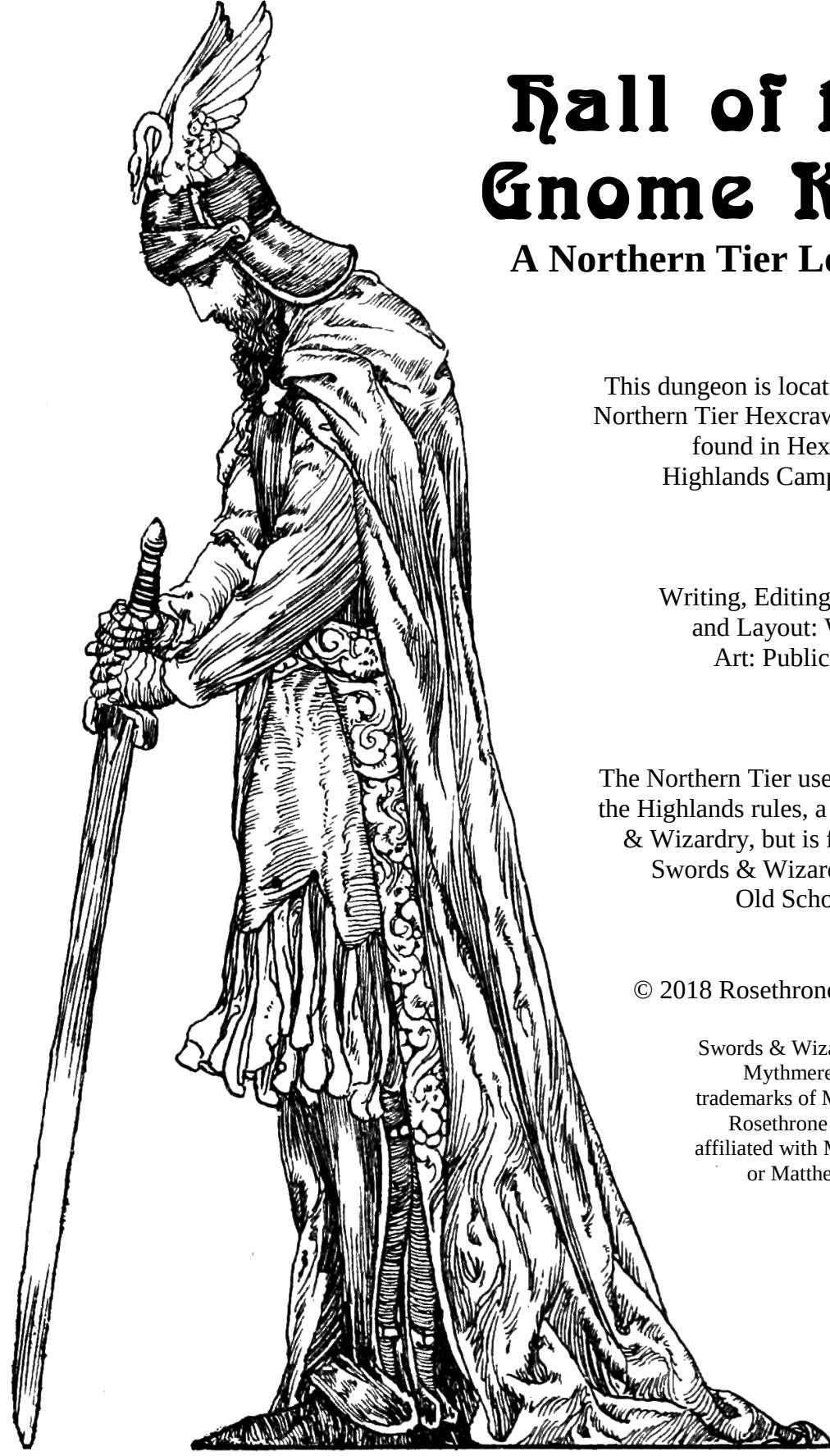


The Hall of the Gnome King

WR Beatty

A Highlands Location in the Northern Tier Hexcrawl





Hall of the Gnome King

A Northern Tier Location

This dungeon is located in Hex 14 in the Northern Tier Hexcrawl, a wilderness area found in Hex E-4 of the Highlands Campaign Setting.

Writing, Editing, Cartography
and Layout: WR Beatty
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The Northern Tier uses Swords & Wizards in the Highlands rules, a rules variant of Swords & Wizardry, but is fully compatible with Swords & Wizardry and most other Old School Games.

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The Hall of the Gnome King

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THE HALL OF THE GNOME KING

By WR Beatty



On the eastern face of a low mountain is a forgotten door. Few of the locals know about this place, and those few who do know this place shun it for being haunted by evil creatures. Occasionally some weary traveler will find his way to the door, seeking shelter from a storm or wolves or some other danger. Those people always disappear.

Around the door are a variety of footprints (belonging to the denizens of the Hall of the Gnome King, as well as his most recent victims, if any - see below) that can be clearly seen. For the discerning eye, the footprints are Long Arm, Chitterer, Goblin, Scorned Brethren and Human.

The ground immediately around the Lonely Door is fairly barren so there is little cover under which to approach the location by stealth. However, the greater area is rather overgrown, so there is plenty of cover from which to observe the door.

There is a cumulative 5% chance per hour of observation that a group of 4 **Long Arms** and 2 **Chitterers** will emerge from the door.

The Hall of the Gnome King

The lintel over the door appears smooth but on close inspection, it is well weathered stone that was once carved in some kind of runes. It might be possible to discern something of what was once written there (in ancient gnomish script, "The Hall of the King Under the Mountain").

The door itself is a smooth stone slab on which is carved an ancient gnomish rune for happiness or pleasure or enjoyment. There is no obvious means of opening the door.

There are two expected ways to open the door, which is immune to physical (and magical) damage, though magical means may be used to bypass or unlock the door (knock type spells, passwall, wish, etc.)

To unlock the door, a being must trace the rune with their finger, and the door will open inward and remain open for three rounds, after which it will close and not open again for the same person for 48 hours.

The door can be forced open with a combined 46 Strength, though there is room for no more than 3 people to push on the door inward. Forcing the door open functions exactly the same as if the door is unlocked (that is, it will remain open for three rounds, then close and not open again for the same person(s) for 48 hours).

When the door opens, faint music can be heard from below.

Inside, stairs lead down into the darkness and faint music drifts upward. Once the door closes, from the inside, it becomes solid stone wall. The rune to open the door from the inside is in the chamber below.

Chitterers (2): hp 15, 30

Long Arms (4): hp 15, 21, 22, 23



THE FUNGUS COURT: THE UPPER LEVEL



1. STAIR TRAP

Once a PC begins descending the stairs (there are 39 steps), he or she must save vs. spells each step of descent. Failure means the PC is compelled to continue the descent to the Hall of Eternal Dancing. With every step taken, the save is at -1 (so, yes, at the bottom of the stairs, the save is at -39). Each time a PC attempts to mount the steps from the bottom, the save begins at -39. In addition, magical darkness covers the stairs (cast at 10th level) from the 12th step downward. Avoiding the steps (fly, levitate, etc.) circumvents this trap and dispel magic will temporarily disable the trap (and, if appropriate, the darkness) within the range and duration of the spell (but the negative modifiers to the save are tied to the actual numbered steps, not the number of steps actually tread upon by a PC).



2. HALL OF ETERNAL DANCING

Suddenly, the darkness ends and the stairs open into an underground room filled with music (and possibly people dancing - see below). Those who were compelled to descend the stairs step off the bottom step and now must save vs. spells (the music is a powerful enchantment) or fall under the "permanent" effects of *Irresistible Dance* spell. Those who make their save can attempt to flee back up the stairs (if they can circumvent the compulsion spell on the stairs), or, if they remain, must make a save each round until they succumb to the effects of the spell or flee.

Those under the effect of the *Irresistible Dance* spell must make a new save every 24 hours, at -4 for each 24 hour period spent dancing. Each 24 hour spent dancing reduces Constitution by 4. When Constitution reaches 0, the person collapses from exhaustion and sleeps (magical sleep) until removed from this chamber (by, presumably, the Gnome King's minions, see below).

The Hall of the Gnome King

Carved into the wall beside the staircase is the exact same symbol that was carved into the stone door above (the ancient gnomish rune for happiness or pleasure or enjoyment). If traced with a finger, it will open the door above for 4 rounds (there is no limit to how many times an individual can open the door from within using this rune).

There is a 20% chance that some weary travelers have happened on the Hall of the Gnome King and are trapped here, dancing until exhausted as the PCs descend the darkness. In this event, these peasants will beg to be released from the compulsion of the dancing spell. Six commoners lay prone on the ground, appearing dead (they are sleeping), five of whom are children. These commoners will dance another $d8+4$ hours each before collapsing.

The Gnome King's Minions (see the Harvesters below) watch the room via a spyhole and once everyone in the room collapses and falls asleep, the Gnome King's Minions will enter via the secret door and steal everything and take the prisoners in magical chains down into the Gnome King's lair below. Powerful creatures (such as the PCs) they might deposit outside the lair, naked and bound hand and feet, possibly smeared with some fungus rot to attract some creatures, not wanting to risk such beings upsetting the "balance" of the dungeons.

NOTE: A tiny spy hole in the north wall and six tiny spy holes in the west wall are very hard to discover (treat as concealed doors). The secret door in the north wall has a normal chance to be detected. This room is under constant observation.

3. THE HALL OF THE HARVESTERS

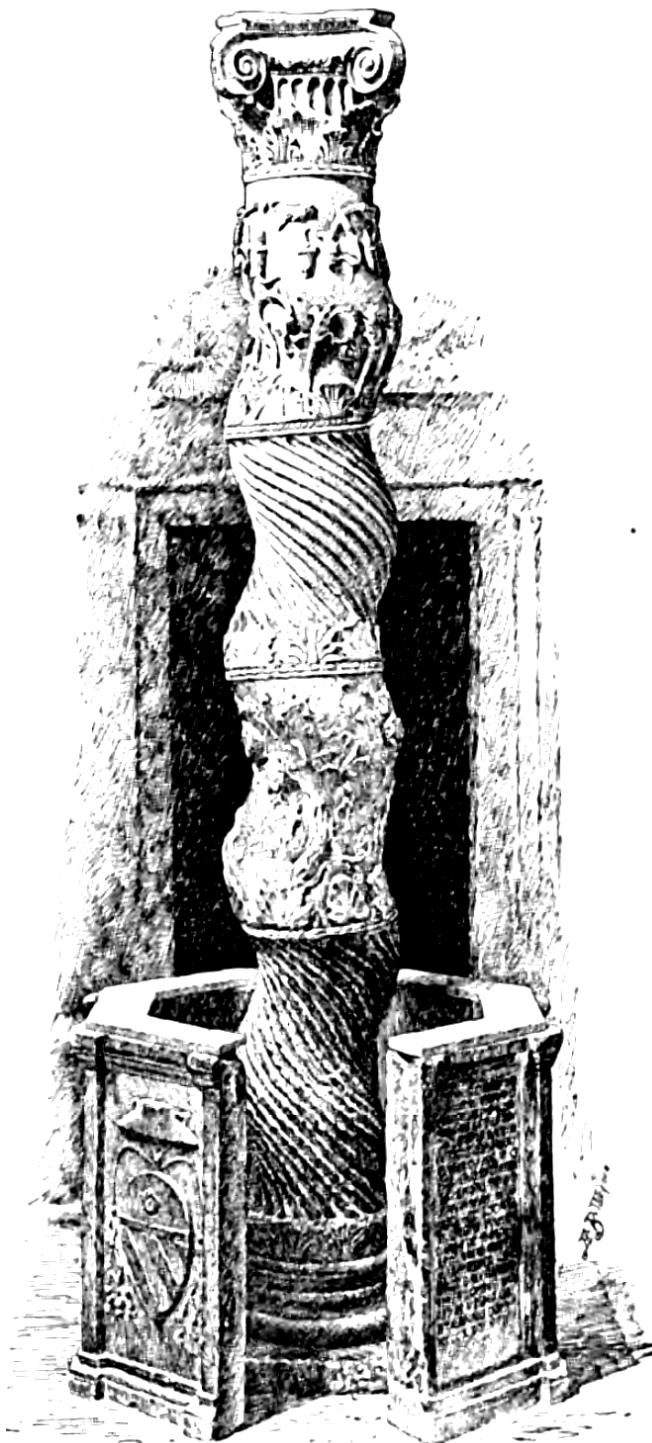
A spyhole here allows the Harvesters to watch the Dancehall. Five Long Arms are on watch here at all times, one constantly at the spyhole, four typically at the table or creating wall art. The room has six chairs and a small table. The walls are covered in some indecipherable scrawlings and crude drawings and filth is piled in the corners. Hanging from the walls are dozens of manacles and chains. If detected, they will radiate as magical. These chains (**Gnome King's Shackles**, see Appendix – New Items for more information) are the devices that the Harvesters use to bind prisoners (and are the key to passing the Twisted Pillar, below). Searching the filth piles will reveal a pinky finger chewed on one end, but still retaining a platinum ring set with a blue opal (worth 125 gp) that once belonged to Lady Elegia of Manor Pilias.

The Long Arms will not fight to the death. If they lose more than two of their number or are quickly reduced in hit points, they will grab chains from the walls and run toward area 4 to warn the entire complex of the intrusion. If an alarm is sounded, four of the five long arms will grab all but one of the chains and run to the Great Fungus Court, leaving a single sentry with a single magic chain.

Long Arm (5): hp 18,19,21,23,28

4. THE TWISTED PILLAR

This small, barren room has only a single feature: a large, twisted pillar in the center of the room. Those who pass the pillar without being in contact with the magical chains from area 3 are hit by lightning bolts every round (2d6 damage per bolt strike, 1d4 bolts strike each target per round), save for half damage. Those who fail their save not only take full damage but are stunned for the round and cannot move again that round.



5. GALLERY OF FOOLS

The walls of this room are carved depicting disgusting acts of brutality and are painted in gaudy, in appropriate colors (green blood, purple skin, etc.). There is an alcove in the west wall and six spy holes in the east wall which peer into the Hall of Eternal Dancing. At four of these peepholes are placed men of varying ages who have been driven mad by the Gnome King. These are the **Watchers of the Dance**. They are shackled to stone chairs and their heads are affixed to the spy holes by leather harnesses. They are sitting in their own filth and drooling, alternating with gales of laughter and sobs of despair.

If released they are volatile and unpredictable. Use the following table for their reactions if released (roll each turn unless otherwise noted):

2d4 Watchers of the Dance reactions

2	Attack nearest PC
3	Run to the peephole they were occupying and stare through it for 1d4 turns
4	Start singing a bawdy song
5	Hop on one foot yelling, "Hop, hop, hop!" at the top of his voice.
6	Sit on the floor/ground and begin sobbing loudly, inconsolably
7	Drop to all fours and begin baying like a hound, imitating the Hell Hounds (area 6)
8	Seek out and attack the nearest minion of the Gnome King (or the Gnome King himself, if he happens to be nearest)

The Watchers of the Dance are grizzled and scarred men, beards reaching to the floor. They are generally weak and mad, but if attacked, or if they attack, they are ferocious, gaining +2 to hit and +3 to damage (though they attack as normal men, damage 1d4). The constant bombardment against their minds has given the Watchers of the Dance immunity to all mind affecting spells but they are very susceptible to illusions (-4 penalty on saves vs. illusion magic). In the western alcove is a poorly molded plaster cast statue of a woman. If the PCs inspect the statue within ten rounds of entering the room, they will hear muffled sounds from within the statue.

The "statue" is actually a plaster covered woman named Shira who is still (barely) alive. Seven **Scorned Brethren** are hiding in the wall here, waiting for the plaster to fully set (and the woman to die) so they can remove her and then create a "real" statue from the mold. The woman's experience in the Hall of the Gnome King has driven her as insane as the Watchers of the Dance so, if freed, she will respond as on the table above. She wears a gold necklace (worth 150 gp) and blue and gold embroidered slippers (worth 200 gp if cleaned up from the plaster). She knows the layout of the Hall and the Gnome King's weaknesses.

Watchers of the Dance/Shira (4+1): hp 2 each

Scorned Brethren (7): hp 1 each

6. THE HOUNDS OF THE KING

Chained to the wall in this chamber are 4 **Hell Hounds**. They wear magical chains like those found in area 2 (the Hall of the Harvesters) that allow the Hounds passage beyond the Twisted Pillar (area 4) if the chains are unhooked from the wall. The chains themselves are 20' long and very heavy. The Hounds are vigilant, howling and snarling any time anyone enters from area 5 (the Gallery of Fools).

The Hounds are attended by their keeper, a scarred and gnarled old **Long Arm** who treats them cruelly, but they obey his every command. If engaged in combat, the Long Arm will release the chains from the wall, allowing the hounds to roam freely, and order them to kill the intruders. The Hounds will fight to the death. The Long Arm, however, will beg for mercy if seriously threatened, weeping and keening over the death of his precious hounds (if they have, indeed, been killed). He will offer to lead the intruders to anything he believes they want – beginning with the treasury (13), then the Gnome King's greatest treasure (12c). He will lie to save his life, promising riches, hostages, a portal to "The Great Caverns of the Golden Fians" or whatever he thinks will save his wretched life. He will, of course, betray the intruders at the first opportunity, leading them into a trap, to a group of guards, perhaps to the Dead Man's Drop (12b). The Long Arm has a gold band around his right arm worth 30 gp and fights with a short sword which has a hollow space in the pommel in which he has hidden a diamond worth 300 gp and a strip of paper (which is an ancient scroll: *protection from demons* which is only 50% likely to function because of age – if the scroll misfires, it actually summons 1d4 demons, random types, who may attack the bearer of the scroll, may serve the bearer of the scroll, or may attack one another if more than one demon is summoned).

Long Arm (1): hp 23

Hell Hounds (5) (5 HD): hp 20, 22, 24, 25



The Hall of the Gnome King



7. THE HAIRY MAN

Hanging on the wall outside the door here are a variety of leather straps and harnesses. The door to this chamber and the bars set in the small window of the cell's door are oak. Even the hinges of the door are wooden. In fact, there is no metal associated with this cell at all. If detected, everything associated with the door radiate a faint magical glow.

Inside is the **Hairy Man**, a large, mute creature that the Gnome King has enslaved as his special torturer. The Hairy Man has the natural ability to discharge electricity from its body. The Gnome King uses special manacles and chains (**Ahsandar's Chains of Discharge**) which allow the Gnome King to determine when and how the Hairy Man's electricity is discharged. The creature appears to be a simpleton, though he very much is not. He resents the mistreatment it receives at the Gnome King's hand. In fact, to appease the creature, the Gnome King has made the Price of the Pale the Hairy Man's handler. The Prince only deals with the Hairy Man under the effects of a Change Self Illusion (appearing as a harmless young boy). The Hairy Man knows that he could over power any single denizen of the Gnome King's hall (probably even the King himself) or perhaps even a handful of creatures, but the sheer number of minions in the Gnome King's court keep the Hairy Man from attempting escape (since his last attempt cost him dearly). If the PCs offer him freedom, he will help them, even fight alongside them. If the Prince of the Pale's illusion is ever dispelled in the Hairy Man's presence, the creature will go berserk and attack every denizen of the Hall that he encounters until he either kills the Prince and the King or he is killed himself.

Hairy Man: hp 28

8. LARDER AND KITCHEN

This is where the Gnome King's "chef", a bizarre creature named **Asheras** who looks like a cross between a goblin and a lizard, prepares the Gnome King's feasts. Meat hangs from hooks, some of it rancid, and piles of fungus and hundreds of pounds of spices make this room difficult for humans to withstand. Those who enter this room must save vs. poison or begin sneezing and choking, unable to do anything else (considered helpless). Those who make their save cough and sneeze but are able to function (with no Dexterity bonuses and at -2 to AC). Asheras will attack any non-denizen of the Hall who enters the kitchen, but will not raise a general alarm, believing that he can handle any intruders himself. A huge brazier burns in the center of this room at all times. This magical fire is inextinguishable by normal means. The fire can consume all normal items (including metal) and the Gnome King uses this fire to dispose of waste...and enemies. Among the food stored here is pickled goblin, human and rat, fungus and root vegetables. Around Asheras' neck is a chin with a key on it (to the Special Larder).

Asheras: hp 24

9. SPECIAL LARDER

The door to this room is locked (Asheras, above, has the key). Inside, the walls are lined with shelves, but they are mostly empty. A few small boxes or baskets hold simple, mundane items (like small tools, utensils, papers, small pots with some unknown substance in them, etc). The most prominent feature in the room, however, are the five large urns sitting as if arranged in the middle of the room.

The Five Urns

The urns are unadorned, about 4 feet high, heavy clay. Four of the urns are un-stoppered, the fifth, in the center, has a large, brass stopper sealing it. If detected, they radiate a faint magic.

Their intrinsic value is low (maybe 20 gp each for the four and 50 gp for the center urn). However, when properly arranged and sanctified, they become **Urns of Commuting Blessing**. Beginning at the left and moving clockwise, each urn must have something of increasing value placed in it before the final, center urn is un-stoppered.

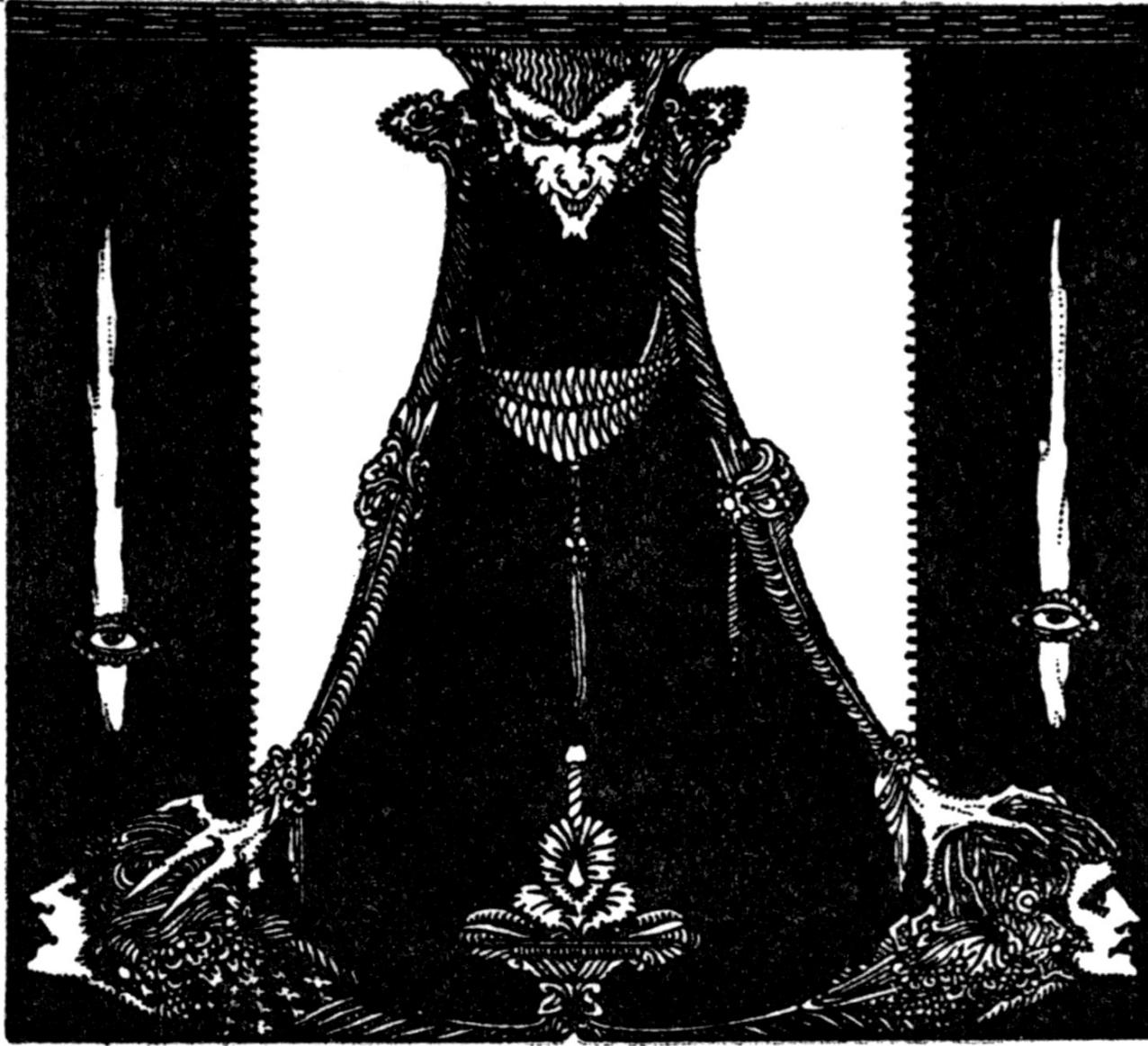
If the proper procedure is followed, when the center urn is opened, a blue-green smoke will fill the room for 5 rounds. Anyone who breathes the smoke for at least 2 rounds will receive a bonus of 2 or 10% on all rolls for the next two hours. The magic of the blessing "consumes" the items in the jars (that is, they disappear). If the proper procedure is not followed, when the center urn is un-stoppered, the room will fill with red smoke, and an angry **Djinn** will attack the party.

As a magic item, the **Five Urns of Commuting Blessing** are worth about 5,000 gp.

Djinn: hp 41



The Hall of the Gnome King



1d6 Gnome King's Personality		Gnome King's Weakness	Gnome King's Special Ability
1	Distracted by anger with an underling, dismissive and short	Must be constantly eating. If food is taken away, he flies into a rage.	ESP, detect lie, detect good/evil: any one, once per turn, unlimited times per day.
2	Whimsical with an underlying threatening current, uses murderous double entendre	Must be constantly complemented. If insulted, he flies into a rage. Must always have a fawning audience.	Can shoot one magic missile (as per spell) from each finger (up to 10 missiles), once every 10 turns.
3	Melancholy, despairing of life, looks on mortals with venomous disdain	Can't abide bright light. If in the presence of magical light or sunlight, attacks and defends (AC) with a 4 point penalty.	Regenerates 1 hp per round unless damage dealt is cold damage (which does double), even if only a small fragment remains.
4	Manic, rapidly changing topics, demanding tribute as the ruler of the universe, offering gifts to the strangers who grace his presence, etc.	Enthralled by beauty. If a being comes into his presence with an 18 or greater Charisma (or Comeliness), the Gnome King will fawn over the being and be captivated by it (as if charm person).	Eyes are dispel magic and anti-magic rays. If Gnome King "attacks" with his eyes, dispel magic at 15 th level caster level (affects spell effects and magic item effects for 1d6 rounds, save for half, but does not dispel permanent magic items, only their effects)
5	Murderous, demanding tribute or he will execute those before him	Susceptible to mind affecting magic: -3 penalty on saves versus such spells.	Magically hardened skin: AC -3[22], edged weapons and missile weapons do a single point of damage (plus any magical plusses), no strength bonus.
6	Flippant, dismissive, uncaring	Takes triple damage from water attacks.	Every time Gnome King hits target, critical hit.

10. FEASTHALL

Seventeen **Long Arms** dwell here in this messy, chaotic room filled with foul odors and uncertain piles of debris. If engaged in melee, one Long Arm will sound an alarm and all will fight to the death.

Long Arms (17):

11. THE ENTRANCE TO THE KING'S DUNGEON

At the top of this natural staircase is a door of bars which is locked. The Gnome King has the key. The long staircase descends about 30' over 2 dozen or so irregular steps. On the bottom step is a sigil (a stylized wolf eating its own tail). This is the seal that entraps Azon the Ravenous (see below). If anyone breaks the seal, they free the demon...who would like to get revenge on his captor (but might turn on the party, too....)

12. THE GREAT FUNGUS COURT

This is the Gnome King's Throne Room. Here, among the giant mushrooms and weird stalactites, sits the **Gnome King** on his Dragonbone Throne (see a below), an exile from the Green Land, a bitter immortal. He is attended by his "wife" and his court and guarded by his attendants, eight **Fungus Men**, and his personal guard, six **Long Arm Captains**.

The north wall of this hall is completely transparent (though it is still solid stone) giving full view of any events or actions in the Hall of Eternal Dancing.

The Gnome King's "wife" is a **nymph** named Calistya whom the Gnome King captured and imprisoned here a decade ago. Calistya longs to be released from the Gnome King (who is immune to her innate abilities) and will, if the opportunity arises, attempt to charm any of the men in the party, preferring those who are good aligned, beginning with the highest charisma/comeliness and working from there (but she is desperate, and will work her wiles on any man in the party). She will not attempt to use her abilities in the presence of the Gnome King, as would surely punish her for such disobedience and disrespect. However, if she can find an opportunity to be alone with one or more of the PCs while the King is distracted or away from her, she will make her attempt. She does not know much about the layout of the complex but she can tell the party a good bit about the Gnome King.

The Gnome King's Court consists of **Chitterers (7)**, **Snufflers (4)**, **bird men (2)**, **goblins (11)**, **shadow creepers (7)**, and **scorned brethren (19)** in a chaotic mass audience, hooting and laughing at the spectacle in the dancehall, attending to every word uttered by the Gnome King. The Gnome King's Court is fiercely loyal to him and will fight and even die at his command. However, if the Gnome King falls, the court will flee in cacophonous rout, grabbing any valuables they can on their way out but seeking their own lives first and foremost.

The **Gnome King** is a spindly, warty mottled grey creature. While he stands only about four feet in height, he is physically strong (STR 21) and his magical power gives him tremendous influence (see below and New Monsters). When confronted, the Gnome King will slip on the gold ring from his pouch (see below) and then immediately attempt to **mass suggestion** the party. If that doesn't work he will then attempt to cast **cause madness** on any obvious spell casters and tell his court to attack. In the ensuing melee he will continue to attempt to **cause madness** as he is able.

He will fight (he uses a stone ax) but he knows that he is vulnerable to physical attack and if he is losing will attempt to cast **darkness 30' radius**, he will attempt to grab his secret magical stash (**Misha's Ring of Hope** - see Appendix - New Items), and flee through The King's Secret (below), running to Azon the Ravenous to retrieve his Phylactery, going to great lengths (though not revealing anything to Azon) to try to retrieve it. The Gnome King will sacrifice everything to save himself. The king carries keys (for the secret doors, the Treasury and the Special Larder) on an iron ring on his belt, a leather belt pouch (goblin skin leather) containing 8 rubies (worth about 300 gp each), a small iron rose (the key for the **Ahsandar's Chains of Discharge**) and a gold ring (**Misha's Ring of Hope** - see Appendix - New Items) and his stone ax is always at hand.

a. The Dragonbone Throne

The Gnome King's throne is a massive affair. The back and sides are fused dragon bones, the seat is a massive dragon skull. Spindly wing bones fan out behind the throne, creating a macabre canopy over the The Gnome King, who claims to have killed this enormous creature with his stone ax in a single stroke.

A secret panel in the skull opens, revealing the Gnome King's magical stash: two unlabeled **potions (invisibility, gaseous form)** that the King has been afraid to try, a **bowl of commanding water elementals**, a **helm of Underwater Action** and **Talisman of the Mad Mage**. In addition, there is an alabaster jar, sealed with beeswax and the Seal of the Gnome King. Inside the jar is the soul of Shiralla, the Witchwoman (see Hope Cross Village).

Fungus Men (8) (HD3): hp 6, 7, 8, 13, 13, 14, 16, 18

Long Arm Captains (6): hp 30, 30, 31, 32, 35, 35

Chitterers (7): hp 10, 15, 18, 19, 20, 23, 25

Snufflers (4): hp 21, 23, 24, 28

Bird men (2) (HD3): hp 17, 18

Goblins (11): hp 2, 3, 3, 4, 4, 4, 5, 6, 7, 7, 8

Shadow Creepers (7): hp 3, 4, 6, 6, 8, 10, 13

Scorned Brethren (19): hp 1 (x11), 2 (x7), 3 (x1)

The Gnome King: hp 38

Calistya (Nymph): hp 21

The Hall of the Gnome King

b. The Dead Man's Drop

A secret trap door (8'x8') in the floor here opens at the Gnome King's command (the command word is "Drop from my sight!" In old gnomish). The Gnome king enjoys dropping prisoners into the water dungeon after toying with them for some time. All of the members of the Gnome King's Court know where this trap door is and avoid it (because he has been known to drop a drunken goblin into the water dungeon just for sport).

c. The Greatest Treasure

In this alcove is the Gnome King's greatest treasure. The woman he truly loves: Queen Arianna of the Kingdom of Filan. When she spurned his love 400 years ago, he trapped her in this mirror where she has lived a half-life ever since. He has no idea how to free her, but retains her as "art" for his Courtroom.

She is always attended by four **Watcher Demons** who never leave the mirror, even to defend the Gnome King, but will defend the mirror to the death.

If the PCs release Ariana from the mirror (the details of which are left up to the DM to determine), she holds the key to the secret treasury of the Lost Kingdom of Filan and will be willing to share what she knows with the PCs if they will agree to help her restore her throne.

Watcher Demon (4): hp 21, 24, 24, 31



13. THE TREASURY

The door to the treasury is always locked and the Gnome King believes he has the only key. Inside, the chamber is a chaotic mess of treasures, garbage and mundane items taken from the many unfortunates who have found their way into the Gnome King's Hall over the centuries.

Among the treasures are many mundane items taken from peasants and travelers who have made their way into the Gnome King's Hall (clothing, shoes, teeth, hair, tools, utensils, buckets, baskets, etc), swords, shields, spears, helmets, daggers and the like, as well as a number of valuable items:

Three Chests:

1: 1342 gp and a golden holy symbol (stylized sun design)

2: 5672 sp, three silver candlesticks, a rosewood box containing 8 silver necklaces (worth about 400 gp total) and a silver medallion (a sun and moon design, intrinsic value 200 gp, but actually **The Talisman of Day and Night** see Appendix – New Items).

3: 2342 cp (these are such rare, ancient coins that they are actually worth a gp each to a collector - a magic user or alchemist - because they contain the exact metallic composition needed for some arcane formula) and three bronze braziers (worth 50 bp each)

The Staff of Anath

The Armor of St. Parian

Shatterblade (shortsword)

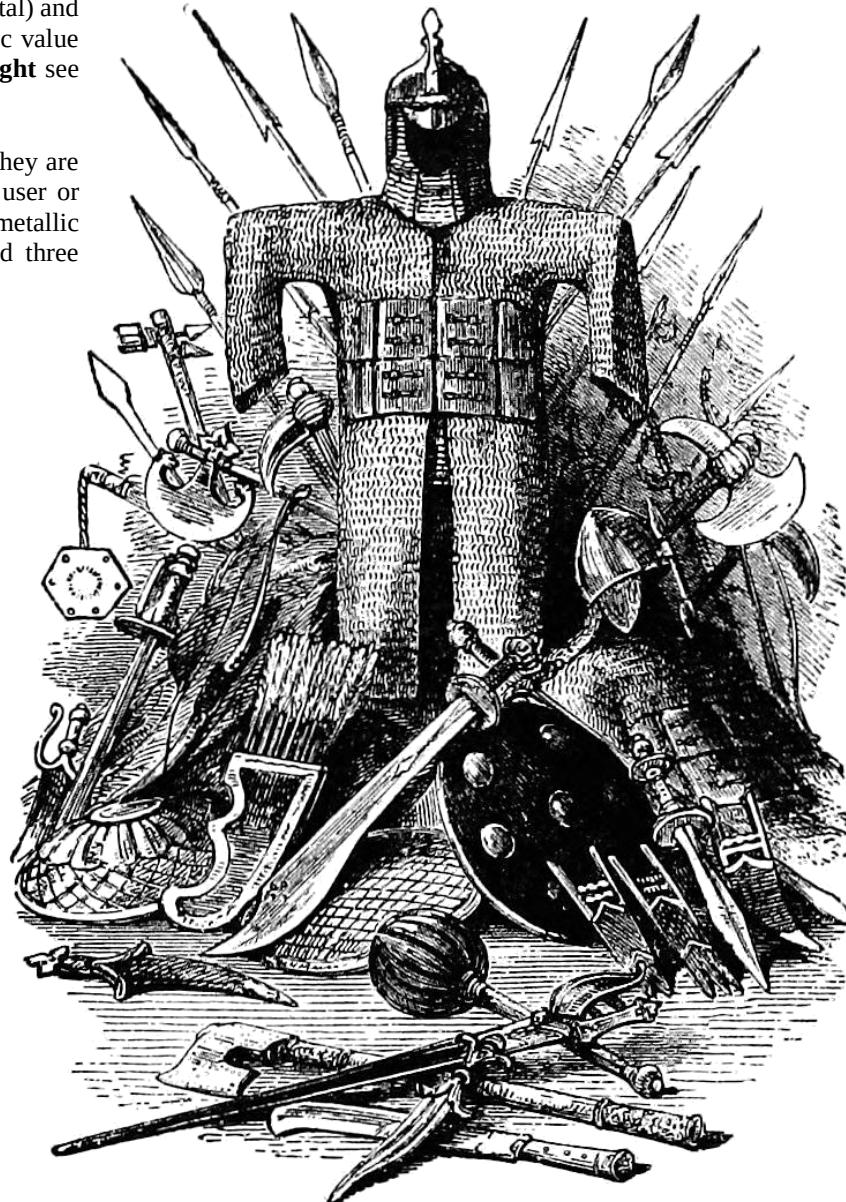
The Dagger of Nim-Nis (Azon the Ravenous)

Four Wicker baskets with sand in them. This "sand" is **Dust of Binding** (see Appendix – New Items).

Abacan's equipment (see room 23, the Water Dungeon) – Red and white robes, a black cloak, a dagger, a staff, a **potion of invisibility**, a **ring of water walking**, a traveling spell book with Charm Person, Comprehend Languages, Dancing Lights, Detect Magic, Light, Read Magic, Spider Climb, Write, Continual Light, Detect Invisibility, Levitate, Mirror Image, Dispel Magic, Haste, Hold Person, Infravision, Suggestion.

14. THE KING'S SECRET

Through a locked secret door behind the Dragonbone Throne is a small tunnel that leads to another locked secret door that leads to the King's Dungeon. The locks on the secret doors have different keys. The door from the Great Fungus Court to the short tunnel uses an iron key marked with three triangles and circle on the shaft of the key. The lock on the door from the short tunnel to the dungeon uses a small bronze key marked with a single triangle and a square on the handle. If the wrong key is used on either door, a trap is sprung on the person holding the key – on the Great Fungus Court Door if the wrong key is used, a lightning bolt will shoot out through the key (4d6 damage – save for half). If the wrong key is used in the dungeon door, the door explodes in a 5d6 fireball (per magic user spell for area of effect – centered on the door – it will probably blow up both doors, the dragonbone throne and a good bit of stone... not to mention the party...)





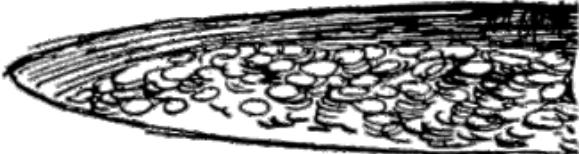
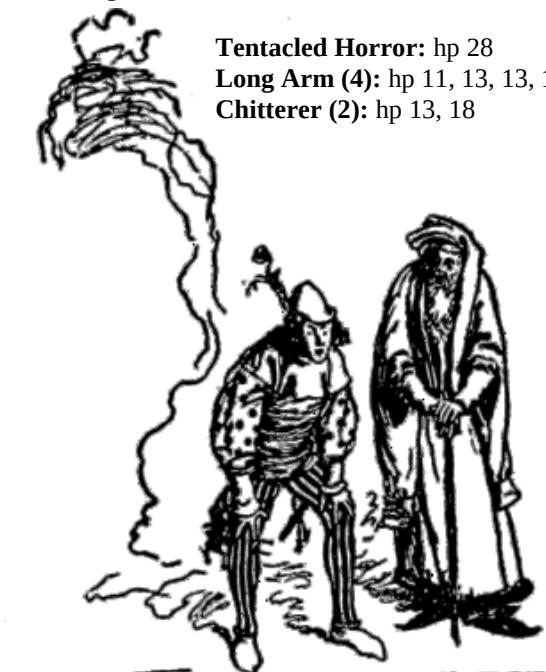
THE FUNGUS COURT THE DUNGEONS

15. THE CHIMNEY AND THE ALTAR OF DARKNESS

This ledge is 20' above the floor here and above the ledge, a natural chimney, varying in width from 3' to just under 8" winds its way to the surface 120' above. The Gnome King can scuttle up the shaft easily in a few turns, avoiding the guardian he has set. Others who have tried to escape the Gnome King's Dungeon via the Chimney have not been successful. 40' up the shaft, before it narrows to the tightest point, the Gnome King has placed a **Tentacled Horror** (anchored, 2 long tentacles) as the "backdoor" guardian of his fortress.

An altar to the Primordial Element of Darkness is here, guarded by four **Long Arms** and two **Chitterers**.

Tentacled Horror: hp 28
Long Arm (4): hp 11, 13, 13, 19
Chitterer (2): hp 13, 18



16. THE THREE POOLS

The cavern here is dominated by three large, evenly spaced pools filled with what appear to be gold coins.

The pools do have gold coins in them (or, rather, copper coins dipped in gold). Each of the coins bears the Gnome King's likeness on one side and a seven-headed serpent on the other.

There are subtle differences between the coins in the three pools. The coins in the first pool depict the Gnome King facing to the left, the coins in the center pool depict the Gnome King facing front, the coins in the third pool depict the Gnome King facing to the right. Each coin has an intrinsic value of 1/5th of a sp. There are 2597 coins in the first pool, 8431 coins in the center pool and 3111 coins in the final pool.

The coins have some (little) intrinsic value, but they are important for entering the Water Dungeon (area 23) unscathed. The Long Arm keepers of the Water Dungeon take three from each of the first and third pool and a single coin from the center pool. If this combination is gathered, the seven coins will glow lightly with a green glow and then the entire creature in possession of the seven coins will glow with a pale green glow for one round and then will be protected from the effects of the minerals in the water and the Tyrant Serpent who dwells in the water dungeon as long as the coins remain in the creature's possession. Having fewer than, or the wrong combination of, the requisite seven coins has no effect. Having more than the requisite seven coins actually attracts the Tyrant Serpent's attacks (it will leap out of the water as soon as the first PC with more than the seven coins enters the Water Dungeon, see area 23 below)

The Hall of the Gnome King

17. THE PROMENADE "THE INNER DARKNESS"

From the edge of the Three Pools beyond, this entire area is under the effect of permanent GLOOM. Normal light sources (torches and lanterns) are only $\frac{1}{4}$ effective, light spells are at $\frac{1}{2}$ area of effect and duration. In addition, mortals (the PCs) who move through the GLOOM have to make a save every turn or despair. The effects of despair are $\frac{1}{2}$ movement, -2 to hit and damage, +2 AC, 10% chance of spell misfire.

18. THE FIRE DUNGEON

This Cavern is 30' below the level of the Inner Darkness/Promenade. Nine **Long Arms** attend perhaps 60 prisoners here as lava bubbles and smokes in a small caldera in the southernmost end of this cavern, snaking its way in a river of lava through the length of the cavern to flow into a cavern under the Inner Darkness. A motley band of prisoners stands along the walls scratching the stone with their fingers and talons. Periodically, a prisoner will cautiously bend over, scoop up a bit of loose stone into a small wicker basket (there are perhaps a dozen such baskets scattered throughout the cavern - PCs might recognize the baskets from the Great Fungus Court if they have been there). The baskets contain **Dust of Binding** (see Appendix – New Items for more information).

The Long Arms seem to randomly snatch prisoners, dip them in the lava and lift them out, screaming (two or three times a day they engage in this behavior). If the prisoner survives, he or she is tossed back onto the cavern floor. If the prisoner dies, they toss the corpse into the lava river where they sink into the molten rock. Otherwise, the creatures stand mute and fairly motionless unless a prisoner moves too much, then the Long Arms will either simply block the prisoner, maim them, dunk them in the lava or kill them.

It is difficult to discern a pattern to the creatures' behavior. If the prisoners notice the party (30% chance if the party isn't taking precautions) the prisoners will shout and beg for release causing a general alarm to be raised in the dungeon (and causing the Long Arms to snatch several prisoners and toss them into the lava river).

There are 9 Long Arms guarding a motley crew of 47 prisoners (all but 8 of whom have some deformity from the ministrations of the Long Arms). The prisoners include **men, women, goblins, sprites, shadow creepers, chitterers, snufflers, pookas, fairies, gnomes, elves, dwarves, halflings**.

Long Arms (9): hp 14, 16, 17, 18, 20, 23, 25, 28

19. DARIAL THE WEAK

Darial is a disgraced **Long Arm Captain** who failed the Gnome King in some small matter years ago. It amuses the Gnome King to keep Darial chained here, tethered in a cave next to Azon the Ravenous (see below).

Darial is chained in such a way that he can flee just out of reach of Azon, when the Demon-Beast seeks a meal, by dropping himself down the deep hole that is his home, this cave. The cave drops 100'. Darial's chain is 60' long and is affixed to the cave wall about 30' below the Inner Darkness floor (so if he were to fall from the main level down the shaft of his "home", he would stop at 90', just 10' below the bottom of the shaft). 40' down the shaft is a ledge where Darial makes his home and keeps his meagre possessions: a flint knife, an emerald (worth 35 gp), a pile of eagle bones and a leather pouch containing some brass coins.

Azon frequently taunts Darial and has given him the epithet, "Darial the Weak" which everyone uses in reference to the Long Arm. Darial truly is a coward - occasionally when Azon startles him he throws himself down the shaft of his "home", hurtling all the way to the end of his chain in terror. He wants nothing more than to be free of this torment and will promise the PCs anything if they will release him - the King's treasures (which he will exaggerate), his servitude (he will greatly exaggerate whatever abilities the PCs seem interested in, including his cruelty if they lead him in that direction), the promise of a queen (see the Greatest Treasure, Throne Room above). If they do release him, however, he will look for the first opportunity he can to flee, betraying the party if necessary (for example, he will gladly raise the alarm if they encounter another group of Long Arms, then try to slip away during the ensuing melee). He might be helpful, he might not be - his only concern is to rid himself of the Hall of the Gnome King.

Darial (Long Arm Captain): hp 33



20. AZON THE RAVENOUS

The floor outside this dark cave is scratched deeply and black stained. From the shadows beyond can be heard rumbling growls and clanking chains. No Long Arms attend this cavern - in fact, if anyone with the right skills studies the stone floor, it is apparent that when any creature passes this cave, it is as far from the entrance as physically possible.. Only the Gnome King ever approaches. Occasionally, **Azon the Ravenous** (see Appendix – Bestiary) emerges from his lair and snatches a meal from the Inner Darkness, but otherwise, the creature remains at his master's task: guarding the Gnome King's Weakness. Azon the Ravenous is a Demon-Beast.

The chains the tie Azon to the wall are for show. The creature cannot be bound by such simple physical means, however, the Gnome King has placed a magical seal on these caverns so that Azon cannot travel beyond the bounds of the Inner Darkness. The bond is broken by the death of the Gnome King or the breaking of the seal (found on the bottom step at the Entrance to the Dungeon, above). Azon will gladly parley with the party to be freed from his captivity. Break the seal and Azon will fight the Gnome King (of course he is as likely to turn on the party after defeating the Gnome King as not). He has no desire for any of the treasure of the Gnome King except the **Dagger of Nim-Nis**, (cuts bindings) the one weapon that controls Azon, the weapon that carved the Sigil on the step that entraps him, the weapon which can destroy the sigil and free Azon.

Azon believes he guards the Gnome King's greatest treasure, so he treats the item very casually. In fact, the item is the **Gnome King's Phylactery**, containing his immortality (see Appendix - New Items). If he discovers the truth about the phylactery, he will attempt to destroy it (not an easy task) and seek to be freed from his prison. The Phylactery is a small rosewood box sitting on a pedestal protected by a powerful protection from evil spell (cast at 20th level by a dying paladin – a blessing from his god).

In combat, Azon uses a massive trident (**The Trident of Azon** – See Appendix – New Items) for 2d8 hp of damage (+2 vs good). Azon will eagerly engage in combat with any creature that enters his cavern but if combat begins going poorly for him, he will attempt to parley, offering anything he can to save his own life.

Azon the Ravenous: hp 55



21. & 22. THE OUTER DARK

At the dashed line on the map begins an impenetrable darkness – light and continual light have no effect, darkvision and the like are useless in the Outer Dark.

A wish spell (or similar magic) will allow the effect of darkvision, 5' radius. At the entrance can be heard two distinct, hushed voices. One is quietly sobbing, the other is quietly muttering, though exactly what is being said, or even the language spoken, is indecipherable (though magic may indicate the language). Because of the peculiar acoustics in the Outer Dark, it is impossible to discern which voice is coming from which side.(they both echo all around the entrance to the cave).

In the right lobe of the cave (area 21) sits an ancient man, muttering to himself in a language that no one has spoken in three thousand years. His head is covered by a ragged grey cloth and he holds a glass of water that he may never drink in his right hand. If inspected, he is chained by his ankles to the stone by what appears to be a thin golden chain.

In the left lobe of the cave (area 22) lays a young woman, sobbing inconsolably. She wears a tattered red velvet dress and is chained to the floor by what appears to be a thin golden chain.

The two figures will not resist being moved or led about. Their chains are just long enough that they can almost reach one another. In fact, if they are brought together, they will reach toward each other frantically and be just out of reach from the other's grasp.

This is **Goran** (the druid, area 21) and **Suranna** (the sorceress, area 22), lovers who betrayed the Gnome King centuries ago. The Gnome King used powerful demonic magic to bind the pair here to forever be able to hear one another, to sense one another, but to never touch one another.

To further torment his captives, Goran has visibly continued to age (he now appears 374) while Suranna has remained the age she was when captured (29).

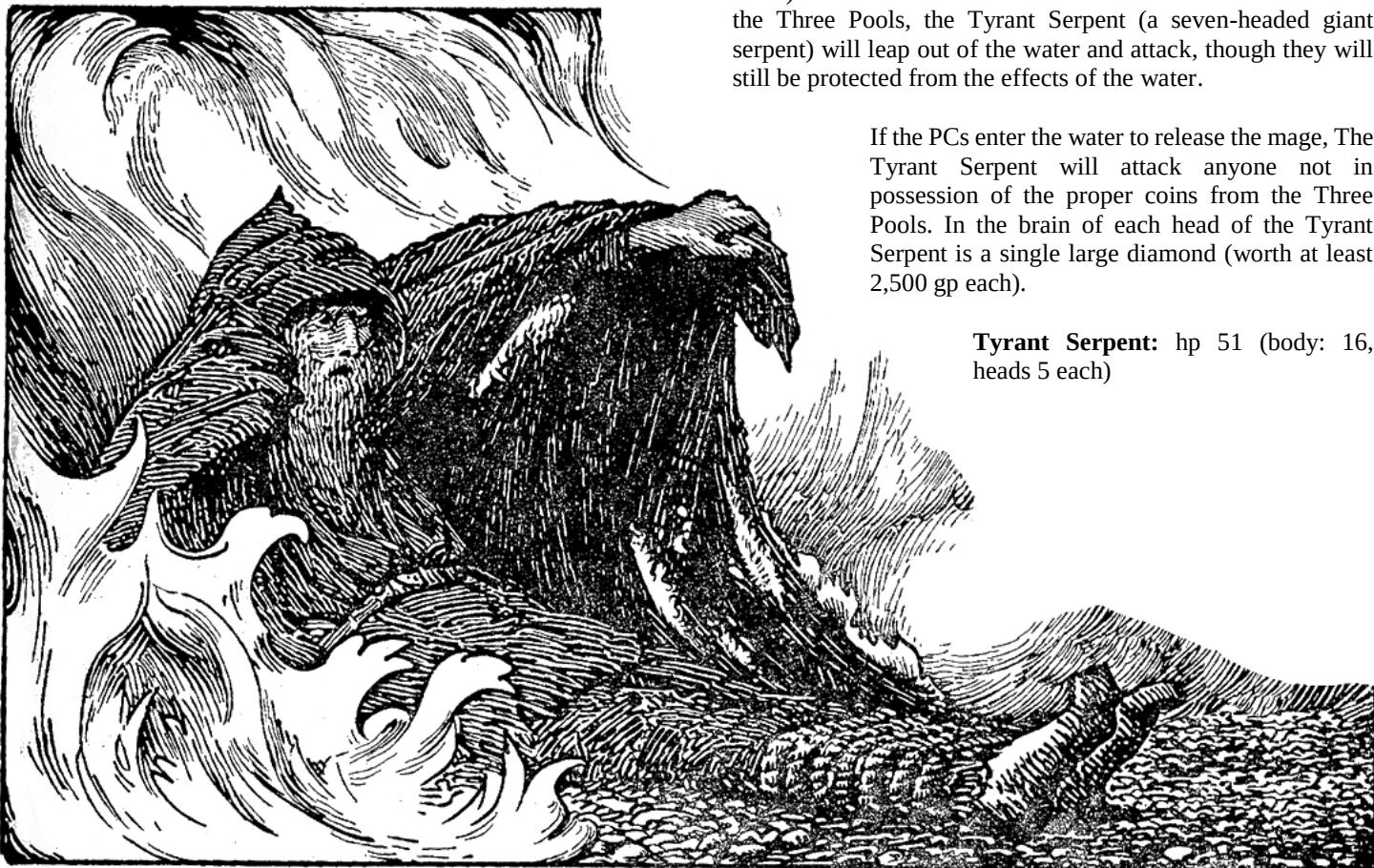
The Hall of the Gnome King

If freed, Goran and Suranna will gladly help the PCs against the Gnome King, however, they are reduced in hit points due to their captivity and have no spells memorized. Neither is particularly good in melee combat nor do they know the layout of the Hall. If, somehow, they can rest long enough to gain spells and hit points, they could become formidable allies. The only way to release these lovers from their captivity (short of two wishes) is to use the Dagger of Nim-Nis.

If the two are freed without a contingency spell cast upon them (or a limited wish, full wish or some similar spell), they both will physically age rapidly (within 20 seconds, both the druid and the sorceress will advance to an actual 374 and 371 years old, respectively). Roll for system shock. Even if they physically survive, they will become insane, running (or, rather, shuffling) in random directions, singing ancient love songs in harmony.

Goran the Druid: HD D9; AC 9[10]; hp 9 (35); Atk staff (at +1 for 1d6+1); Move 6 (injured); Special: spells (depleted until out of the Hall of the Gnome King)

Suranna the Sorceress: HD M7; AC 9[10]; hp 4 (18); Atk fist (1d2); Move 6 (injured); Special: spells (depleted until out of the Hall of the Gnome King).



23. WATER DUNGEON

All manner of prisoner is stacked here, dead. Twelve **Long Arms** are carefully placing bodies in the water which is filled with corpses in varying states of pickling. The water is saturated with minerals that naturally pickle bodies in a way that the Gnome King enjoys. In the center of the pool, with her head just above water, is a live woman, chained to the bottom of the pool. If she sees the party she will try to get their attention but will not intentionally draw attention to them. She is, however, quite mad by this point.

She is **Abacan** of the Estrival Order, a Mage (5th level – S 8 I 16 W 10 D 12 C 15 Ch 12 hp 1[16]) who got caught by the Gnome King and dropped from The Great Fungus Court (12b). She is being prepared as a special treat for the king, being pickled alive. Abacan has no spells memorized, and in her current madness it is uncertain that she could manage spell casting again (of course she doesn't know this – she recalls being a mage of some power – and no small ego). If released, Abacan will promise a great deal of help, but will be unable to deliver much. Her equipment is in the Treasury (13 above). She has a single hit point. If she remains here for one more day she will die and become just another corpse in the pool.

Each Long Arm has seven gold covered copper coins in a small pouch around its waist. These coins protect the Long Arms from the effects of the minerals and from attacks from the **Tyrant Serpent** (see area 16 The Three Pools for information on the coins). If the PCs have more than seven each of the coins from the Three Pools, the Tyrant Serpent (a seven-headed giant serpent) will leap out of the water and attack, though they will still be protected from the effects of the water.

If the PCs enter the water to release the mage, The Tyrant Serpent will attack anyone not in possession of the proper coins from the Three Pools. In the brain of each head of the Tyrant Serpent is a single large diamond (worth at least 2,500 gp each).

Tyrant Serpent: hp 51 (body: 16, heads 5 each)

Tyrant Serpent Unique Abilities

Roll 1d6 Special Ability

Roll 1d6	Special Ability
1	Each head can breathe flammable water (1d6 hp damage, 2x/day)
2	Venomous bite (lose 1 hp per hour for 3d12 hours, save for half)
3	Constrict (if a natural 20 is rolled, Serpent coils around target for 1d6 hp damage and -4 penalty to AC – save each round to escape)
4	Generate Illusions (imitating items or creatures nearby, disguising itself – illusions are imperfect)
5	Immune to non-magical weapons
6	Radiates anti-magic field, 40' radius (no magic items or spell effects function within radius)

Roll 1d6 Special Weakness

Roll 1d6	Special Weakness
1	Lethargic (attacks last every round)
2	Fire does double damage
3	Cold does double damage
4	Arrogant (only one head will attack at a time, until only three heads remain)
5	Weak Bite (damage -2 against metal armor)
6	Blind (heads attack with a -2 penalty)



APPENDIX - NEW ITEMS

Ahsandar's Chains of Discharge: These iron manacles appear similar to the Gnome Kings Shackles (q.v.), but they are more ornate, with roses and dragons inscribed on the manacles themselves. The Chains were originally enchanted to control a lightning demon, they can be used to control any creature who has innate electrical abilities which can be fitted to the manacles. The key for control is a small iron rose, which the controller with which the controller must have direct contact in order to control the wearer of the manacles, allowing the bearer of the rose to control every action of the wearer of the manacles.

The Armor of St. Parian: This chain mail is +2 chain. In addition, it confers the following benefits to the wearer: it glows pale blue when within 50' of undead, it offers protection from undead (as per the potion) 3x/day, gives the wearer a save vs. spells when hit by a level draining undead (or an additional save if a save is permitted). One drawback to the armor is that undead recognize the armor as having been imbued with the power of St. Parian and will attack the wearer of this armor first, ignoring every other potential target.

The Dagger of Nim-Nis (Azon the Ravenous): This ceremonial dagger has a long, dull blade and a gem encrusted hilt. It detects as magical. The Dagger of Nim-Nis is enchanted in such a way that it can cut any bond, magical or mundane, that entraps a being. The dagger is especially useful for denizens of the lower planes to destroy circles of protection and the like, and is thus greatly desired by such beings. In game terms, the Dagger of Nim-Nis can be used against symbols, circles, web spells, ropes (magical or otherwise), wires, cables, spider's webs, etc. Virtually any bond that entraps. It does not function against locks, bars, etc. – only bonds that entangle (physically or magically).

Dust of Binding: Dust of Binding has a number of arcane applications, but the most common is in binding creatures of the lower planes. Circles and symbols made with Dust of Binding cannot be erased by any natural means.

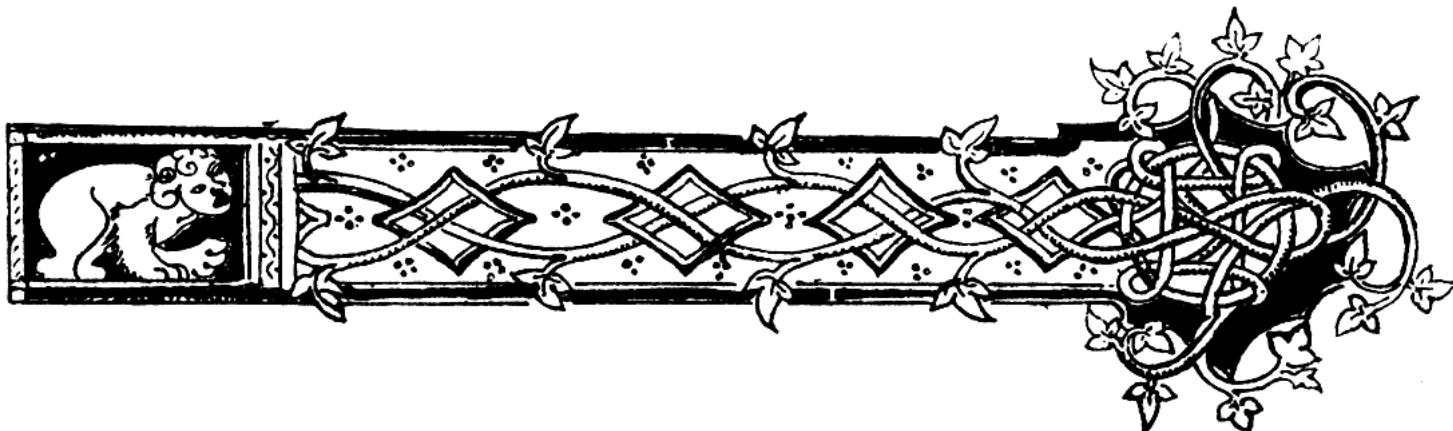
Five Urns of Commuting Blessing: These urns are unadorned, about 4 feet high, made of heavy clay. Four of the urns are unstoppered, the fifth, in the center, has a large, brass stopper sealing it. If detected, they radiate a faint magic. The urns are always arrayed this way (four unstoppered urns surrounding a single stoppered urn).

Their intrinsic value is low (maybe 20 gp each for the four and 50 gp for the center urn). However, when properly arranged and sanctified, they become Urns of Commuting Blessing. Beginning at the left and moving clockwise, each urn must have something of increasing value placed in it before the final, center urn is unstoppered. For example, from left to right, a copper piece, a silver piece, a gold piece and then a gemstone, then the center urn is unstoppered.

If the proper procedure is followed, when the center urn is opened, a bluish smoke will fill the area for 5 rounds. Anyone who breathes the smoke for at least 2 rounds will receive a bonus of 2 or 10% on all rolls for the next two hours (the “commuted blessing”). The magic of the blessing “consumes” the items in the jars (that is, they disappear).

If the proper procedure is not followed, when the center urn is unstoppered, the room will fill with green smoke, and an angry Djinn will attack the party. As a magic item, the Five Urns of Commuting Blessing are worth about 5,000 gp.

Gnome King's Shackles: These magical chains protect the wearer from the effects of electricity. The bearer is immune to all electrical attacks, regardless of the source. The only requirement is that the chain/manacle must be in direct contact with the creature to receive the protection (if carried in a pouch or worn over clothing they do not confer the benefits of the protection).

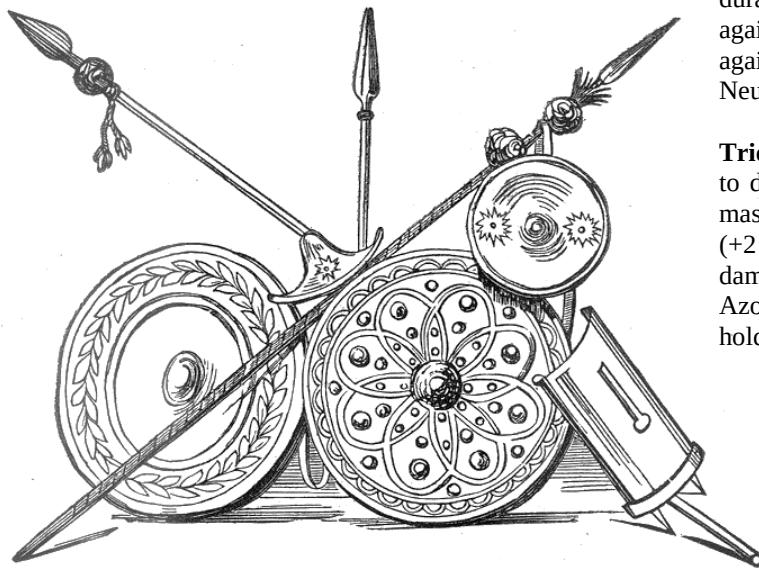


Misha's Ring of Hope: This simple gold ring is inscribed with runes and intricate knotwork. Once per day the ring enables the wearer to heal him or herself of up to 10 points of death-dealing damage. When the wearer receives damage that brings him/her below 0 hit points, the ring will heal the wearer to 1 hit point as many times as there is magic still charged in the ring for the day (that is, a PC reduced to -3 hp is healed 4 hp, then the next round is reduced to -4hp, so is healed 5 hp, a total of 9 used so far, so if the PC takes damage that reduces him below 0 one more time, the ring will expend all of its magic, but not be able to bring the PC back a third time). This ability will only function three times for any individual.

Phylactery of the Gnome King: The Phylactery of the Gnome King appears to be a simple rosewood box with roses and doves carved into the sides and the top. Inside, the box is lined with red velvet and on the velvet is a polished 4" black stone. The stone seems ordinary and does not detect as magical. If true seeing is used on the stone, however, a "spirit aura" will be seen around the stone. The Gnome King has infused the stone with his immortality. If the stone is ever destroyed, when the Gnome King is killed his soul goes to the Nether Realms to be tormented forever.

A powerful protection from evil spell has been cast on the Phylactery (at 20th level) when a Paladin who was captured by the Gnome King escaped his torment and tried to destroy the Gnome King but was intercepted and killed by the Gnome King's minions. With his dying breath, the Paladin called on the power of his god to keep the Gnome King's greatest treasure out of his hands, thus the powerful protection spell. Azon the Ravenous knows that the treasure in the box is important to the Gnome King, but he cannot touch the box and he does not realize the true nature of the contents or he would take considerable pains to destroy the stone himself.

Shatterblade (shortsword): Shatterblade is a shortsword +1. When a natural 20 is rolled on an attack, Shatterblade shatters its opponent's weapon – whether magical or mundane (swords, daggers, even shields) or natural (claws, fangs, etc).



The Staff of Anath: Created by Anath, famous apprentice of the Archmage Damoric, this 8' long staff is polished Greatoak wood, hardened and intricately carved with twisted human and demonic faces. Anath was a demon hunter and as a melee weapon the staff is +2 to hit, +4 to damage vs. beings of the lower planes doing 3d6 hp damage.

In addition, the staff can shoot a bolt of lightning up to 100' at a command doing 3d8 points of damage. After this power has been used 10 times, the staff must be planted in the ground and recharged by two lightning strikes (natural or summoned by spell).

The staff can only be expended 10 charges in any 24 hour period, needing to recharge and then "rest" for a time before being used again. Using it again within the same 24 hour period will result in a 10% cumulative chance per use of the staff exploding on use, expending all the remaining energy on the wielder and destroying the staff (that is, if used twice and then on the third use it explodes, it does 21d8 electrical damage to the wielder).

The Stone Ax of the Gnome King: This is an extremely heavy battle axe +3 made out of granite. The haft and head appear to be carved from a single flawless piece of grey stone, carved in the likeness of a great eagle, the spread wings being the blades of the axe and the body, elongated to be the haft. A large (2,500 gp) ruby is set in the beak of the eagle's head.

Because of the weight, only a being with an 18 or better strength can wield the Stone Ax. In addition to its magical bonuses, the axe confers stone-sight - the ability to see through stone [10'/level of wielder] 3x/day.

Talisman of Day and Night: The Talisman of Day and Night is a silver medallion (a sun and moon design, intrinsic value 200 gp). It will radiate both good and evil magic if detected. The talisman is only usable by neutral clerics. When a command word is spoken, the cleric can command either a single good or a single evil creature (per the Magic User Spell Geas for effect, duration and save). The Talisman must be used alternatingly against good and evil (that is, it will not function twice in a row against either aligned creature). The Talisman is useless against Neutrals.

Trident of Azon: This 10' long magical weapon is +1 to hit, +2 to damage (vs good), it is usable only by evil creatures. The massive trident does 2-12 points of damage on a successful hit (+2 vs good), and can do 5d4 (5-20) hp additional electrical damage 3x/day. Non evil creatures who touch the Trident of Azon take a full 20 points of electrical damage per round of holding the weapon.

APPENDIX - NEW SPELLS

Cause Madness (Illusion/Phantasm)

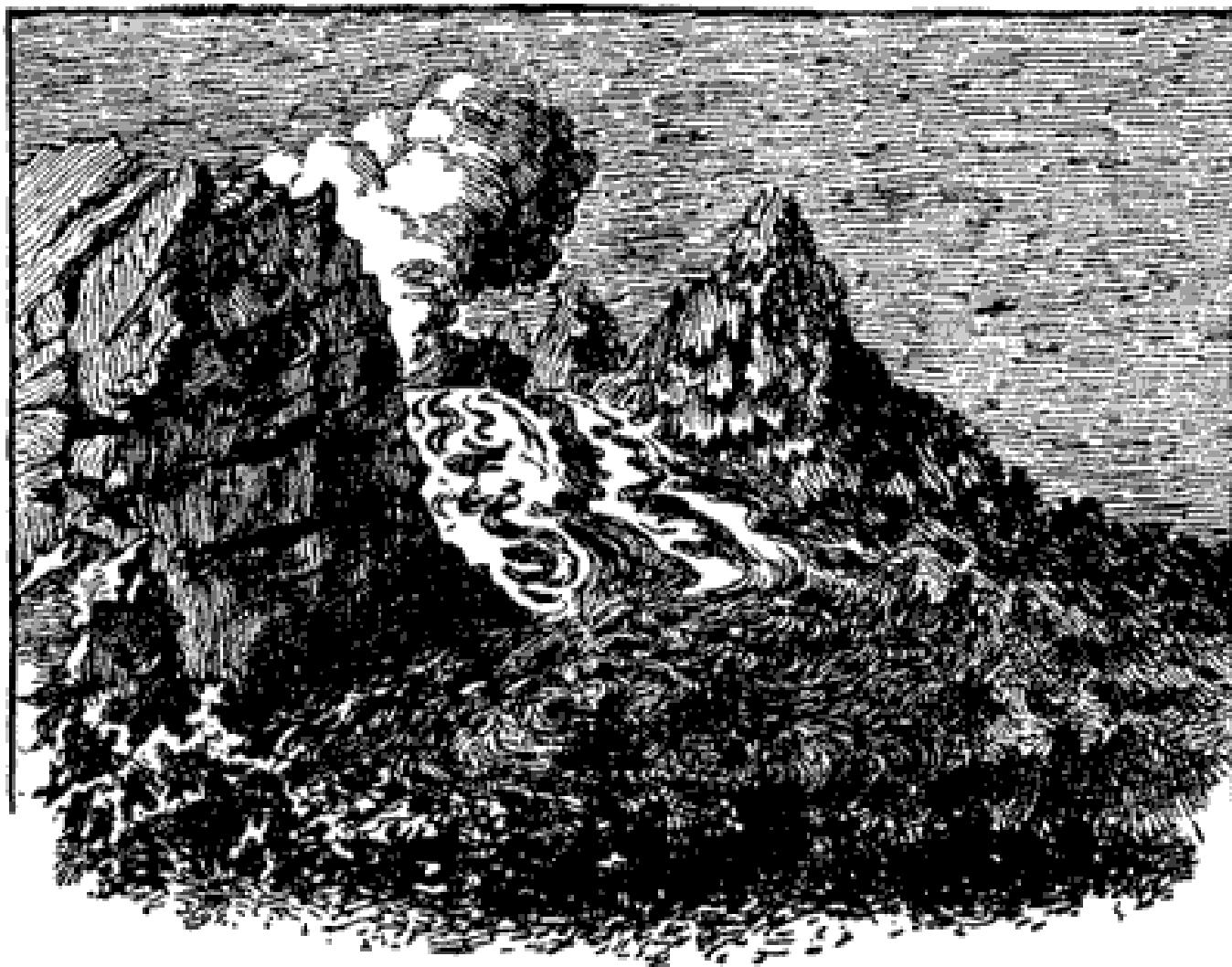
Level: 4
Components: V, S, M
Range: 0
Casting Time: 4 segments
Duration: Special
Saving Throw: Neg.
Area of Effect: 8" long cone, 4" diameter at end, ½" at base

When a Cause Madness spell is cast, the caster sends forth an invisible ray which causes creatures within the area of effect to become afflicted with a random insanity (d4: delusional insanity, hallucinatory insanity, paranoia, or homicidal mania). The insanity lasts for the number of turns equal to the caster's level. Those who make their saving throw vs. spells are unaffected. The material component for this spell is a jester's bell.

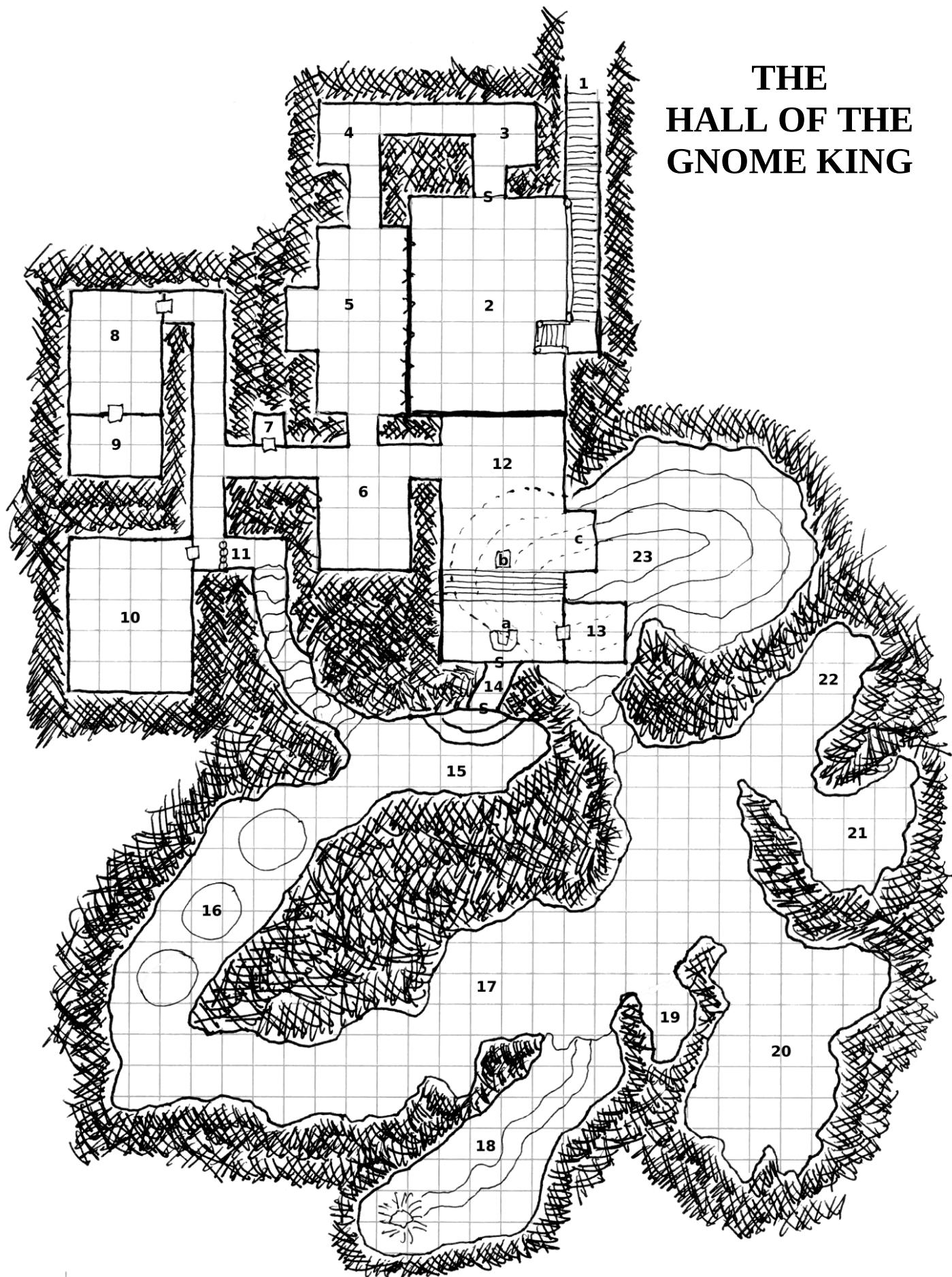
Gloom (Alteration)

Level: 2
Components: V, M
Range: 1"/level
Casting Time: 2 segments
Duration: 2 turns + 2 rounds /level
Saving Throw: None
Area of Effect: 4" radius globe

Gloom is similar to darkness, but half as powerful (though twice the duration and area of effect). Normal sight, normal and magical lighting, infravision, darkvision, ultravision and the like function at half strength in Gloom. A light spell does not negate a Gloom spell but functions at half strength. The material component for this spell is a pinch of coal dust.



THE HALL OF THE GNOME KING



The Hall of the Gnome King

Creature	Statistics
Asheras	Asheras: HD 4; AC 7[12]; Atk cleaver (1d4) butcher knife (1d4+1); Move 12; Save 15; XP/CL 4/120; Special: Thieving Abilities.
Bird Men	Birdmen: HD 1 to 4; AC 6[13]; Atk 2 claws (1d3) and beak (1d4) or by weapon (1d8); Move 12 (Fly 18); Save 17; CL/XP 2/30; Special: Fly.
Chitterer	Chitterer: HD: 4+2; AC 0[19]; Atk 2 fists (1d12/1d12); Move 9; Save 13; CL/XP 7/600; Special: None.
Demon, Azon the Ravenous	Azon the Ravenous: HD 9; AC -2[21]; Atk 2 claws (1d4), bite (2d8) or Trident (2-12+1/+2 vs. good); Move 9/12 (fly); Save 4; CL/XP 11/1700; Special: Fly, spell-like abilities; trident.
Demon, Watcher	Watcher Demon: HD 5; AC 2[17]; ATK two swords (1d8/1d8), bite (1d6+poison); Move 12; Save 12; CL/XP6/400; Special: Poison bite, spell like abilities.
Djinn	Djinn: HD 7+3; AC 4[15]; Atk Fist (1d10+1) or weapon (at +1); Move 9/24 (fly); CL/XP 9/1100; Special: Fly, illusion, gaseous form, invisibility, wish granting.
Fungus Men	Fungus Man: HD 5; AC 4 [15]; Atk 2 slams (2d4/2d4); Move 6; Save 12; CL/XP 5/240; Special: Resists electricity, spores, immune to charm
Gnome King	Gnome King: HD 6+6; AC -1[20]; Atk Stone Ax (1d12+5) or 2 claws (1d2+5/1d2+5) bite (1-8); CL/XP 6/400; Special: spell-like effects.
Goblins, Goblin-Kin	Goblin: HD 1-1 to 2; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight.
Hairy Man	Hairy Man: HD 6; AC 3[16]; Atk 1 (1d) or electric shock; Move 15; Save 14; CL/XP 6/400; Special: Electric Attack
Hell Hound	Hell Hound (4/5/6/7 HD): HD 4, 5, 6, 7; AC 4 [15]; Atk 1 bite (1d6); Move 12; Save 13; CL/XP 5/240, 6/400, 7/600, 8/800; Special: Breathe fire (8hp, 10hp, 12,hp, 14hp).
Long Arm	Longarm: HD 4+1; AC 5[14]; Atk 1 (fist 1d10 or weapon); Move 9; Save 13; CL/XP 7/600; Special: Illusion Abilities.
Nymph, Fey-Kin	Nymph: HD 3; AC 9 [10]; Atk none; Move 12; Save 14; CL/XP 5/240; Special: Radiance charm, sight can cause blindness or death.
Scorned Brethren	Scorned Brethren: HD 1-3 hp; AC 7[12]; Atk spear (1d4) or atlatl (1d3); Move 15; Save 18; CL/XP 1/10; Special: Hiding, detecting.
Shadow Creeper	Shadow Creeper: HD 2; AC 0[19]; Atk shortsword (1d6); Move 9; Save 16; CL/XP 3/60; Special Detect Magic, Darkness, Thief Abilities.
Snuffler	Snuffler: HD 4+4; AC 4[15]; Atk 2 claws (1d4/1d4) + bite (1d8); Move 12; Save 16; CL/XP 5/240; Special: Dispel magic touch.
Tentacled Horror	Tentacled Horror: HD 5; AC 4[15]; Atk tentacle (1d6 each); Move 3 (anchored) 12 (hovering); CL/XP 5/240; Special: bind with tentacle
Tyrant Serpent	Tyrant Serpent: HD 10 (body 3, each head 1); hp body 15, each head 6; AC 5[14]; Atk 7 bites at +3 (1d8 each); Move 9; CL/XP 10/1400; Special: Slow regeneration

Encounter Reactions

No encounter is an “automatic attack” unless the text specifically states such. For reactions, generally use the following table for an initial reaction and then roleplay what comes next based on the party’s actions. The roll can be modified by a Character’s Charisma score if appropriate.

Roll 1d20	Reaction
1 or less	Violently hostile: will likely attack unless somehow restrained
2-5	Hostile: will take immediate hostile action, but will not necessarily attack (draw weapons, threaten, roar, beat chest)
6-9	Uncertain, roll again on table with 1d12
10-11	Neutral: cautious but not hostile
12-17	Cautious: roll again on table with 1d12+8
18-19	Friendly: makes gestures of friendship (shaking hands, bowing head, purring, etc.)
20 or more	Open and enthusiastically friendly

Roll 1d8	Ideas to complicate things on the way to the Gnome King's Hall...
1.	The sky turns yellow and it begins to hail. Anyone caught outside unprotected will be battered for 1d12 rounds, taking 1d2 hp of damage per round if unarmored and 1d2 hp per round if armored and fail a save each round (otherwise, armor protects from damage).
2.	A random character drops a random item. Roll d20 each subsequent round, adding a cumulative 1 to each roll. When the modified d20 roll is equal to the character's Wisdom score, he or she realizes that something has been lost. If you want to further complicate things, have the lost item now in the hands of a faerie (sprite, leprechaun, fairy, etc.).
3.	Passing through some kind of opening (a cave entrance, interlaced tree boughs, the door of the Store, etc.), two random PCs swap Attribute Scores. They remain in this state until: 1. A sacrifice is made to the Fay, 2. A great offering is given to the church, 3. Remove curse of at least 8 th level is cast, 4. They each cut a hand and clasp bloody hands declaring them to be "blood kin", 5. The next full moon, 6. One of them loses a point of an attribute score to an undead being.
4.	An encounter begins with the being encountered (roll on wandering monster table) pointing at a random PC and shouting (in whatever language the encountered being speaks), 1. Daddy/Mommy!, 2. I remember you!, 3. Where is the gold you promised me?, 4. Don't kill me, I have found the True Path to Right Living!, 5. What time does the hangman come for you? 6. Why does it always have to be YOU?
5.	A distant groaning sound from far above becomes a screaming cow which crashes right where the party is standing. Dexterity check to avoid being hit by the cow (for 2d6 hp damage), saving throw to avoid being hit by splattered cow debris (for 1d4-1 hp damage).
6.	A tiny light begins following a random PC. If ignored, it will bump up against the PCs face, neck, arm, etc. repeatedly until swatted at (which will anger it) or addressed directly (which will soothe it). If angered, it will seem to disappear but still follow the PC, growing super bright at the most inopportune moment. If soothed, it will follow the PC and, as long as it is spoken to somewhat regularly, respond to requests (like "go dark" or "brighten, please"). The light will follow for 1d6 days.
7.	A ghostly chessboard, set to begin, floats up from the ground. Anyone who moves a ghostly piece plays a game of chess against death. If he or she loses, their life is forfeit and their body and soul are dragged off to the Outer Darkness. If he or she wins, death grants the PC a single opportunity to "cheat death" (a free resurrection).
8.	A swarm of small insects (bees, wasps, butterflies, etc.) circle the party for 4 rounds. If unmolested, the insects will go ahead of the party for 1d10 turns, rooting out any predators or monsters that lie in their path (that is, they negate any encounters during that time by chasing the encountered creature away). If swatted at or other aggressive action is taken toward them, they fly high in the air and swoop down to incite encounters (chances for encounters are now doubled) for 1d6 hours.

Roll 1d8	Random Encounter on the way to the Gnome King's Hall
1.	1d8 Goblins and 1 Hobgoblin – a delegation from the Godking of the Goblins in the Chantry bearing a small golden idol (worth 120 gp in gold) allegedly cast in the Gnome King's image (actually the face of Azon the Ravenous, if presented to the Gnome King, he will fly into a rage and order the bearers of the idol executed).
2.	1d6 Long Arms with 2 leashed Snufflers – a raiding party sent out by the Gnome King searching for slaves and magical items that they can take to their king's treasury. 50% chance that they will be in an illusory disguise (1. Jugglers and tigers, 2. Goblins leading chained rust monsters, 3. Anthropomorphic Gorillas leading chained chimpanzees, 4. Dragon men leading chained hellhounds). The snufflers can smell magic items within 20' radius and will act like hyper dogs when near magic items.
3.	1d4+2 Long Arms are searching for an escaped Chitterer. They have disguised themselves as monks from St. Albaran's monastery, though they don't know how to "talk the talk," and will be easily betrayed by their vulgar mannerisms.
4.	A lone Chitterer which has wandered away from the Gnome King's Hall. It is frightened and confused, but cannot communicate in any meaningful way, simply hissing its alien language.
5.	1d3+2 Goblins, battered and miserable (2 hp each), are fleeing from the Gnome King's Hall. They have no interest in fighting, but will defend themselves if necessary. They want food and weapons and, if helped, they will happily leave without conflict. If helped, the goblins will be captured by Long Arms shortly after leaving the party, who the captured goblins will happily rat out. If killed, Long Arms will discover the bodies within 1d3 days and track the party provided a storm has not come through the area in the interim.
6.	4 Long Arms are pushing a cart filled with mundane supplies (food, cloth, perhaps a few body parts). They will trade the cart full of supplies for their lives if given an opportunity. But they will then go immediately to the Gnome King to report the "theft" of the supplies and the mortals who waylaid them.
7.	3d4 Wolves circle, growling, baring teeth. They are starving and looking for food. If some relatively fresh meat is dropped, they will fight over it and ignore the party. Otherwise, they will try to isolate one of the PCs to drag down and haul off.
8.	4 Goblins and 2 Hobgoblins are dragging a cart with a large cage in the back in which is a hellhound, an offering from the King Under the Water to the Gnome King. If threatened, the Goblins will attempt to release the Hell Hound and flee. The Hobgoblins will try to defend the Hell Hound and will fight to the death.

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The Rosewood Highlands

The Hall of the Gnome King



On the eastern face of a low mountain is a forgotten door. Few of the locals know about this place, and those few who do know this place shun it for being haunted by evil creatures.

Occasionally some weary traveler will find his way to the door, seeking shelter from a storm or wolves or some other danger.

Those people always disappear.

The Hall of the Gnome King is a small dungeon adventure located in the central part of the Northern Tier Hexcrawl, which is a small region of the Rosewood Highlands.

Who is the Gnome King? What does he want? What is he hiding? Who could escape the clutches of his evil plans? Surely there are great treasures and sinister plans waiting in the depths of the Gnome King's Hall.

The Hall of the Gnome King is a Highlands Location, for use with Swords & Wizards in the Highlands, a rules variant.