants cannot open doors, so simple things like a shut door will stop them. Unlike other creatures, the ants will not go away. If the party takes refuge in a room, for instance, the ants will wait outside the door indefinitely until they find some new prey or something to distract them away.

Hidden under all the ants are three large chests. Two of the chests are ordinary objects, with simple locks. The first two chests are trapped with poison darts that fire up and forward when the lid is opened. Three darts fire forward and three fire up. Each attacks as a 10HD creature if the person opening the chest is in the area where they fire. The darts each inflict 1d4 damage and inject their victims with poison that does 1-100 damage unless the victim succeeds on a saving throw.

The first chest holds a large sack of what appears to be thick mud. The sack weighs twenty pounds and its contents smell like rotted vegetables. The mud is actually enchanted to completely heal all wounds, diseases and poisons if it is spread on a character's body. There are 10 applications in the sack.

The second chest holds sacks of garlic cloves, belladonna sprigs, 20 wooden stakes, two wooden mallets, two silver holy symbols of a local Lawful deity and two silver mirrors. A check of the wooden stakes reveals that one of them is actually a *crossbow bolt of blasting*.

If it is fired from a crossbow a *crossbow bolt of blasting* always hits its target, just like a *magic missile*, provided that the target is in sight and within crossbow range. It does normal crossbow damage and then explodes for 5d6 damage to the target. Creatures in adjacent squares suffer 1d6 damage from the blast. A saving throw will reduce damage for any affected creature by half.

The third chest is not locked. It may be broken open to reveal a red, glowing orb inside. Once every minute the chest opens by itself and disgorges another giant ant. It will continue to open every minute until room D1DD contains exactly 68 giant ants. Forcing open the chest destroys it and the red glowing orb will fade into nothing. If the chest is moved out of room D1DD it will stop disgorging giant ants until it is returned to the chamber.

68 Giant Warrior Ants: 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).

D1EE — Jelly Passage

An ochre jelly is lurking against the north wall in this passage. It will attack and pursue party members until it is slain.

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Ochre Jelly: HD 6; HP 25; AC 8[11]; Atk 1 acid-laden strike (3d4); Move 3; Save 11; AL N; CL/XP 6/400; **Special:** Lightning divides creature.

D1FF —

Passageway of Unholy Fire

Flickering red light can be seen well down the corridor from this area. A wide hemisphere of passageway is dominated by a stone slab, carved with the emblem of a flaming skull. Real flames flicker from the slab, lighting walls that are caved with scenes of humans suffering torments in the Abyss. Blackened bones and ashes cover the slab.

The skulls of six humans can be seen in the flames, as well as another five that belong to orcs, goblins and an ogre.

If the party touches the wall or the stone slab, or if they linger here longer than a few rounds, the flames will flicker green and a group of cimota will materialize from the flames and attack. The number of cimota should exactly match the number of characters in the party. These guardians will not pursue out of the dungeon level. The cimota will throw the bodies of the slain onto the slab to be burned away by unholy fire, and then return to their hidden watch.

6 Cimota: HD 5; HP 40, 37, 33, 30, 30, 25; AC 2[17]; Atk 2 claws (1d6); Move (Fly 12); Save 12; AL C; CL/XP 6/400; **Special:** Hit only by magical weapons.

D1GG — Amber Air

A pair of stone walls, 10 feet high, face each other in a larger, open area. The air between them glows amber in the dark dungeon. The first party member to walk between them will receive a permanent 1d4 bonus to his hit points. Thereafter, these partition walls will slam together on anyone else who walks between them, inflicting 2d10 damage. The walls will then open, taking one round to do so, before slamming again on anyone still waiting to be smashed again.

D1HH — Wall Trap Two

This set of partition walls is identical to the pair at area D1GG except that they slam shut on the first person to walk between them, inflicting 2d10 damage. The second person walking between them will gain one point of strength permanently. After one person in the party has gained this bonus, these partition walls will slam on anyone else who passes through.

D1II — Walls of Sleep

Unlike the identical partition walls at D1GG and D1HH, these partition walls do not slam together. Any creature who walks between these walls must succeed on a saving throw or fall into a deep, death-like coma for 2d4 hours. Other party members may find it difficult to reach their collapsed friend as anyone who fails their saving throw will fall prone in the center of the passage. Anyone reaching in to retrieve a fallen comrade must succeed on a saving throw or suffer the same fate. It is possible to detect signs of life in a fallen victim (100% for a cleric or druid, 85% for another class). Otherwise, the Referee should give players the impression that their comrade is dead. Anyone waking up in this passage hours later will have a headache, but will be able to crawl from between the partition walls without having to make another saving throw. Passing through this area a second time will require another saving throw and possibly more hours comatose on the dungeon floor.

D1JJ — Locked Treasure Room

The door to this chamber is locked with a complicated lock that will give a thief a -10% penalty to pick open. A sack containing 100gp rests

in the eastern angle of this room. Any Thief character that walks into the room will feel as if his mind is being ripped from his body by some sort of arcane force. The character will be reduced to two hit points. Characters of any other class may enter or leave this chamber without effect.

D1KK — Study

Anyone taking care to examine the open doorway before entering this room will notice that the door posts and lintel are covered with magical symbols. A *detect magic* spell will reveal that these glyphs glow with a strong aura of transmutation magic. Any exposed paper or parchment that is carried through this doorway will be disintegrated. This would include items like maps, if a party member happens to be mapping the room when he steps through the door.

Inside this room are a desk, bookshelves and cabinets. There are scraps of parchment and drops of ink on the furniture and floor which indicate that this room was once used as a scriptorium for copying books and manuscripts. The cabinets are locked with very simple mechanisms. Any reasonable attempt to pick them or force them open will succeed.

There is a secret compartment in one of the cabinets. Inside is a *ring of teleportation*. This device works twice a day as a *teleport* spell, with only one slight complication. Each time the ring is used there is a 10% chance that it will deliver its wearer 1d10 miles in a random direction away from his intended point of arrival. This might cause problems for an adventuring party if they land miles out to sea, on top of a mountain or in some other difficult situation. Any attempt to use this ring to teleport out of the Black Monastery falls under the rules the Referee is using for teleportation or as detailed on pg. 8.

D1LL — Empty Chamber

This dungeon chamber is empty when the party discovers it.

D1MM — Mummy Chamber

Rounding the corner into this area reveals signs of a recent battle. Five orcs lie dead here, amidst bones and refuse from previous fights. Standing against the western wall are four shapes that appear to be desiccated corpses. These are mummies that will attack the party. If the party flees this area, the mummies will not pursue.

Whenever these particular mummies move or fight a fine dust fills the air around them. This dust also covers the bodies on the floor. Anyone who suffers a wound from these mummies, or any other type of wound in this room, will be afflicted with a special type of mummy rot. Once a victim has succumbed to the disease, the corpse will rise as a mummy (although not wrapped) and shamble across any distance to return to this room. There, the victim will take his place as a new guardian of the dungeons beneath the Black Monastery.

Searching through the bodies and bones on the floor will reveal a dozen swords of varying types, as well as two useable sets of chain mail. There are other pieces of armor here that are long past use. One of the swords is an ornate, jeweled weapon worth 300gp. There is also a great helm, trimmed with gold, worth 200gp. Scattered among the dead are 157cp, 288sp, 124gp and 23pp.

4 Mummies: HD 6+4; HP 39, 30, 26, 21; AC 3[16]; Atk 1 fist (1d12); Move 6; Save 11; AL N; CL/XP 7/600; **Special:** Rot, hit only by magic weapons.

D1NN — Black Skeleton Chamber

Four black skeletons guard this chamber. These undead warriors were originally created to patrol the dungeon. They pursued a party of adventurers into this chamber some time ago. The adventurers used *dimension door* spells to escape back up to the monastery, leaving the black skeletons still searching for them here. The skeletons will turn and attack anyone who opens the door. They will pursue until they cannot sense intruders or until they are destroyed.

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4 Black Skeletons: HD 6; HP 28, 26, 25, 25; AC 4[15]; Atk 1 weapon (1d6); Move 12; Save 11; CL/XP 6/400; **Special:** shriek causes fear.

D1OO — Locking Chamber

There are two doors leading to this chamber, one at each end of a short corridor section leading to the room. These doors are made of iron. They are four times as heavy and strong as ordinary fortified doors. These doors are also enchanted to close and lock one round after they are opened, unless they are held or blocked to prevent this.

Unless the party is equipped with very good prying and pounding tools, it will be virtually impossible to batter their way out. Without the ability to pick the locks from the inside, the only means of escape is magic. The Referee should emphasize the strength and complexity of these doors so the party has fair warning to avoid a horrible fate.

A thief listening at the door into room D1OO may hear moaning and laughter from within, as well as the sound of something shuffling about the chamber. In the room beyond is a figure that once must have been human, but now has the burning red eyes and sunken features of a wight. This unfortunate person was a member of an adventuring party that was trapped by the iron doors. The horror of his situation transformed him into a wight. The gnawed and broken bones of his former comrades are scattered about the room and their gear is piled in a corner.

The adventuring gear includes the usual ropes, tools, sacks, flasks and the like. Most of this equipment is too old and decayed to be of use. Amidst this pile of rusted armor and useless gear is a scroll tube containing a scroll of fireball, *lightning bolt* and *magic missile* (x2). There is also a set of chain mail +2 and a dagger +2 along with three longswords and a composite longbow. Anyone searching the wight will discover that he has stuffed 145cp, 477sp, 15gp and 12pp stuffed into the sagging folds in his clothing.

Wight: HD 3; AC 5[14]; Atk 1 claw (1hp + level drain); Move 9; Save 14; AL C; CL/XP 5/240; **Special:** Drain 1 level with hit, hit only by magic or silver weapons.

D1PP — Bone Piles

This room is piled high with stacks of human and humanoid bones, as if someone were storing them for later use. All of the bones are dry and have obviously been here a long time.

Under one particularly large pile of skulls is a chest with a strong magical aura. Opening the chest reveals a pile of what appears to be 12,000gp. The treasure is an illusion. There are actually only 4242sp in the chest.

Anyone who opens the chest and sees the gold must succeed on a saving throw or be filled with murderous greed. Party members who fail their saving throws will be under a powerful *suggestion* spell lasting 1d3 hours. During that time, they will be convinced that the gold ought to be all theirs, and others, including their comrades, are trying to rob them.

Although the spell is not strong enough to make party members kill each other, it is possible that victims might grapple and fist fight with even their closest friends as long as they are under the spell's influence. They will use lethal force against strangers who seem likely to take their gold — which includes everyone else.

D1QQ — Webbed Alcove

The center of this chamber is trapped with a hinged trapdoor that will drop anyone who steps on it into a 10 foot deep pit for 1d6 damage. The trapdoor will swing closed and re-set once a victim has fallen through. The only way to escape the pit from inside is to pick the lock, although it can be broken open from the outside with considerable effort and manpower. The locking mechanism is not accessible from outside the pit.

The alcove in the northern section of this room is filled with webs, identical to a *web* spell. There is a human body concealed at the western end of this alcove, completely swathed in webs. This unfortunate adventurer was wearing a suit of plate mail. He is still holding a *longsword*

of dancing +1 and has *boots of speed* on his skeletal feet.

This dead adventurer was a knight named Sir Daltry the Bold. Sir Daltry is a friend of a number of important nobles of the realm, and they will be sad to hear of his death. His suit of armor bears his heraldic crest of a dragon rampant, holding a sword. Anyone wearing or selling this suit of armor might be subject to awkward questions if Daltry's friends hear of it.

D1RR — Black Skeletons' Victims

A squad of eight black skeletons guards this chamber. They were left here long ago with orders to defend the room. Although they have nothing more to defend, these skeletal warriors will attack and pursue anyone who crosses the threshold, dragging the bodies any victims back to this room.

A number of old victims are piled in this room's southwestern alcove. Their bones are mixed with those of other creatures, such as dire rats and the husks of giant centipedes. Among this long-corroded mass are scattered 175sp, 215gp and 3x50gp gems. A wooden case under the bodies holds a potion of healing, a potion of extra-healing, and a potion that acts as an anti-toxin to any sort of poison (if it is administered immediately).

8 Black Skeletons: HD 6; HP 31, 30, 28, 26, 25, 25, 24, 23; AC 4[15]; Atk 1 short sword (1d6); Move 12; Save 11; CL/XP 6/400; **Special:** shriek causes fear.

D1SS — Ramped Passage Chamber

The passageway that leads to this chamber slopes sharply down, ending in a ramp down to the floor of D1SS. Five giant scorpions lurk here, ready to leap on the first person down the ramp.

There are a large number of bones scattered about the room, as well as 2637cp, 429sp and 1gp.

This is the room where characters appear if they touch the magical dagger in room M55 (see above). The scorpions will automatically gain surprise against any characters teleported here. All that is needed to teleport back to room M55 is for a character holding the magical dagger to will themselves and anyone within 10 feet to teleport back there. The magic dagger's teleportation powers will only work between rooms M55 and D1SS and only while it is actually in one of those two rooms.

If the party has already visited room D1SS and slain the giant scorpions, they will be back and ready to fight again when party members teleport in. The same will be true if the party subsequently visits room D1SS by dungeon exploration.

5 Giant Scorpions: HD 6; HP 35, 32, 30, 24, 20; AC 3[16]; Atk 2 pincers (1d10), sting (1d4 + poison); Move 12; Save 11; AL N; CL/XP 8/800; **Special:** Lethal poison sting.

D1TT — Ogre Interior Decorators

A pair of ogres has decided to make this room their new lair. They have gathered bits of furniture from other parts of the monastery and are puzzling over how to make them work for large creatures when the party enters. The ogres have been feeling a bit hungry and will attack, trying to slay and drag off at least one party member.

A large sack in a corner hold 2737cp and 2x500gp gems as well as other items like two dozen rat skins, various rusted human-sized tools and a length of heavy chain, 35 feet long and weighing 100 pounds.

2 Ogres: HD 4+1; HP 29, 25; AC 5[14]; Atk 1 weapon (1d10+1); Move 9; Save 13; CL/XP 4/120; **Special:** None.

D1UU — Elaborate Web Design

A group of 8 giant spiders has begun to construct an elaborate web in this room. The webs fill the entire northern half of the chamber. The spiders are intent on their task and will ignore intruders unless they are

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attacked, or anyone touches their web. This will bring all eight spiders scrambling in search of prey.

8 Giant Spiders (4ft diameter): HD 2+2; AC 6[13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; CL/XP 5/240; **Special:** lethal poison, 5 in 6 chance to surprise prey.

DrVV — Moldy Room

The walls, floors and ceiling of this room are completely covered with yellow mold. Although there are several mold-covered stones in the room that might look like treasure, there is nothing of value here. There is plenty of peril for anyone foolish enough to disturb the mold.

Yellow Mold: HD n/a; AC n/a; Atk 1d6 damage + spore cloud; Move 0; Save n/a; CL/XP 3/60; **Special:** Poisonous spore cloud, killed by fire.

DrWW — Receiving Rooms

These rooms once stored barrels used in shipping goods to and from the monastery. The barrels are long since gone, leaving beyond a few dried and broken barrel staves and six rusted barrel hoops.

DrXX — Bugbear Camp

Five bugbear warriors have wandered into this room. They are camped out and sleeping when the party arrives. Although they will fight to the death if trapped, these humanoids mostly wish to escape. They will parley if the party gives them the opportunity and flee if they see any opening.

The doorway leading to room D1YY is an iron door. It is locked from both sides. The keys are on the ring hidden in the Tower of Kran the Dungeon Master, room TK9 (see above).

5 Bugbears: HD 3+1; HP 25, 19, 14, 13, 10; AC 5[14]; Atk 1 club (1d8+1); Move 9; Save 14; CL/XP 3/120; **Special:** Surprise opponents, 50% chance.

DrYY — Torture Initiation Chamber

This room can only be reached by opening the heavy, iron door in room D1XX (see above). It is a cylindrical chamber with perfectly smooth walls. A small, iron screen, reaching from floor to ceiling, blocks the view into the room from the corridor outside. There are iron rings set into the wall at 10 foot intervals, eight feet off the floor. The walls are painted with streaked, red paint and black outlines of bat-winged demons. The remaining red paint glows with an eerie light that allows only minimal visibility in the room. A heavy, wood and iron chair sits in the center of the room. There are manacles to lock a victim's wrists and ankles into the chair.

This room was used by Kran the Dungeon Master as a test of new initiates to the Black Brotherhood. Abbot Asmodeus would identify new members

who seemed to waver in their faithfulness to the order. He would arrange for them to be transported to this room via the enchanted chair currently sitting in room M45 above. They would appear in the heavy wood and iron chair, where Kran would appear some hours later to question them. Recruits would be told that they had been transported to the lowest plane of the Abyss where their innermost thoughts would be revealed.

The chair and its manacles glow with magic if subjected to a *detect magic* spell, but the old enchantment that used to automatically lock the subject to the chair no longer functions. The chair will teleport anyone who sits down in it back to the chair in room M45. In order to activate the return teleportation effect, a character must stand up and allow the chair one minute to re-activate. The chair will not allow another person to teleport from its partner chair in room M45 as long as anyone is already sitting in it.

All equipment and clothing carried by a character who teleports into room D1YY will be separately transported to a large compartment directly beneath the chair, so a party member will find themselves sitting naked in a dark room that glows red with demonic light. This compartment is locked with the same key that opens the door out to room D1XX. The door is easily spotted by anyone who is not sitting in the chair.

This may place the party in a difficult situation. Without understanding that the chair needs time to re-activate, players may assume that their characters are trapped in some unknown place by a one-way teleportation effect. Players whose characters are still upstairs may not understand that the chair will not function again because a party member is still sitting in the heavy chair in this room.

A kindly Referee will only trick the party into following their companion, making them assume that they must find their way out of the dungeon on their own. This is the best alternative. It is always best when player characters are not deprived of their equipment for too long and the party is not split permanently.

A cruel Referee will allow the party to be separated with at least one member lost and probably naked.

DrZZ — Vampires!

This room appears to be occupied by a pair of vampires. Their searing eyes, gaunt features, claws and fangs leave little doubt as to their vampire state. These vampires are actually very realistic illusions, complete with hissing sounds and a graveyard stench. They will pursue a fleeing adventure party all the way to the monastery gates, but they have no actual power to harm. Any attacks they launch will pass through their targets unharmed. Once the party has caught on that these are illusions, their insubstantial nature will be clearly visible.

DrAAA — Owlbear Sleeping Chamber

An owlbear has wandered in to this room and is sleeping in the chamber's western angle. Unless the party takes care not to awaken it, this monster will attack and try to devour everyone it can reach.

Owlbear: HD 5+1; HP 27; AC 5[14]; Atk 2 claws (1d6), 1 bite (2d6); Move 12; Save 12; CL/XP 5/240; **Special:** hug for additional 2d8 if to-hit roll is 18+.

Dungeon Two

D2A — Dungeon Two Entrance

The entry to Dungeon Two is down a set of stairs from room M21 (see above) in the Black Monastery. A 50 foot coil of rope with a grappling hook attached, lies in the northeast corner.

D2B — Skeletal Pursuers

Five black skeletons stand in the southern alcove of this chamber. They are under orders to attack and pursue intruders. They will chase party members upstairs, into the monastery, but will not pursue farther than room D2C in the dungeon.

5 Black Skeletons: HD 6; HP 35, 31, 24, 24, 23; AC 4[15]; Atk 1 short sword (1d6); Move 12; Save 11; CL/XP 6/400; **Special:** shriek causes fear.

D2C — Hallway of Fine Art

This long, wide hallway used to be decorated with a mural depicting scenes from the Nine Hells. Now, the paint has long since peeled away in most places and only bits of the mural are visible. If any member of the party is Lawfully aligned, the mural retains one deadly power. As soon as a Lawful-aligned character passes the north-south corridor junction leading to room D2U, the remnants of the mural will blaze white in the darkness and three hellcats will leap out of different painted spots to attack. The hellcats will appear in three different locations, best suited to trap the party between them, blocking escape.

3 Hellcats: HD 7; HP 37, 35, 34; AC 5[14]; Atk 1 bite (2d6) and 2 claws (1d4+1); Move 12; Save 9; CL/XP 8/800; **Special:** Hit only by magical weapons, 20% magic resistance.

Hellcat

Hit Dice: 7

Armor Class: 5 [14]

Attacks: 1 bite (2d6) and 2 claws (1d4+1)

Saving Throw: 9

Special: Hit only by magical weapons, 20% magic resistance

Move: 12

Alignment: Chaotic

Challenge Level/XP: 8/800

These creatures are demonic felines, often kept as pets by the denizens of the netherworlds. In some cases, they may find their way to the material planes, either by being summoned or by being sent there to serve as the ally (or tempter) of a Chaotic villain who has made a pact with the powers of darkness.

Hellcats cannot be seen in the light, and even in the darkness they are little more than a feline shape limned in strange shadow, the size of a leopard or other great cat. Like most cats of demonic persuasion or not, hellcats can be fickle in their allegiance; a hellcat may change its preferred "master," attaching itself to a particularly Chaotic individual in preference to its original one. Most hellcats encountered on the Material Planes are female; the tomcats are rare, larger, and less capable of traveling from one plane of existence to another.

D2D — Dinner on the Hoof

Someone has led a cow into the dungeon and left it here. This animal is thirsty and frightened. It will make loud bellows at any humans that enter the room, but is too skittish to serve as a beast of burden or do anything except run in panic. If the party allows it to escape out the door, the cow will run off in a random direction, possibly tripping traps or encounters along its way, at the Referee's discretion.

A large rat hole in the ceiling of this chamber leads up in a long, winding path to room M105 in the monastery above. This hole is nine inches in diameter and has some even tighter squeezes along the way. So far, no giant rats have threatened the cow, but they will soon turn their attention to this bovine victim if the party leaves it in this room. If the party does not rescue the cow, the next time they visit this room they will find it dead with its flesh stripped down to the bone.

D2E — Flock of Birds

A flock of hundreds of black birds, each the size of a sparrow, is trapped in this room. They are perched on the floor, on niches in the walls, and in a narrow recess that runs around the chamber between the walls and ceiling. Any noise, sudden movement or light source will stir the flock into six swarms of flapping, pecking fury.

The flock will attack until they are destroyed (only possible using a *fireball* or similar means of mass destruction) or until all lights are extinguished. The mass attacks cause 1d6 points of damage per round to every character in the area, with a saving throw for half damage. Then they will return to their perches and wait to be disturbed again.

D2F — Lower Shrine

Anyone bothering to check this portal before opening it will see flames flickering in the crack below the door. The flames are the flickering breath and auras of six fire mephits that are lurking in this chamber. These creatures were summoned and trapped by the arcane power stored here. The air coming out from below the door is quite hot, giving warning of what is inside.

This chamber was a lower shrine for the Black Brotherhood. The walls are painted black, with read teardrop and pentagram symbols of the Dark God on all four walls. In the south end of the room are a low dais and an altar. The top of the altar is hollow and filled with magical flames. There are several stone bowls sitting on the floor next to the altar.

The mephits were originally summoned to this room and bound to the altar in order to keep the flames burning there. Two of the eight mephits originally trapped here have managed to escape as the old wards have slowly worn off over the centuries. They cannot leave the room because the arcane wards still tether them like leashes to remain near the altar. The ward prevents them from burning down the door, but as they have waited to escape, the mephits have burned away all of the wooden altar pieces and furniture in the room.

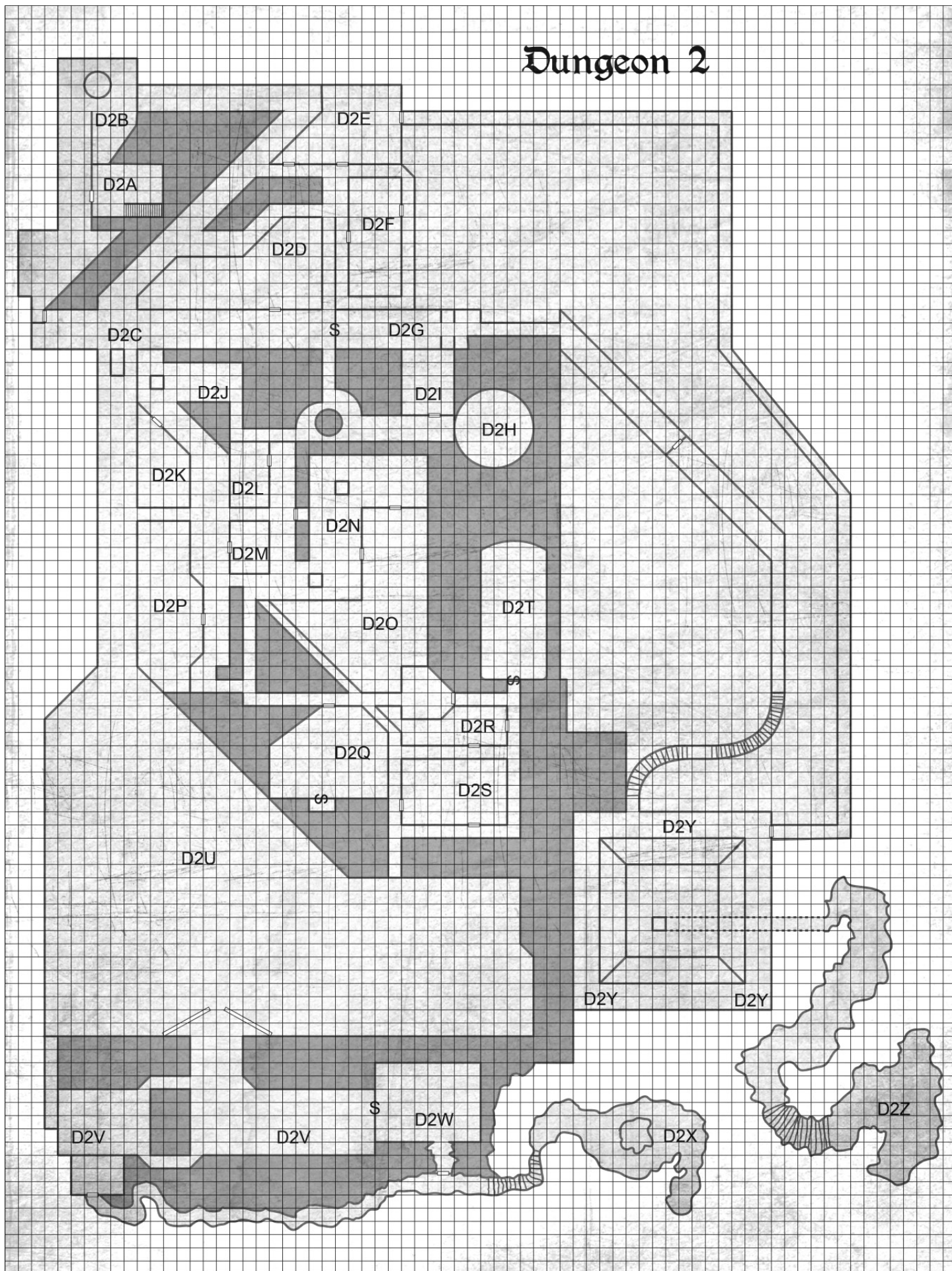
That was a century ago. Now, the mephits are bored and looking for an excuse to burn up something else, such as player characters. The mephits will attack and fight to the death, since destruction of their physical form on the prime material plane also releases them from servitude in this chamber.

A search in the blazing hollow of the altar will reveal pieces of twisted iron, glowing with heat. These were offerings of weapons made to the Dark God as part of the necromantic rituals to bind black skeleton guards to the dungeon. Among the pieces of very old and scorched iron is a lump of pure platinum weighing five pounds. It is the remains of a sacred bowl also sacrificed here. It is the equivalent weight of 250 platinum pieces!

Removing anything from the altar will cause the fire to go out as the remaining two fire mephits are released from its wards. They will attack the party just for fun and the sheer joy of being free.

6 Fire Mephits: HD 3; HP 24, 18, 15, 12, 12, 11; AC 5 [14]; Atk 2 fiery touches (1d3+1); Move 9 (Fly 18); Save 14; AL C; CL/XP 4/120; **Special:** Spit fire, gaseous form.

Dungeon 2



Fire Mephit

Hit Dice: 3

Armor Class: 5 [14]

Attacks: 2 fiery touches (1d3+1)

Saving Throw: 14

Special: Spit fire, gaseous form

Move: 9 (Fly 18)

Alignment: Any

Challenge Level/XP: 4/120

Fire mephitis are minor fire elementals, more cunning than true elemental powers but not terribly intelligent. They are often servitors of more powerful elemental beings such as the efreet, and may occasionally be found on the material planes. A fire mephit can breathe flame for damage of 1d8+1, half if the victim makes a saving throw. The fire has a range of 20ft. When in gaseous form, the mephit is visible and foul-smelling; it cannot be attacked other than with spells that would affect gas, but it cannot attack, either.

D2I — Vacuum

When the door to this room is opened it will be torn out of the party member's grasp and flung back against the inside wall with a loud boom. Anyone standing in the square right in front of the door must make a saving throw to avoid being sucked into the room by a powerful vacuum effect. A character that fails this save will be flung into the room and suffer 3d6 damage from collision with a grate on the western wall. Air is blasting from three metal grates in the east wall and into three grates on the west wall. The effect is powerful negative pressure with the corridor which will tear at clothing and suck in random debris. To tear a character away from the western grate requires that the character(s) attempting this (a maximum of two at a time) roll lower than their (combined) strength scores on 5d6. A similar check is required to close the door.

Although the party has no way of knowing it, the air is streaming directly out of and back into the elemental plane of air. Every minute the party spends in this room there is a 10% chance that a large, enraged air elemental will swirl out of the eastern grates and attack anyone in the room or nearby corridor. Characters attempting to fight in room D2I suffer a -4 penalty to all attacks and other die rolls. Characters standing within 20 feet of the open door suffer only a -2 penalty. This rushing air does not, of course, affect the elemental at all.

Once per hour, the wind rushing through room D2I abruptly stops and remains still for a full minute. If the door is open when this happens it will slam shut with another loud boom.

Air Elemental (12HD): HD 12; HP 70; AC 2[17]; Atk 1 strike (2d8); Move (Fly 36); Save 3; AL N; CL/XP 13/2300; Special: Whirlwind.

D2J — Bad Potion

A vial of pink liquid sits in the northeast corner of this area. It is about the size of a potion, but any beneficial magical effects have faded. Anyone who drinks this liquid will retch and vomit for one minute and will be nauseated for the next hour unless some sort of magical healing is applied. During the time a character is nauseated he will be unable to attack, cast spells, concentrate on spells or take anything else except taking single move actions each round.

No matter what the party does with this vial, another vial of the same pink liquid appears in the exact spot eight hours later.

D2K — Glass Mosaic

The southern wall of this room is decorated with an intricate glass mosaic of a ghostly woman, shrouded in wisps of star dust and otherworldly clouds. She appears to be rising from a brazier, which is overflowing with a black, star-filled void. A real brazier, identical to the one in the mosaic, sits in front of the south wall.

If a party member places a fire source in the brazier, it will flare into a brilliant flame, seven feet high. A gibbering mouther, summoned out of the ether, will rise from the flames and attack.

The brazier is made of bronze and weighs 25 pounds. It is worth 50gp. If the brazier is removed from this room it loses all magical powers. Within eight weeks of its removal from this chamber the brazier will disappear from wherever it is located and reappear in room D2K where it will repeat its strange effects.

Gibbering Mouther: HD 4+4; AC 1[18]; Atk 6 mouths (1hp); Move 3; Save 13; AL N; CL/XP 6/400; Special: Gibbering, spit, pull prey underneath.

D2L — Wandering Monsters

This chamber is empty when the party finds it. At the Referee's discretion an encounter with a wandering monster will take place here

D2G — Dead Hag

A freshly killed annis-hag lies dead in the corridor here. She appears to the party as a very tall old woman with green skin, fangs and claws. There is no physical evidence of what may have killed the hag. She has been dead no more than a few hours. In a sack on her belt are 3gp, an enormous pair of fishnet stockings and a pair of black satin garters.

D2H — Spinning Room

The entrance to room H2 is a wall of dark, completely filling the doorway. Anyone bold enough to pass through this very powerful *darkness* spell will find themselves in a round chamber with walls, ceiling and floor all painted jet black. Suspended on a chain from the center of the ceiling is a necklace made of chunks of quartz. This necklace allows its wearer to create a globe of light around his body radiating out for up to 100 yards. The wearer may choose how bright the light is, from a dim glow to full daylight, and the radius it emanates. This effect lasts for up to 10 minutes and can be used only once per day.

A moment after the first party member enters this room the entire room will begin to spin. There is no sound, and the perfectly black walls will not betray the motion. The necklace and chain also spin with the room, revealing nothing by their position. The speed of the spin is fast enough for the characters to feel it begin, but not fast enough to fling them to the room's edges.

The party may have great difficulty locating the door back out of the room. Characters standing outside the room will not see any change, but careful listening (even by characters other than thieves) will reveal that the voices of their comrades in the room go from loud to faint as the open portion of the doorway passes by each spin. Objects wedged into the doorway to stop the spin will be destroyed, including player character limbs and heads if they are foolish enough to try this. Any character who sticks a head or limb through the doorway will have the opportunity to avoid having it crushed by making a saving throw.

Any reasonable plan to leap back out of the black room should work, as the room is not spinning fast enough to prevent all escape. There is time for one character per round to leap through the doorway to safety. As soon as the last character exits H2, the room stops spinning until another creature enters.

If the party takes the necklace of quartz crystals out of the room, it will function for eight days. At the end of eight days the necklace will disappear from wherever it is, and reappear in this chamber.

Gibbering Mouther

Hit Dice: 4+4

Armor Class: 1 [18]

Attacks: 6 mouths (1hp)

Saving Throw: 13

Special: Gibbering, spit, pull prey underneath.

Move: 3

Alignment: Neutral

Challenge Level/XP: 6/400

Gibbering mothers are amorphous blobs of flesh with multiple eyes and mouths appearing and disappearing from the quivering mass of the body as it moves along. The mouths gibber and babble meaningless, speech-like noises; the monster is perpetually accompanied by this disturbing and inhuman sound except when it is waiting to ambush prey, in which case the eyes and mouths are all kept closed, and the monster appears to be nothing more than an oozy pile of earth. When the mouther spots prey, it begins gibbering loudly, causing anyone within 60ft to make a saving throw or become confused (per the spell). Each round spent listening to the mouther requires another saving throw. In any given round, the mouther will have six mouths available either to spit or to bite. The creature's spittle flashes brightly upon impact with most surfaces, causing anyone nearby to make a saving throw or be blinded for one round. The mouther's bites are not particularly deadly in and of themselves, but once a mouth hits it fastens on and continues to do automatic damage thereafter. Also, if a character has 3 or more mouths fastened to him, there is a risk of slipping and being covered by the mouther (which allows the mouther to attack with 12 additional mouths on its underside). The chance of slipping is 5%, and if more than 3 mouths are attached the chance increases by 5% per additional mouth. The ground around a gibbering mouther, in a radius of 5ft, will be soft and mud-like, for the mouther changes the consistency of the ground beneath itself.

exactly four hours after the party enters the room. The encounter may be of the Referee's choice, but a squad of black skeletons similar to those encountered in B2 would be a good suggestion.

D2M — Wizard's Sleeping Chamber

There are two cots, a small wooden dresser and a broken wooden desk in this room. Inside the desk are three sheets of parchment and four inkwells.

The fourth inkwell contains what looks and functions like ink but is also a slow acting poison. A wizard who uses this ink is likely to get it on his fingers and onto his tongue from there. Poison will seep into his system under his fingernails and through small wounds in his mouth. After scribing five levels of spells with this ink a wizard will begin to feel the effects of the poison, possibly expiring in a laboratory or study far from help, at the Referee's discretion.

D2N — Skeleton's Glowing Key

Six black skeletons guard this area. They will attack and pursue anywhere in the dungeon.

One of these black skeletons is carrying an iron key that glows magical under a *detect magic* spell. This key opens the door to area D2V.

6 Black Skeletons: HD 6; HP 34, 32, 24, 23, 23; AC 4[15]; Atk 1 short sword (1d6); Move 12; Save 11; CL/XP 6/400; Special: shriek causes fear.

D2O — Four More

Four black skeletons guard this area. They will attack and pursue anywhere in the dungeon.

4 Black Skeletons: HD 6; HP 43, 35, 32, 20; AC 4[15]; Atk 1 short sword (1d6); Move 12; Save 11; CL/XP 6/400; Special: shriek causes fear.

D2P — Statues and Arcane Symbols

The center of this room is dominated by a strange, arcane symbol. A large red triangle is painted on the floor. Three statues of lizard men, each about eight feet tall, have been placed at the three points of the triangle. A red circle has been painted inside the triangle. If any of the three statues are touched or tampered with they will animate, springing to life and attacking the party.

If a character steps into the circle, a rod will rise out of its center. The rod appears to be an iron bar with metal studs arranged in a circle around it six inches from one end. This is a *staff of striking* +3. It will function as a magical rod of that type with only one exception. The rod is cursed so that every fifth time it is wielded in battle by any creature, madness will overcome the wielder. As battle begins, he will feel an irresistible desire to slay the nearest creature, friend or foe. He will fight until his target is slain or he has been subdued or killed in combat. There is no saving throw against this curse.

As soon as the *staff of striking* is touched or moved, the lizard statues will attack, fighting to recover the rod. They will be joined by an additional four animated lizard man statues, which will rise from beneath trap doors in the corners of the room.

7 Lizard Man Statues: Lizardman: HD 4; AC 3[16]; Atk 2 claws (1d3), 1 bite (1d6); Move 6 (Swim 3); Save 13; AL N; CL/XP 4/120; Special: None.

D2Q — Pit Trap

A sign has been pinned to the door of this room with an iron nail. Written in elven, the sign says, "Enter at Your Own Risk." Opening the door will trigger a trap firing 12 sharp, wooden stakes. Anyone standing in the area in front of the door, will be struck by 2d6 stakes for 1d4 damage each. All of the remaining stakes will strike any character standing behind the first target.

Most of the floor in this room is a pit trap, covered by an illusion, making it appear to be a normal dungeon floor. Only a one foot wide walkway of floor around the room is real. Anyone stepping on any other part of the floor will fall through, landing on spikes 20 feet below for 2d6 damage.

When the party first enters this room they will find a dead goblin lying in this pit. This was one of the goblins from room M30, upstairs, who triggered the teleportation enchantment and appeared in the closet in this room. The unfortunate goblin promptly fell into the pit and died. His companions assumed that he had been disintegrated and did not come to look for him. Although there are scattered bits of bone and rusted metal in this pit along with the dead goblin, there is no treasure left by previous victims.

A rotted tapestry covers most of the wall opposite the door. This tapestry covers the door of a large closet. Inside the closet are the broken remains of two black skeletons. Lying amidst the bones is a *bastard sword* +1/+2 versus undead. The sword and bones are remnants of a battle from many years ago.

Anyone stepping into this closet will be teleported to room M30 in the monastery above. It is necessary to leave the closet and re-enter it in order to return to room D2Q.

D2R — Niche Room

The westernmost niche of this room has a pyramid-shaped chest in it. The chest gives off a sickly-sweet odor, but is otherwise empty.

D2S — Black Bones and Skulls

Black bones and skulls are scattered about this room. A check will indicate seven skulls that obviously came from the dungeon's black skeleton guardians. A single masterwork shortsword lies in one corner, covered by bones and dust.

D2T — Cold Storage

Frost covers the walls of this room. Freezing cold fog covers the floor two feet deep, flowing out into the corridor when the door is opened. The sound of machinery creaking and whining can be heard from beyond the curved north wall. There is quite a bit of frozen blood on the floor in this room, hidden by the fog; indeed, any fighter of higher than first level can immediately tell that there is enough blood spilled here to have proven fatal to three man-sized creatures. Anyone who tries to linger or camp in this room will discover that the temperature plummets to zero degrees when the door is shut.

D2U — Purple Worm Chamber

The floor of this large chamber is of dirt. Anyone standing at the entrance will notice a large pair of iron doors on the dim far end of the chamber and a hole, approximately two feet in diameter halfway along the western wall.

The opening in the west wall is the terminus of the shaft that leads up to room M30 (see above), used by the abbots to feed their pets. Anyone who displeased (or amused) the abbot might find himself on a slide down the shaft to room D2U. The slide would land the victim unhurt on the dirt floor, possibly feeling himself lucky to have survived. This run of luck was usually short-lived.

If it is inspected for stability, the dirt floor does not look firm. It looks loose, as if it had been recently dug up. Characters who step into the room will notice that their feet sink in several inches. Lurking beneath the dirt are three purple worms. Any disturbance, such as walking across the dirt floor, will rouse the worms to attack.

These worms were brought here as tiny wormlings by an abbot of the Black Brotherhood. The abbots passed on these pets to the next abbot, each one taking an interest in their care and feeding. By the time Abbot Asmodeus inherited them, they were huge monsters. They have been sustained here ever since Abbot Asmodeus died by the timeless, arcane power of the monastery and their species habit of going dormant when there is no food source. Although they have lately been getting a more steady supply of prey, these monsters are hungry for more.

Inside the worms are a total of seven human and four orc skeletons; the remains of recent victims swallowed by these monsters. The worms have gulped down five suits of chain mail as well as four longswords and four daggers. Although all leather and perishable equipment has been eaten

away, there are still 257cp, 358sp and 145gp inside the worms. One of the worms also has a *shortsword* +3 jammed painfully up to the hilt in its outer carapace.

2 Purple Worms: HD 15; HP 64, 58; AC 6[13]; Atk 1 bite (2d12), 1 sting (1d8 + poison); Move 9; Save 3; CL/XP 17/3500; Special: Poison sting, swallow whole.

D2V — Acid Lock and Skeleton Guards

The entrance to this room is through a set of double doors. These doors have been banded with iron and are three times as strong as normal fortified doors. The doors are sealed with locks reinforced with *wizard lock* spells. The locks have no visible keyholes or other means to open them. The only way to get past these doors, short of tunneling through the stone around them, is with magic, or by using the key found on the black skeletons in room D2N.

The keyhole to open the doors is not actually on the lock. It is located on the south wall, in the extreme southwest corner of D2U. Even with the key, the lock is trapped with a *symbol* that causes anyone who puts the key into the mechanism to suddenly begin sizzling with corrosive acid, which inflicts 3d10 points of damage as well as splashing for 1d3 points of damage onto anyone standing within five feet of him when he sets off the *symbol*. A saving throw will reduce the damage by half. This *symbol* is set to affect anyone who is not either the abbot or one of his inner circle. The abbot's inner circle included Abbot Asmodeus, Sacavious, Kran the Dungeon Master and the eight Scribes of Iniquity.

Twelve black skeletons guard this area. Six are stationed in the narrow, western section of D2V. Six more will burst out the door of D2W and join in any fight.

12 Black Skeletons: HD 6; HP 40, 38, 30, 27, 26, 25, 25, 24, 24, 23, 22, 22; AC 4[15]; Atk 1 short sword (1d6); Move 12; Save 11; CL/XP 6/400; Special: shriek causes fear.

D2W — Javalin Room

The party will find the door to this chamber standing open after they have survived or avoided the twelve black skeleton defenders of D2V. The room is empty, except for a javelin leaning in the northeast corner. This is a *javelin of fire* +1. When thrown, this weapon bursts into a shaft of flame that strikes and sears a target for the expected 1d6+1 weapon damage but also for an additional 1d4 points of fire damage. As soon as it strikes or misses a target, the javelin reverts to the appearance of a normal weapon until it is thrown again.



D2X — Bottomless Pit

A narrow stone stair leads down twenty feet to a natural cavern with a black, steaming pit in its floor. This pit swallows all light. Anything tossed into it (including characters who jump in without a rope to pull them out), is lost in the nether planes. A character who levitates or has himself lowered down on a rope will find that the shaft goes on forever, falling away into bottomless depths.

When the Black Monastery was at the height of its power, this pit was used to summon up diabolical advisors from the lower planes. It was a place visited only by the abbot. The secret of the pit was passed orally from abbot to abbot so that no one could ever read of how to use its powers. The ritual involved evil acts, such as tossing a victim into the pit and necromantic spells.

At the Referee's discretion, this pit might lead to an adventure on another plane or world. Characters who jump into the pit might disappear forever, or find themselves in another part of the world with their memories erased and all equipment gone. It is also possible that characters who linger in this room will attract the attention of a very powerful, evil outsider, who will rise from the pit to attack the party or offer them a hideous bargain of power in exchange for some terrible act. Whatever happens should not be pleasant for the player characters, who should be wise enough not to meddle in powers and planes beyond their pitiful knowledge.

D2Y — Hemisphere Chamber

This room is reached by a long, sloping corridor and crooked stair that descends 100 feet into the stone beneath the Black Monastery. The floor of this large chamber is a hemisphere, fifty feet deep. A five foot walkway around the hemisphere allows humans to enter the room. Anyone wishing to reach the bottom could slide down, but getting back up might prove challenging as the hemisphere is very steep near its edges.

Eight giant black scorpions guard this chamber. These vermin are able to move on sloped or even vertical surfaces, so the hemisphere will not impede their movement. When the party enters, these scorpions will be clustered together in the bottom of the hemisphere, but will move to attack if anyone steps into the room.

A concealed trap door in the very bottom of the hemisphere opens onto a sloping passage that continues even deeper into the rock beneath the Black Monastery.

These giant scorpions look like any other of their species, but they did not begin life as these carapaced vermin. These creatures were human warriors who were polymorphed into scorpions. They have lived so long as vermin that all but the merest spark of their old humanity has gone. Once they have been slain these long-ago victims of the Black Monastery will be freed. They will transform back into their human bodies before fading away into dust.

8 Transformed Giant Scorpions: HD 6; HP 48, 30, 27, 26, 25, 24, 24, 22; AC 3[16]; Atk 2 pincers (1d10), sting (1d4 + poison); Move 12; Save 11; AL N; CL/XP 8/800; Special: Lethal poison sting.

D2Z — Glass Coffin Cavern

A rough cavern passage and stairs lead down another thirty feet to this room, which is a rough cave filled with stalactites and stalagmites. In the center of the cavern is an oblong table of stone on which sits a glass coffin. Inside the coffin is the body of an old man, lying naked on the stone. On his chest is a long staff with the teardrop emblem of the Black Brotherhood carved all over it. The glass coffin is closed with eight iron locks. Although the glass looks fragile, it cannot be broken by battering.

If the locks are defeated and the coffin is opened the body of the man inside will turn black. Fangs will appear in the dead man's mouth, and then the body will fall into dust.

The staff is a *staff of corruption* +5. This staff can be used as a weapon, and it has other powers. Twice per day the staff can be used to cast 10th level *fireball* spells. It can be caused to illuminate a 20 foot radius area with deep red light. The staff can also store up to 20 levels of spells cast into it by its wielder.

The *staff of corruption* also carries a powerful curse. Anyone who picks it up will feel an overwhelming urge to keep it and wield it. There is no saving throw versus this effect. If more than one person touches the staff, all of them will feel a burning desire to do away with anyone else who might claim it. Further, over time the staff drains the life out of its wielder. Magical healing will have no effect. Broken limbs will heal crooked, crippling the wielder. Diseases will not be affected by magical curing. Constitution and strength points will drain from the wielder at the rate of one per year, leaving the victim's body a useless prison. The only way to break the staff's power is to take it as quickly as possible from its new owner and destroy it. If the staff is not destroyed, the owner will continue to long for it and carry a lethal resentment toward anyone who took it away.

Appendix A: New Monsters

Cimota

Hit Dice: 5
Armor Class: 2[17]
Attacks: 2 claws (1d6)
Saving Throw: 12
Special: Hit only by magical weapons
Move: (Fly 12)
Alignment: Chaotic
Challenge Level/XP: 6/400

The cloaked apparitions known as the cimota still haunt the halls and rooms of the Black Monastery. These undead creatures are the images of evil still imprinted on the place, acting out the roles and deeds of the long-dead monks. No matter how many times they are struck down the cimota always eventually rise again unless the evil of the place is removed or in some way laid to rest.

Cimota can only be hit by magical weapons. For purposes of turning undead, they are treated as a CL 7 creature (as mummies).

Cimota are the physical manifestations of evil thoughts and actions. They manifest in the Prime Material as cloaked figures. Their existence is always tied to a specific area or artifact that is imbued with ancient and highly malevolent evil. A cimota is able to manifest itself anywhere within an accursed locale that has given it life, or within 300 feet of an evil artifact to which it is attached.

The physical form of a cimota is a floating figure in a monk's cassock. Green eyes glow deep within their raised cowls, but their bodies are entirely invisible. The ability to see invisible being will reveal a ghostly, black human figure within the cimota's cloak. Their unnatural existence allows them to fly on the Prime Material Plane just like an incorporeal creature, except that they cannot pass through solid objects. When a cimota is destroyed in combat only a few shreds of tattered black cloth remain to show that they ever existed.

Cimota are bound to repeat the evil thoughts and actions that created them. When they manifest they will endlessly repeat the deeds that spawned them. So, for instance, a group of cimota may haunt a ruined temple, re-enacting evil rituals. Cimota may guard an unholy site such as a city, forest or building. They will fight to the death to defend these places. Cimota who are bound to an artifact may act out the intentions of that artifact. A cimota might follow the owner of an artifact, for instance, slaying the owner's friends and associates while keeping its existence a secret. Within the parameters of their creation, cimota are capable of strategy, deception and intelligent tactics.

Cimota attacks are either a rake of invisible claws or a blow from a fist.

Their voices are either hollow, ringing and unnatural, or malevolent whispers. Most often cimota use their voices to chant or to shout out dire condemnations at intruders. They do not parley and they never negotiate unless it is to deceive mortals to their deaths.

Cloaker

Hit Dice: 6
Armor Class: 4[15]
Attacks: Tail (1d8), bite (1d6), enfurl
Saving Throw: 11
Special: Moan, mirror image, darkness, enfurl
Move: 6 (fly 12)
Alignment: Chaotic
Challenge Level/XP: 8/800

Cloakers are manta-like creatures that resemble a large black cloak – the ivory claws are often even mistaken for a clasp of some kind, as they are kept folded when the cloaker is at rest. Unfurled, the cloaker has a span of about eight feet.

Cloakers can attempt to enfurl their opponents during melee combat, while attacking. If the cloaker hits with its attempt to enfurl a target, the victim is clasped in the cloaker's manta-like body (a saving throw allows the victim to escape). The victim is allowed no further saving throws to escape, although it is possible to attack the cloaker with a dagger from within its folds. The cloaker can bite an enfurled opponent with a +4 bonus to hit.

Perhaps more dangerous than the cloaker's ability to enfurl an opponent is its ability to moan, for the cloaker's moaning is dire indeed, causing a petrifying fear. Anyone hearing the moan of a cloaker must make a saving throw or do one of two things (50% chance of each): either flee at top speed for 1d6 turns, or be immobilized with fear for 1 turn.

Finally, cloakers have the ability to manipulate darkness and shadows. They can cause *darkness 15ft radius* whenever desired, and as long as shadows or darkness are present, they can create shadowy *mirror images* of themselves (as per the spell) once per day (1d4 images).

Demon-Strige

Hit Dice: 2+1
Armor Class: 5[14]
Attacks: 1 proboscis (1d6)
Saving Throw: 16
Special: blood drain (1d6), +2 to hit bonus, disease, darkness.
Move: Fly 18
Alignment: Chaotic
Challenge Level/XP: 3/60

Demon-striges are the result of magical experimentations with infusing demonic ichor into the bodies of striges, then breeding the tainted creatures. The result of these experiments, often attributed to the mage Sacavious of the Black Monastery, is a diseased creature more durable and cunning than a natural strige. A demon-strige can cast *darkness 15ft radius* once per day, and there is a 10% chance that with a successful hit, it will infect the character with a disease that will be fatal in 1d4+7 days.

Like a normal strige, demon-striges have a proboscis which they jab into their prey to drain blood. After a strige's first hit, it drains blood automatically at a rate of 1d6 hit points per round. The faster rate of blood-draining is due to barbs and ridges on the proboscis; pulling a dead demon-strige out of a wound will inflict one last hit point of damage simply from ripping out the barbed tube.

Demon-Wolf of Braazz

Hit Dice: 5
Armor Class: 1[18]
Attacks: 1 bite (1d10)
Saving Throw: 12
Special: Blink, invisibility, charm, magic weapon required to hit
Move: 15
Alignment: Chaotic
Challenge Level/XP: 8/800

The demon-wolves of Braazz are creatures from another plane of

existence than can be summoned forth by use of forbidden tomes and sorcerous rituals. In their normal shape, they resemble grey-skinned demons with hideous wolf-like faces and the legs and tail of a wolf (the rest of the body being gaunt but human). They are also, however, shape-changers, and can take on the appearance of wolves with twisted human faces.

The Wolves of Braazz can only be hit by a magic weapon, although they do not have any magic resistance to spells. They have certain other supernatural abilities as well: they can blink once per day (teleporting to a random location within 30ft, usually just after attacking or after becoming invisible), they can turn invisible three times per day at will, and they can charm any creature meeting their gaze (although they can maintain this charm over only one creature at a time).

Gas Spore

Hit Dice: 1d4 hit points
Armor Class: 9[10]
Attacks: 1 touch (disease)
Saving Throw: 18
Special: Disease, explodes, attacks as 3HD monster
Move: 0 (fly 3)
Alignment: Neutral
Challenge Level/XP: 4/120

The gas spore is a spherical, chitin-armored sac containing fungus spores, about five feet in diameter, with some moving tendrils growing from the top of the sphere. The sac contains lighter-than-air gases which allow it to float in the air, and it can move by expelling some of these gases in a form of jet-propulsion. When it is near any warm-blooded creatures, it will move toward them by instinct: these creatures are completely non-intelligent.

If a gas spore gets close enough to touch a living creature, it will inject spores into the target with a successful to-hit roll. If the victim fails a saving throw, these spores will bloat and transform the host into 1d6+1 new gas spores within 24 hours unless a cure disease spell is used to prevent this (rather disgusting) transformation.

Moreover, when a gas spore is killed (and it is designed by nature to burst easily), it explodes in a radius of 20ft, inflicting 6d6 points of damage in that area (half damage with a successful saving throw). The body of anyone killed by the blast will also begin transforming into new gas spores.

Ghost, Strangling

Hit Dice: 5
Armor Class: 0[19]
Attacks: Insubstantial strangling (see below)
Saving Throw: 12
Special: +1 or silver weapon required to hit; magic resistance 50%
Move: (Fly 12)
Alignment: Chaotic
Challenge Level/XP: 7/600

These apparitions are similar to banshees, but instead of screeching they can attack only a single opponent at a time, strangling the victim with insubstantial hands. If the attack hits, the victim must make a saving throw or die within 1d4+1 rounds. A *remove curse* spell will break the creature's hold during this time period. *Protection from evil* spells will hold these creatures at bay. Anyone strangled by a strangling ghost will rise as a strangling ghost within 1d6 days.

Golem, Glass

Hit Dice: 10 (45HP)
Armor Class: 3 [16]
Attacks: 2 swords (2d8)
Saving Throw: 5
Special: Immunities
Move: 9
Alignment: Neutral
Challenge Level/XP: 12/2000

A glass golem is a human-shaped statue of glass that has been animated by a captured spirit infused into its physical substance. These creatures are immune to all spells other than cold-based magic, which has the effect of a slow spell but does not damage the golem. Blunt weapons inflict double damage against them, and they can be hit by normal weapons. A glass golem glitters brilliantly unless it is in total darkness, capturing and reflecting light by a thousand-fold. Anyone looking upon a glass golem, even through a mirror, must make a saving throw or attack at -2 to hit.

Fire Mephit

Hit Dice: 3
Armor Class: 5 [14]
Attacks: 2 fiery touches (1d3+1)
Saving Throw: 14
Special: Spit fire, gaseous form
Move: 9 (Fly 18)
Alignment: Any
Challenge Level/XP: 4/120

Fire mephits are minor fire elementals, more cunning than true elemental powers but not terribly intelligent. They are often servitors of more powerful elemental beings such as the efreet, and may occasionally be found on the material planes. A fire mephit can breathe flame for damage of 1d8+1, half if the victim makes a saving throw. The fire has a range of 20ft. When in gaseous form, the mephit is visible and foul-smelling; it cannot be attacked other than with spells that would affect gas, but it cannot attack, either.

Gibbering Mouther

Hit Dice: 4+4
Armor Class: 1 [18]
Attacks: 6 mouths (1hp)
Saving Throw: 13
Special: Gibbering, spit, pull prey underneath.
Move: 3
Alignment: Neutral
Challenge Level/XP: 6/400

Gibbering mothers are amorphous blobs of flesh with multiple eyes and mouths appearing and disappearing from the quivering mass of the body as it moves along. The mouths gibber and babble meaningless, speech-like noises; the monster is perpetually accompanied by this disturbing and inhuman sound except when it is waiting to ambush prey, in which case the eyes and mouths are all kept closed, and the monster appears to be nothing more than an oozy pile of earth. When the mouther spots prey, it begins gibbering loudly, causing anyone within 60ft to make a saving throw or become confused (per the spell). Each round spent listening to the mouther requires another saving throw. In any given round, the mouther will have six mouths available either to spit or to bite. The creature's spittle flashes brightly upon impact with most surfaces, causing anyone nearby to make a saving throw or be blinded for one round. The mouther's bites are not particularly deadly in and of themselves, but once

APPENDIX A: NEW MONSTERS

a mouth hits it fastens on and continues to do automatic damage thereafter. Also, if a character has 3 or more mouths fastened to him, there is a risk of slipping and being covered by the moulder (which allows the moulder to attack with 12 additional mouths on its underside). The chance of slipping is 5%, and if more than 3 mouths are attached the chance increases by 5% per additional mouth. The ground around a gibbering moulder, in a radius of 5ft, will be soft and mud-like, for the moulder changes the consistency of the ground beneath itself.

Hellcat

Hit Dice: 7
Armor Class: 5 [14]
Attacks: 1 bite (2d6) and 2 claws (1d4+1)
Saving Throw: 9
Special: Hit only by magical weapons, 20% magic resistance
Move: 12
Alignment: Chaotic
Challenge Level/XP: 8/800

These creatures are demonic felines, often kept as pets by the denizens of the netherworlds. In some cases, they may find their way to the material planes, either by being summoned or by being sent there to serve as the ally (or tempter) of a Chaotic villain who has made a pact with the powers of darkness.

Hellcats cannot be seen in the light, and even in the darkness they are little more than a feline shape limned in strange shadow, the size of a leopard or other great cat. Like most cats of demonic persuasion or not, hellcats can be fickle in their allegiance; a hellcat may change its preferred “master,” attaching itself to a particularly Chaotic individual in preference to its original one. Most hellcats encountered on the Material Planes are female; the tomcats are rare, larger, and less capable of traveling from one plane of existence to another.

Iron Maiden of the Black Monastery

Hit Dice: 20 (80HP)
Armor Class: 3 [16]
Attacks: 2 fists (2d8)
Saving Throw: 3
Special: Immunities, entrap
Move: 9
Alignment: Chaotic
Challenge Level/XP: 21/4400

The Iron Maiden of the Black Monastery is a singular thing, with only one existing in the world. However, the manuals and knowledge used to create her are still at large, and it would be possible for a Chaotic wizard to create more of them. The large iron maiden is constructed in the shape of a corpulent, naked woman, whose belly is hinged at the sides to open up, revealing a spiked interior that can be closed down upon a person trapped inside. The woman’s arms can be pulled down to increase the pressure on the victim. There are three arcane glyphs scribed on the woman’s forehead. A *read languages* or a *read magic* spell will reveal that these three glyphs say “tighten,” “loosen” and “stop.” Speaking them causes the iron maiden to slowly tighten or loosen on its victim without any effort from the torturer.

Although it looks like a somewhat bizarre design of an ordinary torture device, this iron maiden is actually a magical construct similar to an iron golem. She fights using her fists to smash opponents, but if she succeeds in hitting with both arms, she has grabbed the victim and will place him inside her spiked belly, closing up to inflict 1d3 hit points of damage each round automatically. A victim trapped in this way is completely unable to act in any way.

The Iron Maiden is immune to non-magical weapons, is slowed by lightning, is healed by fire damage, and is immune to all other spells.

Lobster-Giant

Hit Dice: 10
Armor Class: 2[17]
Attacks: 2 pincers (2d6)
Saving Throw: 5
Special: Grabs
Move: 9
Alignment: Chaotic
Challenge Level/XP: 12/2,000

The Lobster-Giants are strange and rare creatures, living in swamps and remote coastal shallows. They are not related either to giants or to lobsters, save for the fact that they are indeed a bizarre form of intelligent (albeit somewhat stupid) crustaceans. In addition to a pair of large pincers, lobster-giants have a ridge of smaller “arms” along the length of the underbelly, and these smaller limbs are coated with a paralytic poison.

Lobster-Giants attack with their two pincers, and if they succeed in hitting an opponent with both pincers, they have also managed to grab hold and hug the opponent to their chests, where the smaller limbs can scabble through armor and scratch with the poison. A victim who has been grabbed will suffer an additional 2d6 attacks, and for of these that hits a saving throw is required to avoid being paralyzed for 1d10 turns. A character is allowed to attempt breaking out of the giant’s pincer-grip each round, which is done by rolling 4d6. If the resulting number is equal to or lower than the character’s strength, the character has escaped.

Mist Men

Hit Dice: 4
Armor Class: 3[16]
Attacks: 1 Fist (2d6)
Saving Throw: 13
Special: Exhale mist
Move: (Fly 18)
Alignment: Chaotic
Challenge Level/XP: 5/240

Mist men are humanlike forms summoned from some other plane of existence or dimension, often stored in small containers until they are freed to take their full shape when the container is opened.

Once every four rounds, a mist man can breathe out a heavy cloud of choking mist in a 15 foot cone. Anyone caught in the cone must make a saving throw or be blinded by the noxious fumes for 1d4+1 rounds. The mist persists in an area for 1 full turn.

Mohrg

Hit Dice: 10
Armor Class: 0[19]
Attacks: 1 fist (1d8) or tongue (paralysis)
Saving Throw: 5
Special: Paralyzing tongue
Move: 12
Alignment: Chaotic
Challenge Level/XP: 13/2,300

Mohrgs are the animated corpses of mass murderers or similar villains who died without atoning for their crimes. They resemble zombies, but are far more dangerous, being somewhat more intelligent, much faster, and much stronger a zombie.

Due to a mohrg’s blinding speed, these monsters will always attack first

APPENDIX A: NEW MONSTERS

during a combat round unless squared off against an opponent using some sort of magic that increases the character's own speed of motion (such as *boots of speed*). Morghs have two possible methods of attacking. First, the morgh's tongue extends five feet, and has a paralyzing effect. A saving throw at -2 is permitted to avoid this effect, but victims failing the saving throw are paralyzed for 1d6 turns. The morgh's second option in combat is to strike opponents with its fists. When the morgh hits with its hands, the strike not only causes damage, but allows the morgh to hold on if the victim fails a saving throw. A character who is so held cannot attack, and if the morgh with its tongue in a subsequent round, the tongue will hit automatically (although the victim is still allowed a saving throw to avoid paralysis). Any held character may break free with a successful saving throw during the character's attack initiative.

Any character killed by morgh will rise after 1d4 days as a zombie under the morgh's control. Thus, morghs are often found accompanied by 1d6 zombies.

Morlock (Yienhool)

Hit Dice: 1d6
Armor Class: 8[11]
Attacks: 1 claw (1d4)
Saving Throw: 18
Special: grab and pin arms, swarm over the top of battle lines.
Move: 9
Alignment: Chaotic
Challenge Level/XP: 1/15

Morlocks, also called "Yienhools," are pale humanoids with long, thin arms and elongated, clawed hands. Their bulging, white eyes are well adapted to dim light, but they are virtually blind in sunlight and never emerge from below ground unless forced to do so. They are deep-dwellers of the underground, but small groups of them are occasionally found in the upper reaches of the subterranean world. Yienhools are more intelligent than animals, but barely so - they can communicate and follow orders, and in packs they can hunt with considerable cunning, but their ability to act independently of a pack or a strong leader is very weak. Yienhool packs swarm their prey, the first ranks grabbing, clutching, and immobilizing to allow their total numbers to swarm over the foe and bring them down. If a yienhool hits, it has grabbed successfully at one of the foe's arms, rendering weapon or shield unusable as the yienhool clings on, regardless of danger (such attacks are made at -1 to hit). While holding on, the yienhool can make more attempts to grab the other arm as well. Yienhool can swarm over the backs of their fighting brethren to climb past front ranks and into the rear ranks of their opponents. If a yienhool is not already holding an enemy, and chooses not to make grabbing attacks, it can attack with its claws.

Yienhools are excellent climbers, to the point of being able to crawl along a ceiling for short distances.

These creatures are usually encountered in large numbers, for they do not divide into packs of fewer than 6.

Yienhool packs are often led by unusually large and vicious specimens of the race who are much more intelligent - or, at least more cunning - than the average member of the species. These leaders are normally of 3HD, but some can be as large as trolls, with 5-7 hit dice.

Ophidian

Hit Dice: 3
Armor Class: 4 [15] or 3 [16] with shield
Attacks: 1 two-handed weapon (1d8+1) or weapon with shield (1d8), and bite (0)
Saving Throw: 14
Special: Reproductive bite
Move: 12
Alignment: Chaotic

Challenge Level/XP: 5/240

Ophidians are an ancient race of snake-beings, with scaly human arms and a somewhat human-looking head. They are denizens of hot climates, deserts and jungles both, often found in forgotten cities or temples from the days when their race held greater sway in the world. Anyone bitten by an ophidian and failing a saving throw will, within 1d4 weeks, produce ophidian children and die in the process. It is in this manner that ophidians reproduce; they are otherwise asexual. The deadly "pregnancy" can be ended by a cure disease spell or similar magics. Lesser, or "sterile," ophidians (a non-breeding caste) are sometimes found - these have no effective bite.

Quillan

Hit Dice: 2
Armor Class: 9[10]
Attacks: 1 sword (1d8+3)
Saving Throw: 16
Special: Sharp swords, cause confusion
Move: 12
Alignment: Chaotic
Challenge Level/XP: 3/60

The Quillan are apparently some sort of sub-species of humanity, perhaps changed by some ancient Chaotic magic, or perhaps they have been servitors of Chaos from the dawn of the human race. In any case, these huge, tattooed berserkers are clearly linked to Chaos at a fundamental and perhaps supernatural level. Coming too close to them (melee combat range) risks the effects of a confusion spell (saving throw applies). Quillans are, for all meaningful purposes, violent and insane, although they work together in tribes, hordes, and clans. Utterly wild, they seldom wear clothes other than sometime garbing themselves in untreated hides or animal furs, and they have a terrifying appearance, standing almost 8 feet tall and covered in writhing skin tattoos. Although quillans do not have any formal battle training, some of their "leaders" will have more hit dice and better fighting ability than the normal warriors. These elite warriors are not, however, necessarily in any position of authority or command over the other barbarians; they are simply more dangerous killers spawned by an utterly violent and chaotic race.

Quillan swords, by some means, are forged with great beauty and artistry, and have unnaturally sharp edges. A quillan warrior attacks with a to-hit and a damage bonus of +3. In the hands of a regular human, the sharpness will last no more than 1d4+2 attacks before the edge is lost.

Any successful mind-controlling attack against a quillan will kill the creature.

Screaming Devilkin

Hit Dice: 3
Armor Class: 1 [18]
Attack: Tail-barb (1d4)
Saving Throw: 14
Special: Scream
Move: 3/12 (flying)
Alignment: Chaos
Challenge Level/XP: 4/120

Shrill wails echoing through the night signal the arrival of a screaming devilkin. Screaming devilkins are smallish beasts, humanoid in appearance but with frail and spindly arms and legs. These weak limbs are nearly useless for combat and locomotion, but the screaming devilkin makes up for this disability with its bat-like wings. Although screaming devilkins are fast fliers, they are not particularly agile on the wing. Screaming devilkins also have a long, muscular, barbed tail that is their primary means of physical attack. It should be noted that despite its appearance and name, the screaming devilkin has no connection with outsiders of

any type. A typical screaming devilkin is 3 feet tall and has a wingspan of about 5 feet. Its skin is reddish-brown in color and its eyes are black. Its tail is about 2-1/2 feet long.

A screaming devilkin howls continuously. This painful howling affects all creatures within 60 feet that hear it. Affected creatures must succeed on a saving throw or can take no actions other than defending themselves for as long as the screaming devilkin continues to scream. A dazed creature can attempt a new save each round to break the effect. A creature that successfully saves cannot be affected again by same screaming devilkin's scream for one day. Conversation, even shouting, is impossible within 60 feet of a screaming devilkin using this ability. Spellcasters in the area must succeed on a saving throw each time they try to cast a spell.

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Skeleton, Black

Hit Dice: 6

Armor Class: 4 [15]

Attacks: 1 weapon (1d6) or 2 claws (1d4)

Saving Throw: 11

Special: Shriek

Move: 12

Alignment: Neutrality

Challenge Level/XP: 6/400

A black skeleton is a 6-foot-tall skeleton with glistening, black bones, seemingly constructed of blackened steel. Small red pinpoints of light burn in its hollowed eye sockets. Black skeletons wear any clothes or armor they had in life, and some still carry their gear and weapons. A black skeleton can shriek a hellish sound that causes fear (save avoids).

Black skeletons were first encountered in a large-print publication in the corridors of Rappan Athuk, *The Dungeon of Graves*. (See the modules *RappanAthuk 1–3* from *Necromancer Games*.) The first appearance of black skeletons in print was in the manuscript and very small print run of *The Black Monastery*. The Black Brotherhood created these undead warriors as the special guardians of their monastery and the dungeons below. They are also frequently associated with the demon prince Orcus and those who follow his hideous cult.

Much more powerful than standard skeletons, these minions of evil are often employed as guardians or protectors to keep sealed some ancient knowledge best left undiscovered. They are intelligent monsters and are not subject to the mindless commands that can be given to such undead as skeletons or zombies. They have a clear mind, and sometimes go against the commands and wishes of those they serve, if it benefits the black skeleton in question.

Black skeletons are the remnants of living creatures slain in an area where the ground is soaked through with evil. The bodies of fallen heroes are contaminated and polluted by such evil and within days after their death, the slain creatures rise as black skeletons, leaving their former lives and bodies behind. Black skeletons are intelligent and do maintain some memories of their former lives. Black skeletons wear any clothes or armor they had in life, and some still carry their gear or weapons (most discard their weapons in favor of two shortwords as soon as they can).

Black skeletons attack with two shortwords in battle with little more than the intention of cutting their foes to pieces. They are intelligent opponents and will use tactics during battle, often sending several of their number against a foe's front, while the others move into position to flank their adversaries. Black skeletons are smart enough to know when the battle is lost and withdraw from combat, though rarely. Most simply fight to the death, driven by some unseen hatred for the living.

Soul Knight

Hit Dice: 7

Armor Class: 0[19]

Attacks: by weapon (1d10)

Saving Throw: 9

Special: fear aura

Move: 9

Alignment: Chaotic

Challenge Level/XP: 8/800

A soul knight is a suit of armor animated by the lingering soul of an evil knight, cursed to undeath as punishment for having committed betrayal, murder or other crimes. The evil spirit continues to inhabit its old armor, repeating the deeds that brought about the living knight's ruin.

The appearance of a soul knight causes fear, although it is not as strong as the fear induced by most supernaturally induced fear. Viewing a soul knight has the same potential effect as that of a *fear* spell, but the saving throw is made at +2.

Troblin

Hit Dice: 3

Armor Class: 5[14]

Attacks: 2 or more claws (1d6) and bite (1d4)

Saving Throw: 14

Special: Regenerate

Move: 12

Alignment: Chaotic

Challenge Level/XP: 5/240

Troblins are the result of the mixture of goblins with trolls; they are larger than their goblin parents, and they also benefit from some of the regenerative powers of their troll ancestors. The regenerative powers occasionally go berserk after a bad wound, and can result in troblins with abnormal body forms and sizes. Troblins regenerate at 2hp per round, and unless they are chopped to bits, burned, or immersed in acid a dead one will regenerate itself – often with an additional arm or hit die.

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The Black Monastery

The Black Monastery is a classic style adventure module for parties of five to seven characters of seventh to tenth level, with the average player character being ninth level.

The adventure includes maps and descriptions for the monastery's main level, two towers and three dungeon levels. There are two separate dungeons, one of which has two levels. There are enough things to do, choices to make and monsters to fight to occupy a gaming group for a dozen gaming sessions or more.

The module is written in the "sandbox" style that allows players to choose which way to go and which challenges to face.

There are no railroad situations and it is better for the party if they avoid some of the things they find or creatures they meet.

There is no climactic battle, but a party of very foolish adventurers might not survive long depending on their choices.

They might not even survive the first encounter.