

KK2

K&KA SOCIAL SERIES

NTRPG CON 2017

The Mystic Cup of Gygax **(or Alucard's Revenge!)**

by **Jimm Johnson & Steve Robertson**

AN ADVENTURE MODULE FOR CHARACTERS LEVEL 6-8



Assembled for the Knights & Knaves Alehouse Social at NTRPG Con 2017.



PUBLISHED BY

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LEVIATHAN**

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This scenario is designed for use with PLANET ERIS: Booklet 1 House Rules, and is compatible with all Classic, 0e, 1e, Original, Basic, & Advanced fantasy wargame systems, including the corresponding modern facsimiles and retroclones.

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INTRODUCTION

This scenario, created for the Knights-n-Knaves Alehouse Social, NTRPG CON 2017, is designed as a sequel to the adventures run at the K&KA Social last year (2016) in which the character of Alucard (run by Donovan Chaney, AKA Chainsaw) turned to evil and was subsequently left to his demise (after much gruesomeness and difficulty) by his fellow player characters. In this scenario, Alucard returns in disguise, ostensibly to aid his fellows in a quest for the coveted Cup of Gygax, but actually to exact revenge and achieve world domination. The scenario is designed for a massive group of 20+ players at various levels of inebriation.

BACKGROUND

In aeons long past the lawful Cult of The Red Priest was entrusted with the mystical Cup of Gygax. For ages these priests of Law served as custodians of the holy relic, protecting a **MOUNTAIN TEMPLE** built above an ancient magic cavern where the cup was housed. But in time, the location of the temple became known to the forces of Chaos. The depraved legions of Demogorgon overran the temple, desecrated it, and transformed it into a place of evil. But the Cup of Gygax was not to be taken so easily. The priests fabricated a **MAGIC MAZE** to obscure the path to the resting place of the cup, and Demogorgon's minions all failed to locate it. Furious at this, Demogorgon, proclaimed a prophesy:

*When a man who has turned to evil freely wears
The demon's mark on his hand and forehead,
He shall claim the Cup of Gygax and its powers!*

Such a man indeed came to exist. His name was Alucard. But, to Demogorgon's great chagrin, Alucard was slain before the prophesy could be fulfilled. Seeking to cheat fate, Demogorgon has brought Alucard back as a human-appearing Vampire-Lich. This undead incarnation of Alucard has now slipped in amongst the player party. He will use them as a means to find the hidden temple and navigate the dangers and puzzles of the **MAGIC MAZE**. Only when the Cup of Gygax is finally within reach will he reveal his true nature and attempt to kill them all, for he believes that if he drinks the blood of his comrades from the Cup of Gygax, Demogorgon will bestow on him a demon army to conquer the world!

NOTES FOR THE REFEREE

Play begins with the party at the entrance to the ancient mountain temple and will progress to a demonic shrine where three magic portals provide access to the **MAGIC MAZE**. There are two routes by which players may navigate the **MAGIC MAZE** and find the Cup of Gygax. The quickest way is by **THE STRAIGHT PATH**, a series of encounters that lead directly to the cave where the Cup of Gygax resides. Staying on **THE STRAIGHT PATH**, however is difficult. There are temptations, distractions, and deceptions along the way, any of which may easily divert a party

onto the perilous and protracted path known as **THE WINDING WAY**. In addition to the aforementioned obstacles, the evil Alucard (whose devious role is being reprised by Donovan Chaney, AKA Chainsaw) will attempt surreptitiously to steer the party into peril and eventual disaster. Maps and descriptions of the encounter areas are provided, as well as a flow-chart to help illustrate the interconnections between **THE STARIGHT PATH** and **THE WINDING WAY**.

TRANSMATERIALIZATION TUNNELS: These tunnels, marked on the maps as corridors filled with swirling smoke, are group teleport devices that connect areas within the **MAGIC MAZE**. A door or archway generally marks the starting point of these tunnels. Individual tunnels might allow one-way or two-way travel according to the judgment of the referees. Exit from a tunnel may be by means of a doorway if one is available. For some locations, however, there is no obvious exit point. In these cases the mist will gradually clear, the tunnel will fade, and the group will simply find themselves at the indicated destination.

ALUCARD TEXT BOXES: Bits of knowledge about the **MAGIC MAZE** were collected by the agents of Demogorgon as the unsuccessful search for the cup was conducted. Some of these details have been made known to Alucard. This secret information is placed in text boxes (like this one), usually near the end of an encounter description, so that it may be easily referenced by the Dungeon Masters. This special knowledge shall be provided to Alucard before play begins.

RULESET COMPATIBILITY: This module was designed for use with **PLANET ERIS: Booklet 1 House Rules**, and as such it is compatible with all Classic, 0e, 1e, Original, Basic/Expert, & Advanced fantasy wargame systems, including the corresponding modern facsimiles and retroclones. This module may be used with any of the aforementioned rulesets. The Planet Eris rules are not necessary for play. If desired, however, a free download of **PLANET ERIS: Booklet 1 House Rules** in PDF format is currently available on the Internet at the following URL:

<http://files.meetup.com/286932/Planet-Eris-House-Rules-Revised.pdf>

If the URL above becomes unavailable or out of date, an internet search using keywords "planet eris, house rules, pdf" is likely to locate the file.

START

The Mystic Cup of Gygax, Holy Grail of many worlds! It is an artifact of great worth and, depending on the hand that grips it, a font of immeasurable power for good or ill. Far have you travelled in search of it— south, away from the civilized lands, into a range of treacherous mountains where a forgotten Temple of The Red Priest is said to be hidden. Legends tell that the temple was an entrance to even deeper tunnels within, where a magical cave housed the cup itself.

When simultaneous avalanches suddenly blocked any means of retreat, you knew there was no way but onward. Now only a narrow, up-winding trackway lies before you. It leads to an opening in the mountain face. The gap is flanked on each side by ancient pillars carved in the form of angelic beings, but their holy shapes are now broken and defaced. This must be the entrance to the ancient temple whose custodians once protected the secret location of the Gygaxian Cup!

KEY TO THE MOUNTAIN TEMPLE

ENCOUNTER AREAS

1. **DESECRATED TEMPLE:** Beyond the entrance opening is a large square chamber. Set before the walls to the sides and back are lines of demon statues, 6 on each side. Behind these evil statues are the remains of defaced angelic pillars, similar to those found at the outside entrance. If a character stares at or examines one of the demonic statues too closely, an evil spirit will spring out and takes possession of that character (save at -4 allowed).

Any character so possessed becomes incredibly strong and almost impossible to restrain. The spirit will use the possessed character's abilities to attack the others. If the possessed character is hit, the spirit will leave that person and take possession of the character that just hit it (save as above). If multiple characters hit it in the same round, it jumps to whoever did the most damage.

The spirit can sustain 18 h.p. worth of damage (damage done to a possessed character is done to both the character and the evil spirit). The spirit is able to cast any of the character's spells, even while in melee. A successful turning attempt (as if vs. a wight) from a lawful cleric does 1d6 damage to the spirit, but none to the character. When the spirit's hit points are depleted it departs with a cackle.

Possessing Spirit (1); hp 18

AC *; MV *; HD *; ML 12

ATT: as possessed character

DAM: as possessed character

Special: May use any of possessed character's abilities including spells. Injuries to possessed character do equal damage to spirit.

Successful turning roll by a cleric does 1d6 damage to spirit only.

***AC, MOVE, and HD are as possessed character.**

At the center of the back wall, between two demon statues, a large, upright circular stone is set flush against the wall. Six glowing symbols (demonic seals) have been placed upon the stone. The stone is totally immovable while the seals remain. All a character need do to remove a seal is touch it. Having been placed here by agents of chaos, no harm will come to any chaotic character who touches a seal. If a lawful or neutral character does this, however, he must roll a saving throw. Lawful characters receive a penalty of -4 to the roll. If the roll fails, consult the table below.

d20 Result

- 1 Death appears, tries to pull PC into the earth. Save vs. death or die.
- 2 Level drain. Lose 2 levels.
- 3 Level drain. Lose 1 level.
- 4 Character loses 1d6 h.p. permanently.
- 5 Lose 1d6 points of strength permanently.
- 6 Lose 1d6 points of constitution permanently.
- 7 Lose 1d6 points of dexterity permanently.
- 8 Face bursts into flame, horribly scarred, 2d6 dam., -4 to charisma.
- 9 Permanent chronic cough, -2 to constitution and charisma.
- 10 Body odor like burning sulfur, -2 to charisma permanently.
- 11 Nose becomes elongated and crooked, -2 to charisma.
- 12 Feet enlarge and nails turn to claws, cannot wear normal footwear.
- 13 Eyebrows & hair burned off, -1 to charisma until they regrow.
- 14 Tongue lengthens and becomes forked, impaired speech.
- 15 Character sprouts a sixth finger on his primary hand.
- 16 Shocked for 1d6 damage and paralyzed for 1d6 rounds.
- 17 Struck blind for 1d6 turns, vision gradually returns.
- 18 Intense headache for 1d6 turns, cannot cast spells, -1 to all attacks.
- 19 Character's fingerprints are burned off, 1 h.p. of damage.
- 20 Nothing happens.

When all six seals are removed, the stone will crumble to dust and an arched opening will be revealed. Left of the opening an inscription in the common tongue can now be seen:

THE CHOSEN ONE OF EVIL,
WHO RECEIVED THE MORTAL WOUND,
AND WAS GRANTED UNDEATH BY PRINCE DEMOGORGON,
SHALL ENTER HERE...

To the right, in the tongue of Chaos, is another inscription:

...SO THE CHOSEN MAY SLAY HIS ENEMIES,
AND DRINK THEIR BLOOD FROM THE CUP OF GYGAX.
THEN WILL HE BE PLACED AT THE HEAD OF THE DEMON ARMY,
AND HE SHALL HAVE ASCENDENCY OVER THE MORTAL WORLD!

2. **FIRST MURAL & BROKEN STATUE:** The short passageway leading to this area was once covered in brightly painted murals depicting worship of the great god Mitra. These beautiful works have been recently painted over with a dark scene of a large group of men. They appear to be grave robbers and ne'er-do-wells traversing dark passages and tunnels. If the scene is studied carefully, the observer may note that one among the party looks particularly depraved. Some small black objects are strapped

to his wrist and forehead, but this detail is unlikely to be noticed.

Beyond the painted passage is a circular room. At the center is a pedestal. A great statue once stood upon it, but its feet are now all that remain. Seven large broken pieces (the rest of the statue) are strewn around it. If an effort is made to rebuild the statue, the pieces, one by one, can be reassembled in their original positions. When a piece is reconnected, it will meld back into place. When all pieces are fit together, it will form a statue of a handsome, bearded man in a plain robe: The Great God Mitra. The pedestal will then slide forward, revealing a cavity lined with polished marble where the Sword of Mitra rests. At the back of the room is a cavelike opening with rocks and debris around it. Beyond the opening is a steep, winding stairway that descends into darkness.

SWORD OF MITRA

Type/Plus: Bastard Sword +2, +3 vs. Chaotic Opponents

Alignment: Lawful

Damage Dice: 1d6 (or 1d6+1 when used two-handed)

Intelligence/Egoism: 12/8

Communication: Telepathy & Speech (common +3 add. langs.)

Special Purpose: Defeat Chaos

Powers: See invisible objects 1 time per day; Regenerate 1 h.p. per round; heal 2-7 h.p. 3 times per day; raise dead once per session or adventure.

Special Power: In addition to inflicted injury, any chaotic being struck by this blade must save or become paralyzed.

Description: The blade of this sword is a double-edged band of glittering white metal. The crossguard is gold, festooned with silver inlay. The grip is a mauve-colored ivory (believed to be from the skeleton of a purple worm), bound in strips of red dragon-hide leather. The pommel is gold, inset with a fire ruby, from which the weapon seems, at times, to speak in a crisp, resounding voice.

- 3. SECOND MURAL & DEMON SHRINE:** The stairway leads down, down into the mountain. As soon as all characters are within, a violent tremor will seal the exit above. Continuing down (for there is no other way), the party comes to a cramped cavelike area with a smooth wall on one side. Set into the wall is a great pair of stone double doors with pull rings. Carved upon the doors is another scene of the rough, ne'er-do-well men. In this scene the depraved one is seen dying a hideous death, impaled on long spikes that protrude from the strands of an odd net or web.

The doors will pull open with some effort. Beyond is an eight-sided domed chamber. On three sides, set into the stonework walls, are enormous carvings. Each is a towering, open-mawed demon face. The wide mouths are archways with swirling, smoke-filled corridors beyond. On the floor betwixt the demon faces a naked female figure kneels on a woven mat,

muttering strange, unintelligible prayers in a low voice. If any character approaches, the figure will rise and turn toward him. It is a nude woman with 4 arms, but her head is a baboon's head attached with metal staples. She speaks in a gruff imitation of human speech:

"I am Vriliith, handmaiden of Demogorgon. Here are three demon effigies. One is Truth. One is Lies. One is Chance. Each demon provides a path that you may follow on your quest. Truth will put you on THE STRAIGHT PATH. Lies will lead you down THE WINDING WAY. And where Chance might take you, only Prince Demogorgon knows. Which demon is which? I may not say. But you may ask of each demon one yea or nay question by which to set your course."

After speaking, Vriliith will return to her prayer mat. If the party tries to question her further she will say: "That is not for me to say; ask it of the demons." Or something to that effect. She will continue to mutter evil prayers as long as she is not physically or magically disturbed (e.g., ESP, charm spells, etc.). If any assault is made on her or the demonic carvings, she will grow to 18' and immediately attack with her telekinetic shriek. (See Vriliith's stat block below.)

- Demon A. (Truth) leads to area 11 (the beginning of the Straight Path).
- Demon B. (Lies) leads to area 4 (the beginning of the Winding Way).
- Demon C. (Chance) leads to a random area Roll d8+3 to determine the encounter area to which the mouth of this demon leads.

Each demon face will answer one yes or no question asked by the party. Once a question is answered, that demon will not speak again. The Demon of Truth always answers truthfully. The Demon of Lies always answers untruthfully. When a question is posed to the Demon of Chance, his answer must be determined by secret die roll (**1-3 = yea; 4-6 = nay**).

Vriliith (1); hp 33

AC 4; MV 12; HD 8; ML 11

AT: 4 claws and 1 bite

DAM: 1d6 each

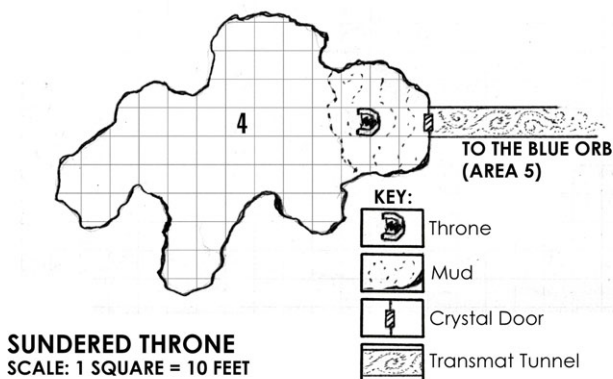
Special: Telekinetic shriek once per day; causes stones to dislodge from walls and fly toward all characters in sight. Normal "to hit" roll required for each stone. Damage is 1d6 each.

NOTE: When the party exits area 3, by whichever tunnel they choose, they will see the **THIRD MURAL**. It is a magic, semi-luminous rendering on the tunnel walls. In this depiction, the depraved one is seen rising from the dead as a grotesque, distorted form of his previous self. Behind him, working dark magic, is a vague, shadowy form with two large, beast-like heads and arms like great tentacles.

ADDITIONAL NOTE: If the Demon of Chance sends the party to area 9, LAKE OF FIRE, they will find themselves near the rowboat on the shore, outside of area 10, SEVEN DOORS OF DEATH.

KEY TO THE MAGIC MAZE

ENCOUNTER AREAS ON THE WINDING WAY



4. **SUNDERED THRONE:** At the far end of this chamber is a throne, with a door made of crystal behind it. A tract of mud surrounds the throne and crystal portal area. The throne is half crystal, half stone, with a jagged crack down the middle. When the party first enters they see, sitting on the throne, a semi-transparent image of a beautiful women with a sinister grin. She slowly morphs into an image of an old man with the appearance of a wizard, who cackles evilly before disappearing completely.

If anyone steps into the swath of mud, arm-like appendages of the *mud man* will reach out and try to grab a hold of the character's feet. If the attack hits, the character becomes covered up to his knees in rock-like hardened mud and is rooted in place. A character can only be freed by the death of the *mud man*, by magic, or by smashing the stone around their legs with a hammer or mace. A character who smashes their way out will do 1d6 damage to themselves, but will regain their freedom.

The crystal side of the throne is transparent and, on close inspection, an ornate box may be seen within its base. The box can be retrieved either by smashing the crystal half of the throne or by tipping the throne on its side. The box is locked and the interior is lined with lead. If smashed open, the gems inside will shatter and be of no use. If opened carefully, a pile of gems, the remains of the *jewel man* will be found within. The gems will speak to the players and tell them that in order to defeat the *mud man* they must cast his remains (the gems) into the muddy ground.

The *mud man* cannot be harmed while in the muddy area. If all the gems in the box are thrown into the mud patch, it will force the *mud man* to form into a large mud humanoid, which fights like a clay golem. If defeated, the *mud man* and the gems shatter into a million pieces, as

does the crystal door. The only other way through the crystal door is by smashing it with blunt weapons. The door can only be shattered if hits totaling 20 or more hit points strike simultaneously in the same round. If shattered in this way, all those who are adjacent to the portal will take 1d6 damage. If characters flee before the mud man is killed, he will not pursue them out of this chamber.

Mud Man (1); hp 50

AC 7; MV 6; HD 11; ML 12

AT: fist or head butt

DAM: 3-30

Special: Moves at double speed (2 attacks) for first 3 rounds of combat. Only bludgeoning weapons (i.e., hammers, maces, etc) are effective. Unaffected by most spells, but move earth and disintegrate are effective (other spells are DM's discretion).

- 5. BLUE ORB (STEVE):** At the end of the tunnel leading to this area is a semi-transparent field of blue energy. Beyond is a circular room, in the center of which is a large silver pillar (a life support device) with a gap in the middle. Situated in the gap is a 5' sphere of glowing blue energy that appears to be the source of the energy field. The floor around the pillar is littered with bones and skulls. Beyond the orb is another tunnel, also filled with a semi-transparent blue energy barrier. The force fields are one-way entrances, allowing characters to enter freely, but exiting is difficult and will inflict 2d6 damage if a character forces his way through.

The blue orb is telepathic (controlled by DM Steve) and can mind-speak with characters who touch it. It will inform such characters that there is another orb like itself, but red in color (see area 7). It will only allow characters to leave the room if they truthfully promise (it detects lies!) to destroy the other orb. It will inform the party that the red orb can be killed with the blue gem from the reptile face (area 6). They must retrieve the blue gem and bring it back so it can be "energized." It will insist that the other gem (i.e., the red one) is cursed and should not be touched. If the party brings back the blue gem, the blue orb will charge it with a single 6d6 lightning bolt. The discharge of this bolt at the red orb will destroy it.

NOTE: If the party possesses the red gem they may use it to threaten the blue orb, in which case it will offer to charge the blue gem with 3 lightning bolts—the maximum possible—in exchange for its life.

If the party refuses to destroy the red orb (or if the orb thinks they are lying) it will attack. If the party returns through this chamber and does not bring word of the red orb's destruction (or if they lie), the orb will attack. It can shoot a blue energy ray once per round that automatically hits its target. The first time the ray hits it causes 1d6 h.p. damage. The next time it causes 2d6 damage. The third ray does 3d6 damage, and so on.

There are two ways to destroy this orb. The red gem (once charged), will destroy the blue orb by touching it and expending one charge. The other way is by holding a metal object, such as a blade, into the orb, to

disrupt its life-energy flow. The object must be held steady for 3 rounds, during which time the orb will attack.

Blue Orb (1): hp 1000

AC 9; MV 0; HD 100; ML 10

ATT: blue energy ray



DAM: 1d6 (plus an additional d6 on each successive attack)

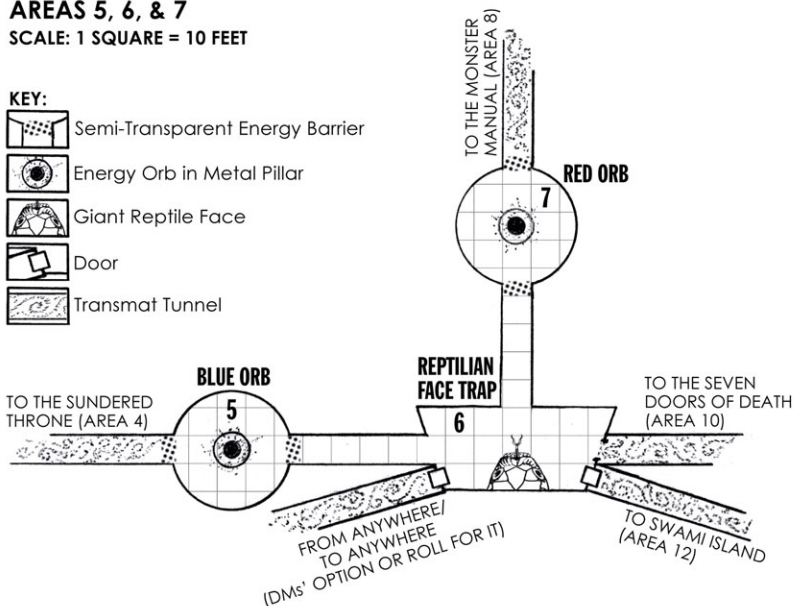
Special: Telepathy with any creature touching it. Can detect lies by those in contact. Energy ray automatically hits target. Blue orb may be killed by touching it with charged red gem, or by holding blade in energy flow for 3 uninterrupted rounds.

AREAS 5, 6, & 7

SCALE: 1 SQUARE = 10 FEET

KEY:

-  Semi-Transparent Energy Barrier
-  Energy Orb in Metal Pillar
-  Giant Reptile Face
-  Door
-  Transmat Tunnel



6. **REPTILIAN FACE TRAP:** An avocado colored carving of an 12' tall reptilian face with a 6" gem (2,000 g.p. value) in each eye adorns the wall here. One gem is blue, one is red. The mouth is set in a wide, fanged grin. If the gems are touched in any way the face will animate. The mouth will open and an orange, frog-like tongue will shoot out (up to 30'). The target of the tongue must save or be held by it.

Each round thereafter the held character must save or be drawn into the mouth. In the meantime, a held character may attempt to escape by rolling STR%. (Other characters aiding may add their STR% to the roll.) Once drawn into the mouth. The character will be chewed for 1d6 damage per round (again, roll STR% to escape). Once a character is dead, it will be spat out upon the floor.

The tongue is magic and is only affected by magic weapons, spells, and the like. If attacked, the tongue is AC 4. Damage equal to 24 hit points will

sever the tongue. However, it will withdraw back when more than 16 hit points of damage are inflicted upon it. Once the tongue is back in the mouth, it recovers any previous damage after one round.

The gems in the eyes of the reptile face can be charged with magical alien energies. The red gem can be used to destroy the blue orb in area 4. The blue gem can be used to destroy red orb in area 6. (See the encounter descriptions of those areas for more information.)

Giant Stone Reptile Face (1); hp 24

AC 4; MV 0; HD none;

Morale: Tongue will retract if it suffers 16 or more h.p. damage.

ATT: tongue or chew

DAM: hold or 1d6

Special: Frog-like tongue strikes up to 30'. Target must save or be held. Next round, held character must save or be drawn into mouth. Thereafter, character takes automatic 1d6 damage per round. On any round after initial hold, character may roll STR% to escape. Others aiding may add their STR% to the roll. If tongue retracts, it recovers all previous h.p. damage after 1 round.

7. **RED ORB (JIMM):** At the end of the tunnel leading to this room is a semi-transparent field of red energy. Beyond is a circular room, in the center of which is a large gold pillar (a life support device) with a gap in the middle. Situated in the gap is a 5' sphere of glowing red energy that appears to be the source of the energy field. The floor around the pillar is littered with bones and skulls. Beyond the orb is another tunnel, also filled with a semi-transparent red energy barrier. The force fields are one-way entrances, allowing characters to enter freely, but exiting is difficult and will inflict 2d6 damage if a character forces his way through.

The red orb is telepathic (controlled by DM Jimm) and can mind-speak with characters who touch it. It will inform such characters that there is another orb like itself, but blue in color (see area 5). It will only allow characters to leave the room if they truthfully promise (it detects lies!) to destroy the other orb. It will inform the party that the blue orb can be killed with the red gem from the reptile face (area 6). They must retrieve the red gem and bring it back so it can be "energized." It will insist that the other gem (i.e., the blue one) is cursed and should not be touched. If the party brings back the red gem, the red orb will charge it with a single plasma bolt. The discharge of this bolt at the blue orb will destroy it.

NOTE: If the party possesses the blue gem they may use it to threaten the red orb, in which case it will offer to charge the red gem with 3 plasma bolts— the maximum possible— in exchange for its life. If a plasma bolt is discharged on a character it will fully heal them, restore lost x.p., and even raise the dead.

If the party refuses to destroy the blue orb (or if the orb thinks they are lying) it will attack. If the party returns through this chamber and does not bring word of the blue orb's destruction (or if they lie), the orb will attack. It can shoot a red energy ray once per round that automatically hits its

target. The first time the ray hits it drains 1d6 x 1000 x.p.. The next time it drains 2d6 x 1000 x.p.. The third ray drains 3d6 x 1000 x.p., and so on.

There are two ways to destroy this orb. The blue gem (once charged), will destroy the red orb by touching it and expending one charge. The other way is by bashing the gold life-support pillar with bludgeoning weapons, such as hammers and maces. The pillar can sustain 24 h.p. of damage before the field collapses and the orb dies. In the meantime, however, the orb will attack.

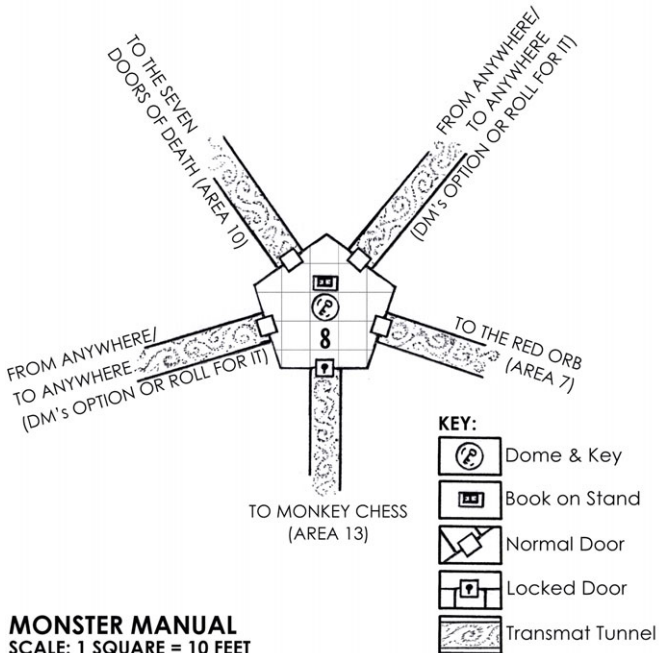
Red Orb (1); hp 1000

AC 9; MV 0; HD 100; ML 10

ATT: red energy ray

DAM: drain 1d6 x 1,000 x.p. (add another d6 to the calculation each successive attack)

Special: Telepathy with any creature touching it. Can detect lies by those in contact. Energy ray automatically hits target. Red orb may be killed by touching it with charged blue gem, or by bashing gold pillar for 24 h.p. damage.



8. **MONSTER MANUAL:** This is a pentagon shaped room with a black door in the center of each wall. One of the doors has a keyhole in the center of it. In the center of the room is a marble pedestal with a crystal dome on top. Beneath the dome is a key. Beside the pedestal is a bookstand with a large leather book. The book is closed, but has "M.M. by G.G." embossed on the cover in gold.

All doors, except for the one with the keyhole are unlocked and open onto a smoke-filled corridor that leads to another location on **THE WINDING WAY**. The door with the keyhole leads to area 13, **MONKEY CHESS** (and **THE STRAIGHT PATH!**). The key to open this door is beneath the crystal dome. The dome is unbreakable. The only way a character might get it is by opening the book.

The book is the original handwritten and illustrated *Monster Manual* by Gary Gygax. If it is opened, the character so doing will vanish, but not before his eyes fall upon some entry in the book. Roll a d100 and add 4. This is the page to which the book is opened. From the entries on the page, randomly determine which one the character's eyes hit first. (Please consult a mundane copy of the esteemed tome for this purpose.) Whatever it is, this is the monster the character must fight to win the key. A miniature version of the character and the monster will appear beneath the crystal dome. They battle to the death. If the character prevails, he will reappear, normal size, back outside the dome with key in hand. If the monster prevails, it will vanish, and another character may try for the key — or the party may choose another door and continue to wander **THE WINDING WAY**.

9. **LAKE OF FIRE:** An enormous cavern is filled with a lake of flammable liquid that burns eternally with a sulfurous smell. In the west portion of the burning lake is a rock island with a triangular-walled structure. Three large rowboats are pulled up on to the island. (See **area 12, SWAMI ISLAND**, for additional details.)

On the east end of the burning lake is a large round tower built into the side of the cavern wall. It has a single plain-looking door. One large rowboat is pulled up on the rocks outside the tower. (See **THE SEVEN DOORS OF DEATH**, below, for more information.)

The LAKE OF FIRE is haunted by a giant efreet with four arms ending in flaming talons. He bears a great trident which he wields two-handed. He will rise up if anyone tries to cross the burning lake in the rowboats, demanding a toll of 1 magic item from each boat present. If payment is duly proffered, he will let the boats pass. If not, he will attack!

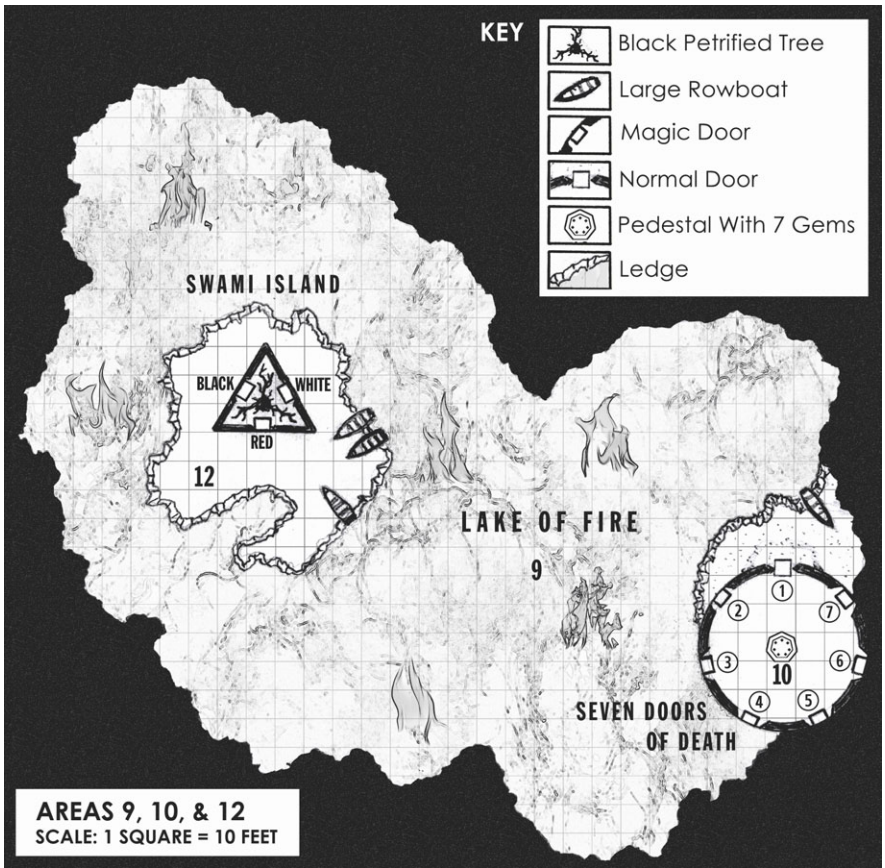
Giant Four-Armed Efreet (1); hp 44

AC 3; MV 9; HD 12; ML 11

ATT: two-handed trident, flaming talon, flaming talon

DAM: 2d6+2, 2d6, 2d6

Special: Magic weapons needed "to hit." Can create a wall of fire that spans the burning lake (3 times per day). Inflammable items struck by its flaming talons (i.e. wooden shields, leather armor, etc.) will burst into flame for additional damage.



- 10. SEVEN DOORS OF DEATH:** If the players arrive here from the LAKE OF FIRE, they will enter through door 1, otherwise they will magically materialize somewhere in the room. This area seems to be the interior of a wide, circular tower with seven evenly spaced doors. Each door is decorated differently (see below) and has a number, 1-7, above it. On the floor is an inscription in magic runes:

*The Seven Doors of Death:
Only the eighth door will put you onto THE STRAIGHT PATH.*

At the center of the area, there is a pedestal with seven large gems, each with a number above it, numbered 1 to 7. Each door will lead to a one-way passageway containing monsters. Door 1 will put them on **THE STRAIGHT PATH** (if they cross the LAKE OF FIRE to SWAMI ISLAND). All other doors will keep the party on **THE WINDING WAY**. Each time the party comes through this room any false doors they have already been through will be gone.

- Door 1 (& Door 8): One half is painted black, fading to white on the other half. It leads to a boat that can be used to cross THE LAKE OF FIRE.
- Door 2: A picture of an upside down bowl.
Monster: Trolls.
- Door 3: An apple tree on a hill.
Monster: Basilisk.
- Door 4: A crescent moon.
Monster: Chimeras.
- Door 5: An eagle in flight.
Monster: Giant Eagle Claw.
- Door 6: A goat chewing grass.
Monster: Giant 3-headed goat.
- Door 7: Left blank, a normal looking door.
Monster: Beholder.

NOTE: Alucard knows the correct answer is door #1, so he will listen to the discussion as to which door to choose, and will champion plausible sounding arguments in favor of doors 2-7.

For monster statistics, see the stat blocks below. After a monster is defeated, a door will appear. This will lead to some area on THE WINDING WAY (perhaps even this very same encounter). The DMs may choose the location or roll for it.

If a character tries to steal any of the gems or tamper with the pedestal in any way, he will be shocked for 1d6 h.p. damage. If 2 or more gems are touched at the same time, nothing will happen. If one gem is touched, that door will open, and the other doors will fade away. The players must proceed through that door to exit this room. If they return to this area, that door will be gone forever, but any doors not yet open will be here.

1.) Trolls (2-5); hp 24, 16, 22, 18, 20

AC 4; MV 12; HD 6+3; ML 10

ATT: talons or fangs

DAM: 1d6

Special: After 3rd round, regenerate 1 h.p. per round. Fire and acid damage does not regenerate and causes -2 to morale.

2.) Basilisk (1); hp 22

AC 4; MV 6; HD 6+1; ML 9

ATT: claw or bite, and gaze

DAM: 1d6, and turn to stone

Special: Can gaze at 1 character per round. Save vs. gaze allowed.

3.) Chimeras (1-3); hp 34, 26, 32

AC 4; MV 12/18; HD 9; ML 9

ATT: gore, bite, or fire (roll d3 to determine attack)

DAM: 1d6+1, 1d6+2, or 3d6

Special: Attacks correspond to heads (goat, lion, dragon). Range of fire breath is 50'.

4.) Giant Eagle Claw (1); hp 36

AC 5; MV 6; HD 10; ML 12

ATT: claw

DAM: 2d6

Special: A giant eagle claw hangs down from the ceiling. It moves about and can extend an additional 20' to attack.

5.) Giant Three-Headed Spider Goat (1); hp 44

AC 3; MV 9; HD 12; ML 11

ATT: butt, hypnotize, and web

DAM: 2d6, save or in trance, save or immobile

Special: A monstrosity with a spider body and 3 goat heads. Those hypnotized stand like idiots for 1d6 rounds. Those webbed are stuck in place until they roll an STR check at -2.

6.) Akarak the Beholder (1); hp 40 (body)/20 (central eye)/10 (each small eye)

AC 0/7/2(x10); MV 3; HD 8/4/2(x10); ML 11

ATT: center eye and 1d4 small eyes

DAM: effects variable (see below)

Special Eye effects: A saving throw versus the effects listed below is allowed.

Center Eye – Anti Magic Ray

1- Charm Person

2- Charm Monster

3- Sleep Spell

4- Telekinesis

5- Flesh to Stone Ray

6- Disintegration Ray

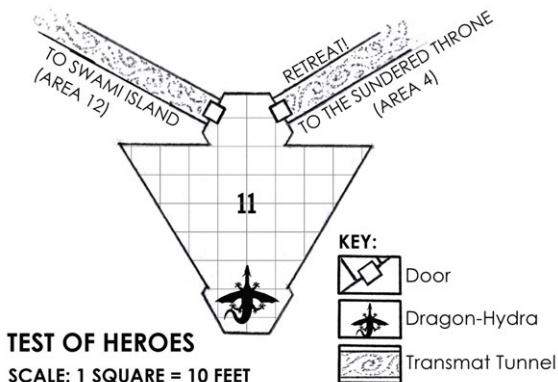
7- Fear Ray

8- Slow Spell

9- Cause Serious Wound

10- Death Ray

ENCOUNTER AREAS ON THE STRAIGHT PATH



11. **TEST OF HEROES:** On the far side of this large angled room is a small, grinning red dragon (really a hydra with one head; he cannot breathe fire). On the right is a closed door. Above it, written in the tongue of Law is the following:

A TRUE HERO MUST SACRIFICE HIMSELF.

The door will not open until the dragon-hydra is dead. On the left is another door with the word "RETREAT" written above it. This door will open at any time. It leads to area 4.

NOTE: Alucard will suggest that someone should offer himself to the dragon to be eaten so the group may pass. If anyone suggests Alucard should be the one, he'll admit he is but a coward, and that it should probably be a brave, lawful fighting man— a true hero! If anyone is foolish enough to offer themselves up to be attacked by the dragon, it will quickly swallow him whole in a single gulp, killing the "hero" instantly. After this, the dragon will chuckle and burp. Alucard may then suggest the sacrificial hero perhaps wasn't brave or noble enough, and another should try.

If the dragon-hydra is attacked, for every 10 h.p. of damage it receives, it will lose a head, but the next round, two heads will replace it, and it will grow larger (the dragon-hydra has as many attacks per round as he has heads). The dragon-hydra will grow a maximum of six heads.

The dragon-hydra cannot be killed through direct combat. The only way to harm it is for a player to strike himself with a weapon or attack spell, rolling damage as usual. Each hit will cause one of the heads to die and not regenerate. The dragon is defeated when all heads are slain in such a manner.

Dragon-Hydra (1); hp 10 per head
AC 5; MV 12; HD 5 (+1 HD/add. head); ML 12
ATT: 1 bite per head
DAM: 1d6 each bite
Special: Every slain head returns next round as 2 new heads (6 head maximum). With each new head, the creature adds 1 additional HD to its total. Heads may be permanently destroyed if attacker strikes himself (including spell attacks). This destroys 1 head and incurs normal damage to attacker.



12. SWAMI ISLAND: This is a wide rock island that juts up from the LAKE OF FIRE. Three large rowboats are pulled up on the shore. At the center of the island is a 3-sided, walled enclosure. Each wall is 30' long and 12' high. The enclosure has no roof, and the sprawling, jagged branches of a dark, leafless tree protrude upward above the walls. If any character climbs the walls (or otherwise elevates himself sufficiently), he will see the following within. Each of the 3 walls has a door at its center: one white; one black; one red. The red door is embossed with golden letters: **THE STRAIGHT PATH.** In the center of the enclosure is a black, petrified tree with a large opening in its trunk. Within the opening is a hollow where an emaciated ancient man sways to and fro, intoning an odd, high-pitched chant. On a nearby branch of the tree, a brass bird cage is hung. The bottom of the cage is littered with gems and gold coins and a golden-eyed, 3-legged toad is perched on a pair of hanging golden rings. Its front legs are like those of a normal toad, but its hind end is tapered into a tail that ends in a clawed, third foot. The toad can be heard complaining:

Ugghh! I'm hungry. I'm sick of eatin' nothing but crud-muckin' flies. For the love of the demon prince! Stop that infernal chanting. It's driving me frog-knockin' NUTS!

The toad's speech is crass and laced with impieties, but he has valuable information. The moment he spies any character he will call them over:

Hey! Come here! You know what's going on here, right? There are 3 doors out of this place, but only the Swami can open them. The trick is getting him to open the right door. You only get one chance. If you say something truthful, he'll open the White Door. Tell him a lie and he'll open the Black Door. But you don't want to go through those. Those are on THE WINDING WAY. You want the Red Door. The Red Door is on THE STRAIGHT PATH and THE STRAIGHT PATH will get you out of this rat-snot maze and on to the Gygaxian Cup.

Trouble is, anything you tell the Swami is either the truth or a lie, right? Think about it. So how do you get him to open the Red Door? I know how. There's one thing you can tell the swami that's not a lie or the truth and I know what it is... Do you want me to tell you? I'd be glad to. Just let me out of this cage.

This creature is actually a Djinn Chu (i.e., a genie toad). It can appear as a small 3-legged toad or as a ravenous, bloated monster. It is trapped in toad form by the bird cage, the interior of which maintains a very powerful anti-magic field that will neutralize the powers of any enchanted creature or item placed within. The cage door cannot be opened from the inside, but can be easily opened by anyone on the outside. If the creature is allowed to exit the cage it will quickly explain:

You have to say, "Swami, you are going to open black door." If you tell him that, he can't actually open the black door because you have to tell him a lie to get him to open the black door, and

if he opens the black door your statement will be the truth. He can't open the white door because he can only open that door if you say something truthful, which your statement would not be if he opened the white door. Therefore, the only thing left for him to do is open the red door. But he won't do that either because I'm famished and I'm going to eat him first!

In a single round the Djinn Chu will grow to monster form and attack. The statistics for the creature's monster form are listed parenthetically in the stat block below. It's first target is the swami, which it will attempt to swallow whole. After that it will attack the party. It is currently in a depleted state from its extended captivity (888 years) and cannot fly. If it is able to swallow at least 3 characters (including the Swami), however, it will regain full strength and magically fly off over the lake of fire.

Genie Toad (Djinn Chu) (1); hp 33 (in either form)

AC 9(4); MV 3(6/15); HD 7+3; ML 5(8)

ATT: none (claw and tongue or bite)

DAM: nil (1d6+2 and hold or 1d6/swallow)

Special: May transform between toad and monster form in 1 round. In monster form, on a successful hit with tongue or 3rd claw, will hold target. On next round, character must roll saving throw. If successful, the character suffers 1d6 damage from an automatic bite, but escapes the hold. If unsuccessful, the character takes no damage, but is swallowed whole for 1-3 h.p. damage each round thereafter.

Swami (1); hp 14

AC 9; MV 9; HD 4; ML 6

ATT: none

DAM: nil

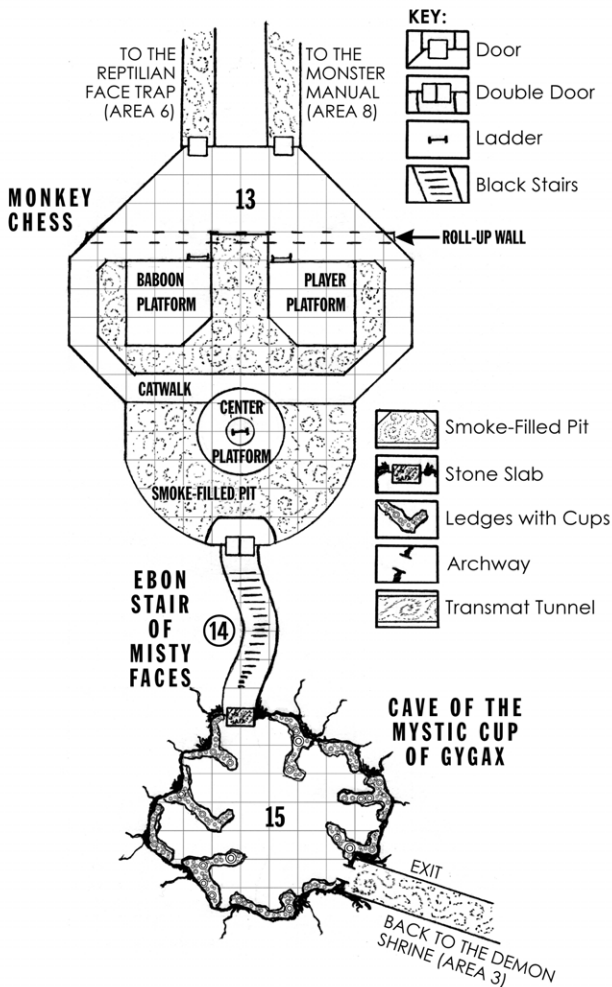
Special: May levitate while chanting in lotus position.

If the party is able to save the swami, he will offer them one item from his treasure bundle. He doesn't know what any of the items are, or their powers. He has a staff of healing, horn of healing (heals all within ear shot, once only), and a scroll of protection from undead.

If the swami opens any door for the characters, it will be filled with thick smoke that must be passed through to see what is beyond. The red door leads to area 14, MONKEY CHESS. The white door leads to area 5, THE BLUE ORB. The black door leads to area 8, THE MONSTER MANUAL.

AREAS 13, 14, & 15

SCALE: 1 SQUARE = 10 FEET



- 13. MONKEY CHESS:** This area is filled with lounging baboons— 15 at least! One, named Brock, is seated in front of a table with a chess board on it. There are pieces on the board, as if a game is in progress. The seat across from Brock is empty. He will ask in a British accent, "Do you want to play regular chess? Or MONKEY CHESS!?" If the party says "regular chess," set out a chess board for the players and arrange the board according to DIAGRAM 1 below. If they say "MONKEY CHESS," skip all the chess diagrams and go straight to MONKEY CHESS.

When the chess board is set up so the players can see it, Brock will say, "I am the black pieces, you are the white. It is your move. If you can beat

me in two moves, you may continue freely on **THE STRAIGHT PATH**. If not, it's **THE WINDING WAY** for you!" The correct sequence of moves, starting with white, are illustrated in the diagrams which follow.

DIAGRAM 1: STARTING POSITIONS

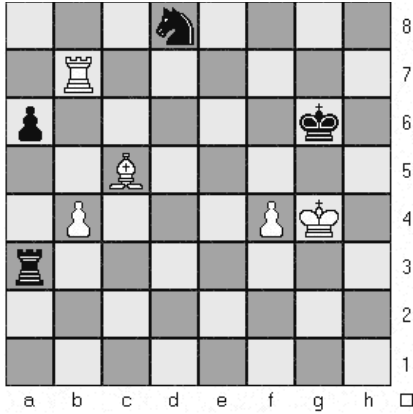


DIAGRAM 2: WHITE PAWN ADVANCES; CHECK

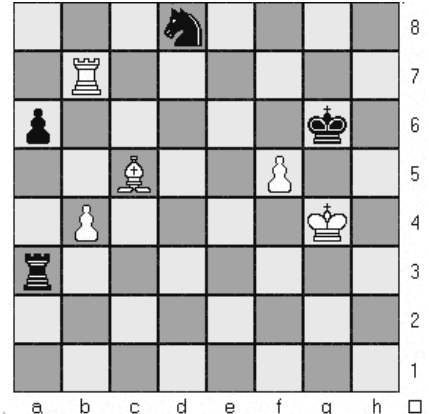


DIAGRAM 3: BLACK KING MOVES OUT OF CHECK

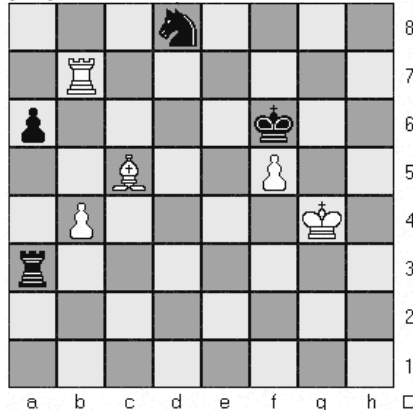
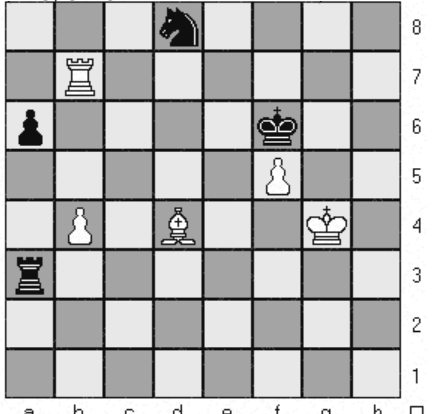


DIAGRAM 4: WHITE BISHOP CHECKS BLACK KING; CHECKMATE



If the party fails to checkmate the baboon in two moves, A pit opens beneath them, and they are taken to a location on the **THE WINDING WAY**. The DMs may choose the location, or roll for it. If the players ever return to this room, they must play **MONKEY CHESS**.

If the party opts for (or is forced into) **MONKEY CHESS**, Brock calls out, "Hey, Jackass!" Immediately a wall at the back of the room goes up, revealing three raised metal platforms surrounded by a smoke-filled abyss. Ladders lead up to the platforms. A monstrous gorilla steps out onto the central platform and yells, "Who's the chump!???" In his British accent, Brock will explain, "He means, champ. Who is your champion that will face Jackass Kong in the game of **MONKEY CHESS**? Send up your nimblest warrior!"

The party's champion must climb the central ladder and face Jackass Kong in one-on-one combat on the raised center platform. This platform is circular, and it tilts in random directions, and has spikes that rise and return into the platform surface. During combat roll a d6 each round. On a 1, spikes spring up below one of the contestants (randomly determine which one). A successful saving throw is required to avoid them; otherwise it's 1d6+2 h.p. damage. On a roll of 2, the platform tilts. Depending on a random die roll, the tilt will affect one or the other contestants. Whoever is affected must save or slide off the platform, into the smoky abyss, and finally into a pit, 100' down filled with poison spikes. Whoever falls is dead. (Unless the DMs decide to give him a final save vs. death— in which case he might be spat out on **THE WINDING WAY** with 1 h.p.)

All of the baboons climb a ladder to a platform on one side, and the player characters may position themselves on the platform on the opposite side. The baboons' platform is stocked with empty barrels and a large pile of bananas. During the contest, the baboons can throw barrels or bananas, either at the players' side (to interfere with their ability to aim or cast spells), or at the players' champion. The players' platform is stocked with nothing, but they may use whatever missile weapons or spells they have to try to affect the contest.

The contest is decided when either Jackass Kong or the party's champion is killed, either by combat, or by being knocked off the platform (to their death). If the players' champion wins, a catwalk will extend to a set of double doors on the back wall that lead to area 14. If the players' champion loses, their platform will collapse. They will fall into the smoky abyss and be funneled to a location on the **THE WINDING WAY**. The DMs may choose the location or roll for it. If the players return to this area later, the baboons will be gone and they may move directly to **THE STRAIGHT PATH**, although they will hear sounds of simian laughter echoing off of the walls.

Baboons (15 at least); hp 15 each

AC 7; MV 12; HD 4; ML 8

AT: thrown barrel or banana

DAM: 1d6 or 0 (see below)

Special: On a successful hit with a banana, the target must spend one round removing it, or make a DEX check each round to avoid slipping.

Jackass the Gorilla (1); hp 55

AC 5; MV 9; HD 13; ML 12

AT: fist, fist, bite (any 2 per round)

DAM: 2d6 each

Special: Immune to thrown fruit.

- 14. FOURTH MURAL & EBON STAIR OF MISTY FACES:** There is a small landing here above a curving staircase of black, marble steps. The low ceiling above the stairs is painted with another mural. This one does not show the previously seen party of ne'er-do-wells. Instead it shows the current player party in their travails through the MAGIC MAZE. Lurking, always obscured in the shadows, is the grotesque, risen, depraved one stalking them.

When the party is about half way down, agonized, silently screaming, misty faces will animate within the polished, black marble steps. For the rest of the descent, every 10' of staircase travelled, each character must roll a d6. If the result is a 1, roll again on the following table:

d6 Result

1-3 A ghostly hand reaches out of the stair and attempts to trip character. Roll DEX or suffer 1-2 damage from fall.

4-5 A head with a fanged maw emerges from staircase and tries to bite character's foot. The head attacks as a 6 HD monster and delivers 1d6 damage.

6 Ghostly arms reach up from staircase to grab character. The arms attack as a 6 HD monster. On a successful hit, the character is held, but may make a STR check at -4 at the end of each subsequent round to escape. Each round that the character is held, 1-4 maws (as above) will attack. If the character is killed, the arms will drag him into the stairs where he will become one of the tortured souls within.

Ghostly Arms (1 per character as applicable); hp 12 each

AC 9; MV 0; HD 6; ML 12

ATT: arms

DAM: target is held

Special: Hit only by magic or magic weapons of +2 or better.

Held character's may make STR check at -4 to escape.

Fanged Maws (1 or 1-4 as applicable); hp 12 each

AC 9; MV 0; HD 6; ML 12

ATT: teeth

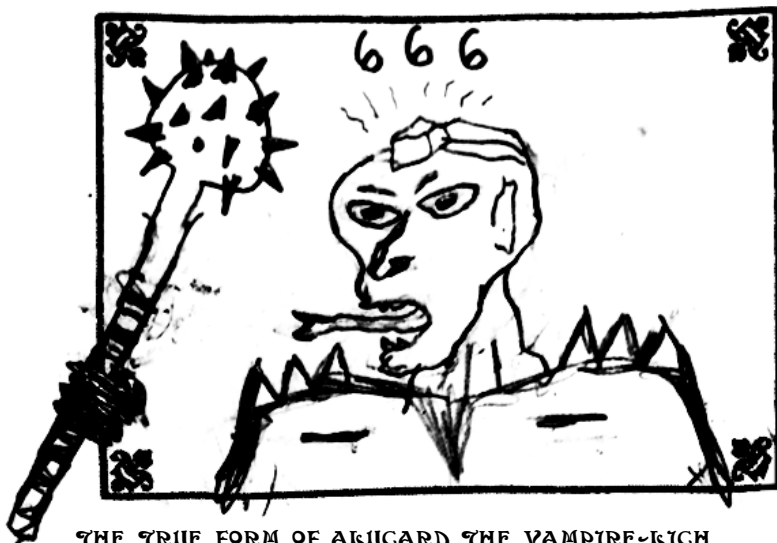
DAM: 1d6

Special: Hit only by magic or magic weapons of +2 or better.

15. **CAVE OF THE MYSTIC CUP OF GYGAX:** A large, heavy stone slab bars entry to this area. The slab is covered in a scene painted in blood: the **FINAL MURAL!** The bloody portrayal depicts the player party, impaled on long, jagged spikes, while the deformed depraved one looks on and laughs. The only way to get to the cave beyond the slab is to remove it, by either magical methods or brute strength.

Beyond is the resting place of the Cup of Gygax. Many stone ledges, lining the cave walls, are filled with cups, goblets, chalices, drinking bowls, and every other imaginable type of beverage vessel. There are hundreds, perhaps thousands of them, some plain, some decorated, some studded with jewels. The Mystic Cup of Gygax is somewhere amongst them. (See the NEW MAGIC ITEM section hereafter for complete details of the cup.) At the back of the cave is a smoke-filled archway with the word "EXIT" above it. (See END NOTE, hereafter)

While the rest of the party is contemplating how to find the correct cup, Alucard will attack! If the party is not specifically keeping a close eye on him, he will gain a free surprise attack before the initiative roll! As soon as he attacks, the illusion making him appear human will be spoiled and his true vampire-lich form will become known to all.



THE TRUE FORM OF ALUCARD THE VAMPIRE-LICH

Alucard the Vampire-Lich (1); hp 60
 AC 3; MV 12/18; HD 10; ML (as played by Chainsaw)
 ATT: weapon or touch (see also, special abilities, below)
 DAM: by weapon or drain 2 levels & paralysis (no save)

Special Abilities:

- Can use up to 5th level cleric spells at will (3 spells per level, reverse spells wherever possible, no repeats)
- Regenerate 3 h.p. per round.
- Charm ability every round, with -2 to victim's save.
- May take form of a gaseous cloud at will.
- may magically summon 5-20 giant rats

Special Defenses:

- Hit only by silver or magic weapons.
- Immune to sleep/charm/hold spells, poison or paralysis.
- ½ damage from cold/electricity.
- Immune to all weapon attacks in gaseous form.
- At 0 h.p. permanently assumes gaseous form.

Special Weaknesses:

- May not come within 10' of lawful holy symbol.
- Garlic repels. (Save v. poison or cannot attack that round.)
- Cast no reflection.
- May not cross running water except at bridges.
- Killed by stake through heart or immersion in running water 3 rounds.

END NOTE

Whoever prevails in the final showdown between Alucard and the surviving members of the party, when they use the archway portal to exit the dungeon, they will find themselves back in area 3, THE DEMON SHRINE. This time, however, Vrillith the handmaiden is not waiting for them. Instead it is Demogorgon himself!

The demon prince will demand the Cup of Gygax be surrendered immediately. If the possessor of the cup is Alucard, he will taunt and laugh at him. Saying things like, "You puny, foolish idiot. Did you really think I would let a pathetic worm like you lead my demon army!?? Give me the cup now!" He will wait about 5 seconds for the cup to be handed over, then he will attack and attempt to kill everyone present. He will do this even if— especially if— the cup is given to him voluntarily.

Demogorgon (1); hp 99

AC -8; MV 15; HD 13; ML 12

ATT: forked tail, 2 tentacles, gaze

DAM: 1d6 + drain 1d4 levels, wither struck limb and permanently lose 25% of h.p. in 6 rounds (only a cure disease spell cast within 6 round limit will heal withered limbs and permanent h.p. loss)
For gaze attacks, see below.

Special Defenses: 95% magic resistance. Only hit by +2 or better magic weapons.

Gaze Attacks:

Right head gaze casts charm person or monster at will, save allowed. Left head gaze causes insanity for 1d6 turns, save allowed. If he fixes gaze with both heads it causes mass insanity, no save, to 3d10 creatures of 9 HD or less; 10 HD and above allowed save.

At will abilities:

**infravision; ESP;
teleport (no error);
continual darkness;
create illusion (as wand);
cause fear (as wand);
levitate; detect magic;
read magic; dispel magic;
comprehend languages;
see invisible objects;
clairvoyance;
clairaudience;
water breathing;
polymorph self;
wall of ice; telekinesis;
command cold-blooded creatures.**

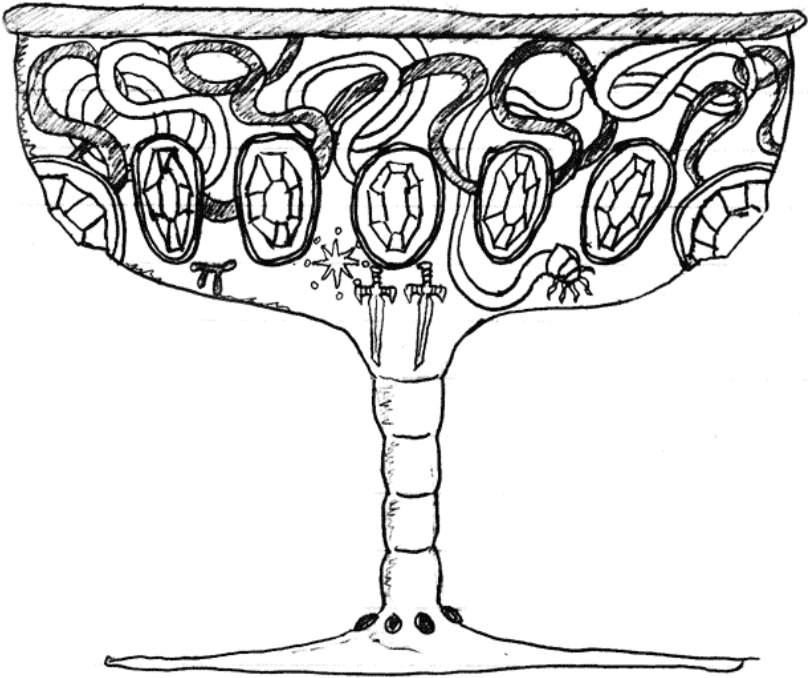
Once per day abilities:

**feeblemind;
polymorph any creature or object;
stop time for 1d6 rounds;
cast sticks to snakes;
gate in any demon (types I – IV) with an 85% chance of success.**

NEW MAGIC ITEM

MYSTIC CUP OF GYGAX

When grasped, this gaudy gold chalice becomes filled to the brim with Bombay Sapphire gin on the rocks. Once per adventure, one character who drinks the contents of the cup is allowed to look behind the DM screen. He may examine the module and any of the Dungeon Masters' notes at hand for as long as the sands run in DM Jimm's one-minute sand timer. During this time the imbiber may ask any question about the adventure and the DMs must make a good faith effort to provide an adequate and truthful answer.



TEMPLE AREA MONSTER MATRIX

Area	Type	No.	AC	MV	HD	hp	Att.(Dam.)	ML	Special/Notes
1	Possessing Spirit	1	*	*	5	18	*	12	*AC, MOVE, HD, attacks as character possessed.
3	Vrilith	1	4	12	8	33	4 claws (1d6 each), 1 bite (1d6)	11	Telekinetic shriek, 1/day: stones dislodge, fly toward all in sight. "To hit" roll for each stone. 1d6 dam. ea.

WINDING WAY MONSTER MATRIX

Area	Type	No.	AC	MV	HD	hp	Att.(Dam.)	ML	Special/Notes
4	Mud Man	1	7	6	11	50	fist or head butt (3-30)	12	2 attacks for 1 st 3 rounds. Only bludgeoning weapons effective. Unaffected by spells, but move earth, disintegrate are effective.
5	Blue Orb	1	9	0	100	1000	energy ray (1d6 + add. d6 each round)	10	Telepathy by touch. Detects lies. Energy ray auto-hits. Killed by blue gem or blade in energy flow 3 mds.
6	Giant Stone Reptile Face	1	4	0	n/a	24	tongue (hold) or chew (1d6)		Range 30'; Save or be held. Next round save or drawn into mouth, for 1d6 dam./rnd. Any round after hold, character STR% roll to escape. If tongue retracts, recovers all h.p. in 1 md.
7	Red Orb	1	9	0	100	1000	red energy ray (drain 1d6 x 1000 x.p., plus add. d6 ea. round)		Telepathy by touch. Detects lies. Energy ray auto-hits. Killed red gem or bashing pillar for 24 h.p. dam.
8	Random Monster	1	*	*	*	*	*	*	*Stats as listed in Monster Manual; roll h.p. as needed.
9	Giant Four-Armed Efreet	1	3	9	12	11	2-hand trident (2d6+2), 2 flaming talons (2d6 each)	11	Magic weapons "to hit." Creates wall/fire that spans lake (3x/day), flammable items struck by talons ignite for add. dam.
10	1.) Trolls	2-5	4	12	6+3	24 16 22 18 20	talons or fangs (1d6)		After 3rd md., regenerate 1 h.p./rnd. Fire/acid does not regen., causes -2 ML.
	2.) Basilisk	1	4	6	6+1	22	claw or bite, and gaze (1d6, turn to stone)	9	Can gaze at 1 character per round. Save vs. gaze allowed.
	3.) Chimeras	2-3	4	12/18	9	34 26 32	gore, bite, or fire (1d6+1, 1d6+2, 3d6)	9	Roll d3 to determine attack. Range of fire breath is 50'.
	4.) Giant Eagle Claw	1	5	6	10	36	claw (2d6)	12	Moves and can extend additional 20' to attack.
	5.) Giant Three-Headed Goat	1	5	9	12	44	butt, hypnotize, and web (2d6, special)	11	Spider body & goat heads. Those hypnotized (save allowed) stand like idiots for 1d6 rounds. Those webbed (save allowed), stuck in place until they roll an STR check at -2.
	6.) Akarak the Beholder	1	0 7 2	3	8 4 2	40 20 10	center eye & 1-4 small eyes	11	Save vs. the effects listed below allowed. Center Eye - Anti Magic Ray. Small Eyes: 1- Charm Person 2- Charm Monster 3- Sleep Spell 4- Telekinesis 5- Flesh to Stone Ray 6- Disintegration Ray 7- Fear Ray 8- Slow Spell 9- Cause Serious Wound 10- Death Ray

STRAIGHT PATH MONSTER MATRIX

Area	Type	No.	AC	MV	HD	hp	Att.(Dam.)	ML	Special/Notes
11	Dragon-Hydra	1	5	12	5+*	10/head	1 bite/head (1d6 ea.)	12	A slain head returns next round as 2 heads (6 head max.). *Each new head, adds 1 additional HD. 1 head permanently destroyed if attacker strikes self (including spells). Incurs normal dam. to attacker.
12	Genie Toad (Djinn Chu)	1	9 (4)	3 (6/15)	7+3	33	none (nil) (claw, tongue, bite; (1d6+2 or 1d6/swallow*))	5 (8)	Transform to monster in 1 rd. On a hit (tongue or claw) target held. Roll save next round. If save, 1d6 dam (bite), but escapes. If fail, no dam., but swallowed, 1-3 h.p. dam./round thereafter.
	Swami	1	9	9	4	14	none (nil)	6	Levitate in lotus position.
13	Baboons	15+	7	12	4	15 ea.	barrel or banana (1d6 or 0*)	8	On hit with banana, target must spend one round removing, or DEX check each rd. to avoid slipping.
	Jackass Kong the Gorilla	1	5	9	10	55	fist, fist, bite (any 2/rd. for 2d6 dam. ea.)	12	Immune to thrown fruit.
14	Ghostly Arms	1+	9	0	6	12 ea.	arms (hold)	12	Hit by mag. or weap. +2 or better. Those held make STR check at -4 to escape.
	Fanged Maws	1+	9	0	6	12 ea.	teeth (1d6)	12	Hit by magic or weapons of +2 or better.
15	Alucard the Vampire-Lich	1	3	12/18	10	60	weapon or touch (by weapon or see special abilities)	12	Special Abilities: -Up to 5th lvl cleric spells at will (3/lvl, rev. spells, no repeats) -Regenerate 3 h.p. per rd. -Charm every md., -2 to save. -Gaseous cloud form at will. -Summon 5-20 giant rats.
									Special Weaknesses: -May not come within 10' of lawful holy symbol. -Garlic repels. (Save v. poison or no attack that md.) -Cast no reflection. -May not cross running water except at bridges. -Killed by stake through heart or immersion in running water for 3 rounds.
END	Demogorgon	1	-8	15	13	99	forked tail, 2 tentacles, gaze (1d6+drain 4 lvs, wither limb+ perm. loss 25% h.p. in 6 rnds., see below for gaze)	12	Special Defenses: -Hit only by silver/magic weap. -Immune to sleep/charm/hold/ poison/paralysis. -½ dam. from cold/electricity. -Immune to weapons attacks in gaseous form. -At 0 h.p. permanently assume gaseous form.
									At will abilities: -Infravision; ESP -teleport (no error); -confinal darkness; -create illusion (as wand); -cause fear (as wand); -levitate; detect magic; -read magic; dispel mag. -comprehend languages; -see invisible objects; -clairvoyance; -clairaudience; -water breathing; -polymorph self; -wall of ice; telekinesis; -command cold-blooded creatures.
Special Defenses: - 95% magic resistance. - +2 or better magic weapons needed to hit.									
Gaze Attacks: -Right gaze: charm pers./mon. at will, save allowed. -Left gaze: insanity 1d6 turns, save allowed. -Gaze, both heads: mass insanity, no save, to 3d10 creatures of 9 HD or less; 10 HD & above allowed save.									
Once per day abilities: -feeblemind; -polymorph any creature or object; -stop time for 1d6 rounds; -cast sticks to snakes; -gate in any demon (types I – IV) 85% chance									