

SS1**SHORT SCENARIO SERIES**

Dungeon Module SS1 The Odboxx of Zoforon

by Lawson "Blood Master" Bennett
with Jimm Johnson

AN ADVENTURE MODULE FOR CHARACTERS LEVEL 5-7



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

This module is suitable for use as a single-session, stand-alone adventure or as an insert into a larger fantasy wargame campaign. Within are maps and statistics for 3 multi-room encounter levels. Included are monster matrices, numbered encounter keys with detailed room descriptions, and a pull-out illustration page with visual aids for players.



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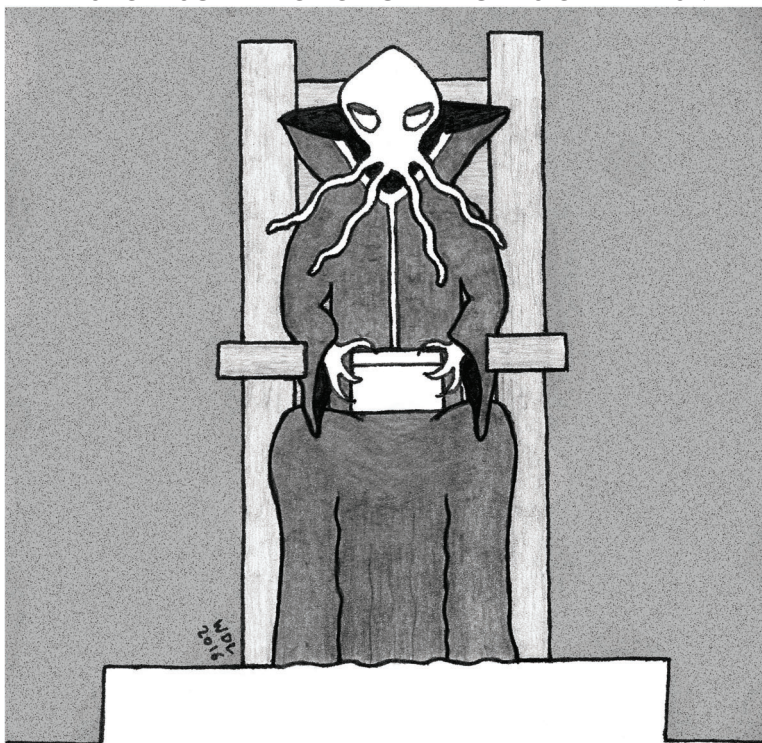
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Dungeon Module SS1

The Odboxx of Zoforon

INTRODUCTION

The Odboxx of Zoforon is a short scenario designed to be run and completed in a single 6-hour play session. It is eminently suitable as a casual "one-off" adventure or as a colorful sidetrack in an ongoing campaign. If you intend to participate as a player in this adventure, stop reading now and avoid further examination of the encounters and maps so as not to spoil the terrible surprises that are contained within. Thorough reading and study of this scenario is the province of the Dungeon Master alone and he will provide players with any necessary background information before play begins. The DM running the scenario should be well versed in the rules and comfortable with mid- to high-level dungeon play.

BACKGROUND

When Man was new and Angels and Demons still walked the world, a heroic king came to power, uniting the Tribes of Man, and waging war on Demonkind. This was Zoforon. Of such valiance was his crusade that the Archangel deigned to dispatch the Order of Angelic Warriors to join his cause. Thus began the Age of Holy Wars, when year after year epic battles raged across the land, in the sea and sky, and in the deep places, dark, underground. Years of conflict became decades, and the decades beget centuries. In time, the endless struggle wore on King Zoforon, grinding him down like a sea rock, once hard and sharp, now buffeted to a small, yielding stone by the endless crashing of the waves of war. Outwardly, Zoforon maintained his kingly aspect, but deep in his mind his strength and steadfastness began to fail.

It was then the Demon Prince, desecrating a chink in the armor of his enemy, sent whispers to haunt Zoforon's dreams— whispers of the futility of endless war, offering Zoforon wealth and immortality, if only he would succumb to the comforting allure of darkness. As his sanity ebbed, the whispers grew, and Zoforon learned from them the twisted arts of dark magic, shapeshifting, and illusion. Finally, casting aside the last shreds of his reason, he yielded, vowing to submit if the Demon Prince would make good on his offer. So, the servants of the Demon Prince began to assemble The Castle: an otherworldly fortress filled with treasures where Zoforon could dwell eternally. In truth, though, The Castle was no more than a finely appointed trap: an unearthly prison, encased in an impenetrable crystal sphere, where Zoforon would be forever contained. Without Zoforon, the Demons believed, the Tribes of Man would fall back into chaos. Without the Tribes of Man, the balance of war might shift, and Demonkind finally prevail against the Angelic Order.

Through the boasts of a captured Demon Lord, the Archangel learned of the trap. He appeared before Zoforon to warn him, but Zoforon, now astray in the dim labyrinth of his own mind, imagined that the Archangel aimed to cheat him of The Castle, its wealth and immortality. He put on a terrifying display of dark magic, and bid the Archangel leave him or face his wrath. The Archangel was grieved, but also afraid of the dark magic Zoforon now possessed. Fearing that even The Castle's unbreakable sphere would not contain Zoforon, he instructed the master architects of the Angelic Order to fashion a golden strongbox in which both Zoforon and The Castle could be securely bound and locked away.

In the coming days, though still gripped by madness, Zoforon perceived a flicker of truth in what the Archangel had told him. With his shapeshifting powers, Zoforon took on the form of Demonkind. Undetected, he walked in their midst, learning of their plans for him. Then he took on the shape of the Angels and, going amongst them, learned of their designs. Of the Demons, he confirmed their intention to make him a captive. Of the Angels, he saw that they had made a golden box in which The Castle would be bound and locked. He brooded on this until he devised a plan of his own. He went to a deep, forgotten place underground where an enormous green gem was hid, and in secret he channelled his dark magic into it.

When the Angels and the Demons came for Zoforon, he called out, "You're all fools! As you sought to bind me in strongboxes and castles within spheres, I outmaneuvered all of you. I have made The Emerald! And whoever possesses it will rule, not this world, but the Celestial Throne itself. So battle, Demons and Angels. The pitiful prize of this world, I leave to you! I go beyond to rule the Heavens!" The Archangel paused, unsure of the truth of Zoforon's words, but the Demons did not wait. They swarmed Zoforon, took him, and put him in The Castle. The Demon Prince then took The Castle in his right hand and sealed the crystal sphere around it.

But, lo! The moment that was done, a stairway of light descended out of the Heavens. At the top, a great, shining, golden gate stood open. Beyond was a massive throne with a huge, glowing emerald hovering above the seat. The Archangel and the Demon Prince were overawed, each now believing Zoforon's boast. He *had* created The Emerald— an all-powerful gem invested with the authority to rule the Heavens! The Archangel and the Demon Prince raced for the throne, clawing each other as they ascended, each striving to grasp The Emerald before the other. Their hordes and legions rushed in behind them as each of the two placed a hand on The Emerald to claim it.

But it was a trick! The magic Zoforon had placed in The Emerald was not the power to rule the Heavens. He had infused it with a curse: to freeze in time any who claimed it. In an instant the two creatures, Archangel and Demon Prince, were merged into a single, hybrid monstrosity: half angel, half demon! The power of The Emerald seethed outward, engulfing the Angelic Order and the Demon Horde, freezing them like statues in time. Then the golden gate slammed shut, not with a great clang, but with a small clap, for this was Zoforon's last illusion: The gate was nothing more than the lid of the Angels' golden strongbox! And now all of them, Angels, Demons, and Zoforon, were trapped for eternity within. Only the Tribes of Man remained free in the world. And so, though bittersweet— and though trapped in eternal madness— Zoforon finally knew victory, and the Holy Wars were no more.

Down through the forgotten æons, the golden strongbox reappears from time to time to tempt and trap the greediest of thieves and treasure seekers. The elder sages maintain that the story of the origin of that odd box is lost to the gulfs of time, but in the Scrolls of Skrel there is one account... ..And you have read it here.



NOTES FOR THE REFEREE

This scenario is essentially an elaborate trap designed for a party of 6 to 8 characters of 5th to 7th level. It is designed in three parts: **THE ODBOXX**, **THE EMERALD**, and **THE CASTLE**. Once the party has been drawn into **THE ODBOXX**, escape is likely be their primary concern, although there are a number of opportunities to acquire loot along the way. **THE ODBOXX** portion of the scenario offers a few different avenues of play, but in the end there are only two ways for characters to get out: by signing the **BOOK OF FATE** (area 10) or by entering **THE EMERALD** (in area 11). Less greedy characters might choose to exit the scenario entirely by signing the book. Most, however, will be tempted to continue on by the lure of glory and additional treasure. After entering **THE EMERALD**, play will proceed in a linear fashion as the party must overcome an ordered sequence of obstacles before they are allowed to advance to the final encounter in **THE CASTLE**.

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, and 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.

REMOVABLE MAPS, STAT SHEETS, AND VISUAL AIDS: At the center of this booklet is a set of unnumbered pages containing maps, monster statistics, and illustrated visual aids for players. It is intended that the referee remove these pages for use as convenient table references during play. High resolution, printable copies of the maps, stat sheets, and illustrations are also available for download, currently located on the internet at the following URL:

<http://www.knights-n-knaves.com/thescribesofsparn/SS1-MAPSTATPACK.pdf>

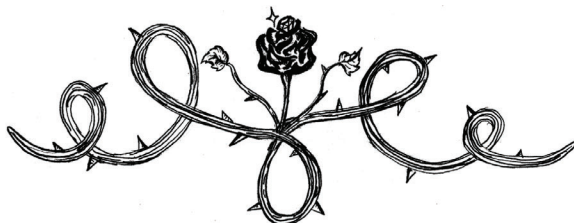
The illustration sheet contains four numbered visual aids that may be shown to players when indicated by the text of a particular encounter. The DM should not feel limited to only the illustrations on the pull-out sheet. Throughout this module there are a number of other detailed illustrations, and the DM is free to show these to the players as well. Just be sure that any art shown to the players doesn't inadvertently give away some yet undiscovered surprise.

SPELL USE: Each of the scenario locations— **THE ODBOXX**, **THE EMERALD**, and **THE CASTLE** — exists outside of normal time and space. Once characters have been drawn into **THE ODBOXX**, escape by means of teleportation (or some similar magic or device) is impossible, as such means will fail in the extra-dimensional environment of these areas. Even a wish will only be powerful enough to remove a single character. The effect of the environment on other spells is left to the fair judgment of the referee.

PUZZLES & TRAPS: There are many puzzles and traps throughout the scenario. The referee must make sure he is familiar with all of them before play begins. In

particular, special study should be made of the **PUZZLE OF THE SKY KING** (area 3 of **THE EMERALD**). The solution to this puzzle is Archimedes' displacement method for determining the purity of gold. (See the particular encounter description for more information.)

RANDOM MONSTERS & TREASURE: Use of wandering monsters in this scenario is not recommended, especially in **THE EMERALD** and **CASTLE** areas. There are, however, instances where monster numbers and treasure for a given encounter are not pre-rolled, requiring the referee to roll dice for them at the table. This serves to add an element of surprise for both the Dungeon Master and the players. In the case of monsters, the type and range of possible numbers appearing is provided, and all the DM need do is roll the exact number present. In cases where random treasure is indicated the DM may, if he desires, choose the items and amounts in question. It is recommended, however, that random rolls on the standard rules tables of the DM's (or players') choice be employed for such determination. A limited amount of rolling for these things at the table will serve to heighten player anticipation and provide unexpected situations to challenge the DM and players alike.



START

In a wider setting, **THE ODBOXX** can be introduced into the campaign in any way that suits the designs or fancy of the Dungeon Master. The italicized text hereafter is provided as a convenient aid for those who wish to run this adventure as a casual "one-off" scenario. Whenever the players are ready (i.e., characters in hand, equipment lists completed, and spells selected) the text below may be read or paraphrased by the referee.

After a night of drinking in Slock's Tavern you retire to your room. One by one, as evidenced by the growing ensemble of thunderous snoring, your besotted companions depart to the Land of Nod... ..Only to be yanked back to stark wakefulness by a series of heavy, rapid knocks at the door. Upon answering no one is there, but a small, ornate, golden box sits at the threshold. Inside, the box is lined with plush red fabric and holds a rolled strip of metallic-gold paper that seems to have some writing etched upon it. Impressed upon the foil are bold runes:

: JEG · OTAR · ALL · VIKÅR · OG · BETINGELSER :

Show the players **VISUAL AID** ①. The writing is in an ancient barbarian language. It translates: "I agree to all terms and conditions." If this is spoken, the reader and anyone within 30' of the reader (or simply *the party*) will be transmateralized into the box. When they arrive at area 1 within **THE ODBOXX**, they will be fully clothed and armored with whatever items and equipment are listed on their record sheets.

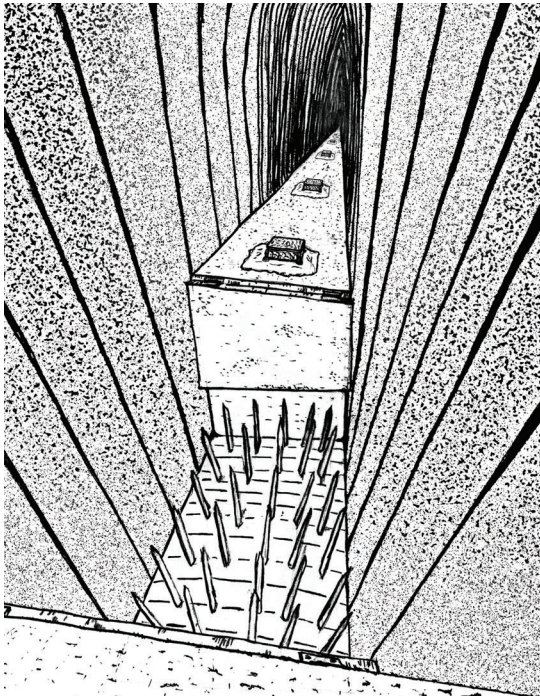
KEY TO THE ODBOXX

Unless noted in the room descriptions, walls, floors, and stairways within **THE ODBOXX** will be covered in fine, red velvet fabric, except for the outer box walls (represented on the map with a double line) which are solid gold. The ceilings (which are actually the closed lid of the box) are gold as well. Most doors are also covered in red fabric, but are plainly visible by their outlines and handles.

ENCOUNTER AREAS

1. **ENTRY AREA AND MIRRORED PASSAGE:** The party appears in a 20' x 20' room. The ceiling and walls to the north and west are solid gold. The floor and the wall to the south are covered in rich, red velvet. On the east side of the room is a staircase and a passageway. The staircase, covered in red velvet, descends 20' to a landing with a door. The passageway, 10' wide, is an optical illusion. Hidden mirrors, placed at angles on the walls and ceiling create the impression of an endless hallway. The passage appears to hold an endless procession of gold boxes on red pillows, stretching down the hall in 20' intervals as far as the eye can see. The boxes look identical to **THE ODBOXX** in which the party is now trapped.

There is actually only one gold box in the false passage; the rest are reflections. The 15' section of floor in front of the box is a concealed pit trap, which will automatically swing open when a character reaches the



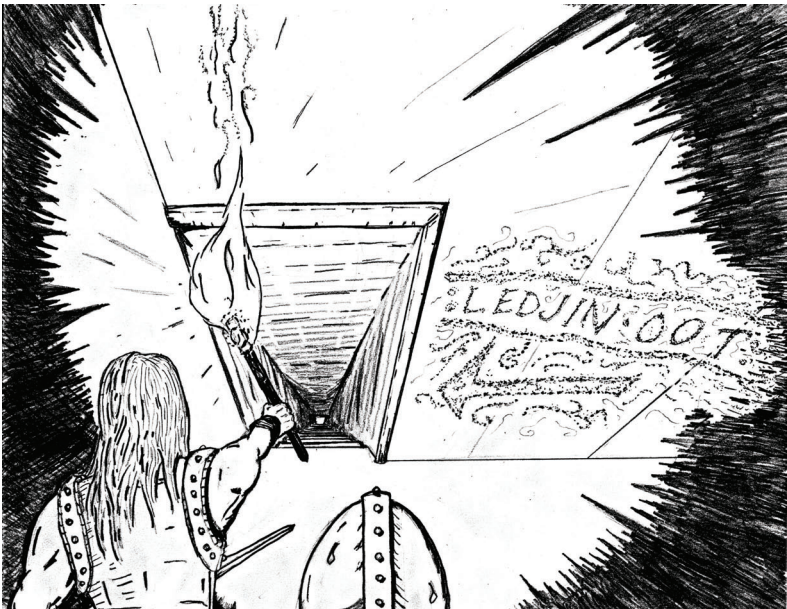
halfway point (i.e., 7'). Any characters subject to the trap will suffer a 20 foot drop (normal falling damage). The floor of this pit is adorned with vertical golden blades set into the ground. If a 1 or 2 on a d6 is rolled, a falling character will receive an additional 1d6 hit points of damage from the golden blades. The pit will remain open, unless the entire **ODBOXX** is "reset" (see below).

If the golden box is retrieved from the false passage, it may be opened. Inside, a miniature layout of the dun-

geon, including tiny facsimiles of the player characters, will be momentarily glimpsed. Then, in a white flash, the entire player party will find themselves in their original positions, where they first appeared in the entry area (i.e., this room). The box is a reset mechanism. If carried with the party into other areas, opening it will transmaterialize them back to this room and cause all things in **THE ODBOXX** to reset back to their original state. Monsters and traps will be reset, accumulated treasure will vanish, lost hit points will be restored, and slain characters will return. Everything will be as it was when the party first arrived. If players were mapping the interior of **THE ODBOXX**, their map will vanish as well and should be confiscated by the referee.

The only things that will not reset when the box is opened are characters' personal memories and expended spells. Characters retain full mental knowledge of everything that happened previously and, this being the case, used spells previously memorized by magic-users and clerics are not regained when the box resets.

IMPORTANT NOTE: If the party leaves **THE ODBOXX**, (e.g., by signing the book in area 10, or by entering **THE EMERALD**) the reset box will vanish from their possession and return to its place in the mirrored passageway.



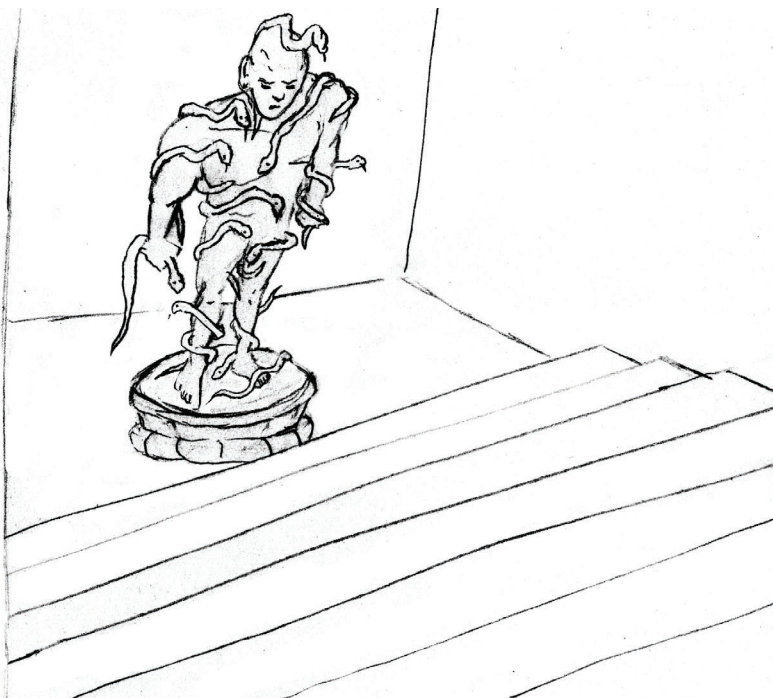
- MAGIC LETTERS AND STAIR TRAP:** The floor of this room is thick gold carpet. Hovering in front of the southernmost part of the east wall is an arrow formed of shimmering gold smoke and floating golden runes reading:

—
: LEDJIN · OOT :
—

Show the players **VISUAL AID ②**. The runes translate as "the way out." The arrow points towards an uncannily steep staircase that descends 20 feet toward the east. When the halfway point of the stairs is reached, the steps and risers will separate and retract into the walls, exposing a ramp covered in transparent, slippery oil. Unless a rope or similar precaution is employed, anyone caught on the stairs when the trap activates will slide into the 10' x 20' pit in area 3.

- 3. SNAKE PIT AND STATUE:** Access to this area is hindered by a concealed 10' x 20' pit. The pit opening is covered by red velvet paper that appears identical to the red velvet that covers the stairs and floor in other parts of this area. Characters who slide onto the pit from the trapped staircase (area 2) will automatically cause the paper to rip and they will fall into the pit. If the stair trap has been avoided, stepping on the papered area will tear the paper and elicit a 5 in 6 chance of falling in if the character is unsecured. The pit is 10' deep with 2d6 live cobras at the bottom.

Beyond the pit, to the east, is a wide staircase that descends 20' to a statue of a naked man with carved serpents entwined all about his body. There are a total of twelve snakes on the statue. Each has 2 ruby eyes that can be easily pried free. The rubies vary in size and quality. The value of each being 1d6 x 100 g.p.



MAN WITH TWELVE SERPENTS

Cobras (2-12); hp 3, 3, 2, 1, 2, 3, 2, 3, 1, 2, 4, 5

AC 7; MV 9; HD 1; ML 7

ATT: bite

DAM: 1 h.p. + poison

Special: Poison is deadly. Save or die in 4 turns.

4. **MORE MAGIC LETTERS AND SECOND STAIR TRAP:** This room is slightly smaller than room 2 but is otherwise similar with gold floor carpet, an arrow made of golden smoke and, as before, floating runes that read:

: LEÐJIN · OOT :

Show the players **VISUAL AID** ②. The arrow is pointed toward an extremely steep, downward staircase that exits to the east. The stairs descend 20' and are trapped in the same manner as the stairs in area 2 (i.e., at the halfway point the steps retract to reveal a steep, oil covered ramp.) Anyone caught in the trap will slide into the rust monster pit in room 10.

5. **SECRET PETRIFIED GARDEN:** This area is accessed by a secret entrance. The entryway is an illusory wall. Once found (normal chances), all a character needs to do is simply walk through it. Once through, however, an invisible, one-way force field prevents passage back in the other direction. Beyond the secret entrance is a 5' wide, empty hallway with another one-way magic wall section in the westernmost part of the south wall. This emerges onto a 15' x 20' room containing a garden of petrified roses. A narrow (1½' wide) path winds through the stony garden.

Each petrified rose bush is covered in thorns, with a diamond (worth 150 g.p.) in the center of each flower. These can be removed with minimal effort, but anyone doing so (even if using a dagger or some other tool) must roll a DEX check on 3d6 to avoid touching a thorn. If the saving throw is missed, the character is pricked for 1 hit point of damage. Three turns later, a pricked character will begin turning to stone. The transformation will be gradual, beginning with a stiffening feeling in the joints and limbs. Within 3 turns, however, the character will be completely petrified. A total of 99 diamond studded stone flowers are here. The exit from this area is another one-way illusory wall at the south end of the garden path.

6. **THRONES OF STONE:** Two raised, stone thrones, facing each other from opposite corners, occupy this area. In the southwest corner sits an empty stone throne. On the seat of the northeast throne is a stone statue in a sitting position. Its head resembles an octopus with a beard of tentacles. In its lap, also a part of the statue, is a stone chest. A 10' wide descending staircase exits the area to the west. To the east is a 10' wide ledge. Beyond the ledge is a 10' drop, at the bottom of which is a steep staircase that descends 40 feet.

Any character who sits upon the empty throne must save vs. magic. If the save is unsuccessful, the character will be turned to stone, becoming a part of the throne. Simultaneously, the mind flayer (for such is the creature

on the opposite throne) will become flesh and attack. A character who has been petrified may be returned to flesh if another character sits on the opposite empty throne. (Of course that character will be subject to the same effect; saving throw allowed.)

Mind Flayer (1); hp 33

AC 5; MV 12; HD 8+3; ML 9

ATT: tentacles or mind blast (5' wide by 60' long)

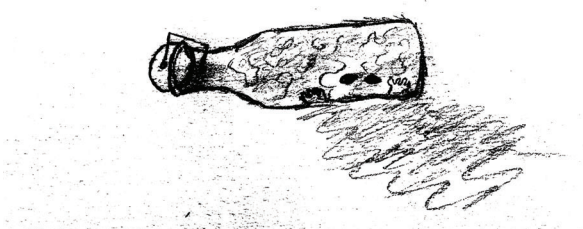
DAM: 1d6 plus death in 1d4 rounds or special (see below)

Special: On a successful hit, victim is held by tentacles, no save, and his brain is devoured in 1d4 rounds, causing death. Against the mind blast attack, magic-users gain +1 to save, clerics gain +2, and a helm of telepathy grants a +4 bonus. A successful save stuns the mind flayer for 3 rounds. Otherwise determine effects, based on the victim's intelligence, as follows.

Save at Distance

| <u>INT</u> | <u>10'-20'</u> | <u>30'-40'</u> | <u>50'-60'</u> | <u>Effect</u> |
|------------|----------------|----------------|----------------|-------------------------|
| 3-4 | 19 | 19 | 17 | Death |
| 5-7 | 17 | 16 | 15 | Coma, 3 days |
| 8-10 | 15 | 14 | 13 | Sleep, 1 hour |
| 11-12 | 13 | 12 | 11 | Stun, 3 rounds |
| 13-14 | 11 | 10 | 9 | Confusion, 5 rounds |
| 15-16 | 9 | 8 | 7 | Berserk rage, 7 rounds. |
| 17 | 7 | 6 | 5 | Feeblemind |
| 18 | 5 | 4 | 3 | Permanent Insanity |

Once the mind flayer is freed, the chest he holds may be opened. It is filled with emeralds, 33 in all, worth 200 g.p. each. Protruding up through the gems, the stoppered top of a crystal flask is visible. The flask appears to be filled with slowly swirling black and gray smoke. The smoke is actually an avenging ghost trapped in the flask. If it is unstoppered, the ghost will not immediately emerge. Instead it will wait to see if anyone attempts to smell or drink from the flask (as if it were a potion). If someone does, the ghost will attempt to enter that character's body through his nose or mouth and possess him (as a magic jar spell, no "to hit" roll required in this case, but a saving throw at -2 is allowed.)



Avenging Ghost (1); hp 22

AC 2; MV 12/24; HD 7; ML 11

ATT: touch

DAM: ages 10-30 years and possesses victim

Special: In ghost form, may pass through non-magical surfaces

and can only be hit by magic or magic weapons. On successful hit, touch will age victim 10-30 years and possess him as a magic jar spell unless a saving throw is rolled. Hates the living and will use possessed character to kill as many other characters as possible. May be turned/dispelled as a spectre. If successful, turning will drive the ghost out of a possessed character and it will flee.

The staircase at the bottom of the ledge in the southeast corner is unusually steep. It descends 40' to the gelatinous cube pit in area 9. This stairway is trapped in the same fashion as those in areas 2 & 4 (above), and will automatically activate when any character descends to the halfway point.

- 7. TREASURE TRAP:** There is a false door in the south wall of this area. If opened, the door leads nowhere, but it appears that there is a room full of treasure beyond. Also present beyond the door are what appears to be several Vikings standing completely still. In reality the entire scene is just a painting on the wall, but it is such a realistic rendering, that a WIS check on 4d6 is required to detect the illusion. If a character tries to walk into the painting/room, he will be magically transported in, becoming a permanent fixture of this sinister trap. If a dispel magic or remove curse spell is used within 6 turns it will bring recently trapped characters back. There is no way, short of a wish, to retrieve the treasure. A staircase in the northeast corner leads out and down to the east.
- 8. ISHPANESE DRAGON ROOM:** This is a 20' x 30' room with a 10' x 10' alcove that extends outward from the southwest corner. In the center of the room, atop a decorative rectangular base, sits a large gold-painted statue of an Ishpanese (i.e., Asian) style dragon with a long, metal pipe in





its mouth. On the side of the statue's base is a large panel of numbers behind glass that reads: **000,002,398**.

Next to the number panel is an odd symbol made of dots and lines. It is an ancient Ispanese symbol that, if translated with a comprehend languages spell, means "years."

∴
∴年∴
∴

In the southwest alcove a large golden chest adorned with oriental designs, dragons, and pictographs is set into the floor. Inside is a scale holding several nuggets of a dark, sticky substance (opium). Ten long, ornate brass pipes are also present. If a bit of opium is inserted into the dragon's pipe and lit, the head will animate. The dragon will inhale the drug and begin to emanate hot, smoky fumes, as if it might breathe fire, but instead will spew out a projectile spray of gold coins totaling 2,398 (the number of years the dragon has stayed dormant). Anyone caught in the path of this cone of coins will suffer 1d6 hit points of damage. After spitting out the coins, the number panel will rapidly dial back to **000,000,000**, and the head of the statue will de-animate and become still.

If any character smokes the opium, he must roll a saving throw, or lapse into a sleepy stupor for 6 turns, during which movement rate is $\frac{1}{2}$ normal. Combat in this state is not possible, and the character must be guided by others, or he will lie down.

- 9. CUBE IN A PIT:** The west portion of this room is a pit trap concealed by red velvet paper in the same manner as the pit in area 3. Within this pit is a gelatinous cube. If a character falls into the pit roll a d6. On a roll of 1 or 6 that character lands on top of the cube and must roll a saving throw or become paralyzed.

The walls and floors of the adjoining room are lined with red velvet, but the ceiling in this area, 100' up, is not visible due to its great distance. Fifty feet up the north wall, in the

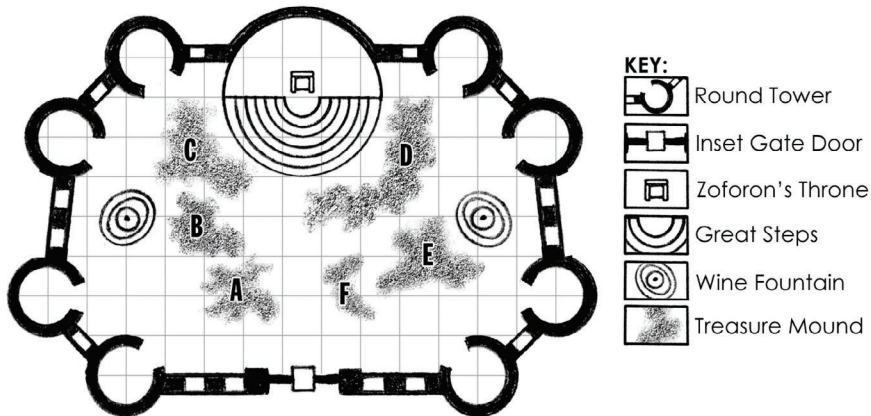
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THE CASTLE

SCALE: 1 square = 10 feet



TREASURE MOUND A:

30 gems (roll for value in groups of 5),
coffer (trapped with 2 poison darts) containing 1 random magic item,
coffer (trapped with a poison needle) containing 1 random magic item,
coffer (not trapped) containing 1 magic item,
3,000 gold pieces,
4,000 copper pieces

TREASURE MOUND B:

a suit of plate mail +2,
3,000 gold pieces,
7,000 copper pieces

TREASURE MOUND C:

2 gems worth 100 g.p. each,
small iron trunk containing 1 random magic item (trapped with poison gas,
10' r. cloud),
11,000 copper pieces

TREASURE MOUND D:

a potion of random type,
a scroll of random type,
a sack containing 1 random magic item,
12,000 silver pieces,
4,000 gold pieces

TREASURE MOUND E:

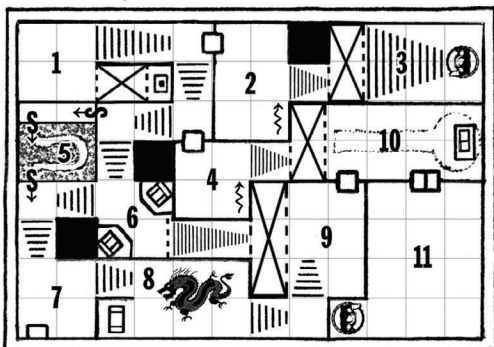
a sealed metal urn (no trap) containing 1 random magic item,
10,000 silver pieces,
7,000 copper pieces

TREASURE MOUND F:

a stone jar containing 1 random magic item; (seal on jar is trapped with a 6th
level exploding rune; 6d6 h.p. damage to all within 20', save for ½ damage,
item within must also save or be destroyed),
6,000 gold pieces,
2,000 silver pieces

THE ODBOXX

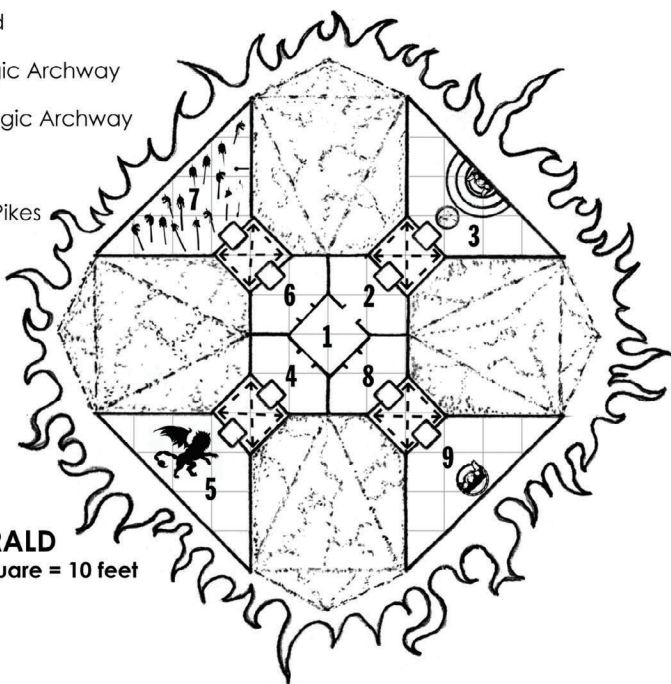
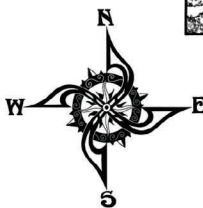
SCALE: 1 square = 10 feet



KEY:

- Normal Stair (45° incline)
- Steep Stair (62.5° incline)
- Concealed Pit
- Gold Box on Pillow
- Normal Door
- Double Door
- False Door
- One-Way Secret Door
- Golden Smoke Arrow
- Garden Path

- Stone Throne on Platform
- Ledge or Pit Edge
- Golden Chest
- Gold Dragon Statue
- Statue
- Book Stand
- Open Magic Archway
- Closed Magic Archway
- Illusory Pit
- Heads on Pikes
- Small Pool
- Manticora



THE EMERALD

SCALE: 1 square = 10 feet

Zoforon the Mad King (1); hp 60 (in all shapes)

AC 1 (9 without crown); MV 3; HD 12; ML 11

ATT: spells

DAM: by spell

Special: In combat Zoforon will shapechange on a roll of 1-2 on d6. (Continue this check each round until he transforms). Otherwise, he will cast a spell. He may cast any magic-user spell up to 4th level (at 8th level of ability) once per round, but cannot use the same spell twice. He can transform into a nightmare, giant werewolf, shambling mound, umber hulk, spectre, or intellect devourer. He maintains his normal hit points and morale in all shapes, but may not cast spells while shapechanged. If he fails a morale check while in an assumed form, he will revert back to human form and cast spells to protect himself.

Zoforon's Crown: The Mad King wears a crown of jagged iron given to him ages ago by a Demon Prince. The crown is inset with 4 large, magic gems: red ruby, blue sapphire, black opal, and yellow topaz. Each gem has a different function:

Red Ruby allows the wearer of the crown to read magic, but also gradually lose his sanity (no saving throw).

Blue Sapphire conveys AC 1 protection to the wearer of the crown.

Black Opal corrupts the wearer, immediately changing his alignment to chaotic (or evil), no saving throw.

Yellow Topaz shields the wearer completely from all forms of mental attack (i.e., ESP, charm, etc.).

The total value of the crown is 20,000 g.p.

TRANSFORMATION CHART

| d6 Roll | Type | AC | MV | HD | Att.(Dam.) | Special/Notes |
|---------|--------------------|----|-------|-----|--|---|
| 1 | Nightmare | -4 | 15/36 | 6+6 | fangs or hooves (1d6+2) or smoke cloud | 30' r. smoke cloud requires save or -2 to hit & damage rolls. May travel interdimensionally or "blink" in lieu of attack. |
| 2 | Giant Werewolf | 5 | 18 | 7 | claws or bite (2d6) | On every hit, roll progressing CON check (3d6, 4d6, 5d6, etc.) vs. lycanthropy. |
| 3 | Shambling Mound | 0 | 6 | 6 | 2 strikes (2d6 each) | 2 hits on same target in same round will strangle in 2-5 rounds. Weapon or cold attacks do only 1/2 damage. Lightning does 1 additional die damage. |
| 4 | Umbur Hulk | 2 | 6 | 8 | claw or bite (2d6) | Each round, 4-eyed gaze requires one opponent to save or causes confusion. |
| 5 | Spectre | 2 | 15/30 | 7+3 | touch (1d6 + drain 2 levels) | Immune to sleep/charm/hold/cold/poison/paralysis. Slain opponents become controlled 1/2 spectres. |
| 6 | Intellect Devourer | 4 | 15 | 6 | claw (1d6) or mind blast (as mind flayer; see table p. 10) | 25% resistance to death spell, otherwise 60% magic resistance. Normal weapons are useless. Magic weapons do 1 h.p. dam. per plus. Lightning does 1 h.p. dam. per die. Immune to fireball, but bright flash (including fireball) elicits morale check at -4. |

On this, the 17th day of Króshens, in the 103rd year of the 63rd Aeon
only one day after executing by poison King Rufians
Malistrone and ending his tyranny on my people, I, Zar,
the one they call "Riddle Master," have found myself here.

Maybe it was my greed which landed me in such a
predicament (or perhaps some final curse of King Rufians)...
Either way, I have no remorse for any action taken upon the
tyrant of my lands, and if this is my punishment, then it is
just, and I accept it, believing my sacrifice has left my
people in better hands... This being my fate, I choose not
to reject its full potential, and have decided to go
beyond the Door of Holy Wars.

- Zar

P.S. If any soul happens to stumble upon this note,
please, find Girithore of the Urchin Isles and let her
know of my demise... This bag can hold many things.
It is now yours.

P.P.S. I have managed to trick a vile beast with an
octopus' head into a seat of stone. I believe he
will make a permanent fixture to this Golden Hell.
Beware the Thrones of Stone!

4

2



corner opposite the pit, is a door. There is no obvious way, short of some magical means (or a really good thief!), to reach this door.

Gelatinous Cube (1); hp 15

AC 8; MV 6; HD 4; ML 12

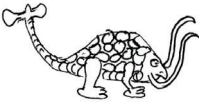
ATT: touch or pseudopod

DAM: paralysis

Special: Paralyzed characters become enveloped, taking automatic 1d6 damage per round thereafter. Paralysis persists for 2d6 rounds. Immune to lightning, cold, paralysis, fear, & polymorph.

Suspended within the gelatinous cube are the following items:

700 gold pieces,
350 platinum pieces,
a jeweled dagger worth 250 g.p.,
a staff of striking,
and one other random magic item.



- 10. BOOK OF FATE:** The concealed pit in the west part of this area is 10' deep, covered by red velvet paper, and contains 4 rust monsters.

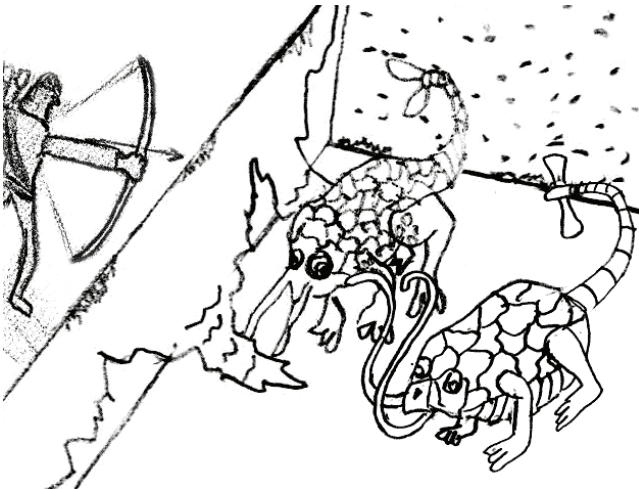
Rust Monsters (4); hp 11, 12, 13, 14

AC 2; MV 12; HD 5; ML 7

ATT: antennae

DAM: rusts metal (see below)

Special: Touch causes 1 carried or worn metal object to turn to rust flakes. For magic items, a save with bonus equal to the plus rating of the item is allowed.



Beyond the rust monster pit is a long carpeted walkway, decorated with intricate, multi-colored patterns. The walkway leads to a podium with an open book (further described hereafter), an ink well, and a feather quill.



Along the south wall are two doorways. The one to the west (near the pit) is a normal door that opens onto a 50' drop into room 9. The other is a heavy set of green, metal, double doors designed with an engraved war scene of demons and angels facing each other. Between the two groups a large gem is depicted. Show the players **VISUAL AID ③**.

On the first page of the book, to which it lies open, are golden, magic letters that constantly change between various known and unknown languages. If a character attempts to read the golden writing, a voice will begin to speak, as if from above, reading aloud the words on the page:

Far you have come. Many men have passed through these halls and, for most, it is their final resting place. A great treasure is within your reach, but now it is for you to decide your fate. Sign your name now and leave, never to return to this place. It will all be just a bad dream...

...Or, you may enter The Emerald, just beyond the door of Holy Wars, and go yet one step further towards greatness!

The rest of the book contains signatures that fill about half of the volume. If a character signs his name within, he will immediately vanish and reappear back in town in the safety of his room.

Under the carpet, just behind the pedestal, a bag of holding is hidden. It contains the following items:

a drawing of a beautiful elven maiden with the name *Girithore* written on the back,

a small elven dagger +2,

and moldy travel rations wrapped in a folded piece of parchment. When the paper is unfolded, show the players **VISUAL AID ④**. Upon it, in crabbed lines, is written,

*On this, the 11th day of Krøshens in the 103rd year of the 63rd
Æon, only one day after executing by poison King Rufians
Mailstrone and ending his tyranny on my people, I, Zar, the one
they call "Riddle Master," have found myself here.*

*Maybe it was my greed which landed me in such a
predicament (or perhaps some final curse of King Rufians)...
Either way I have no remorse for any actions taken upon the
tyrant of my lands, and if this is my punishment, then it is just and
I accept it, believing my sacrifice has left my people in better
hands... This being my fate, I choose not to reject
its full potential, and have decided to go
beyond the Door of Holy Wars.*

- Zar

*P.S. If any soul happens to stumble upon this note, please, find
Girithore of the Urchinn Isles and let her know of my demise... This
bag can hold many things. It is now yours.*

*P.P.S. I have managed to trick a vile beast with an octopus'
head into a seat of stone. I believe he will make a permanent
fixture to this Golden Hell. Beware the Thrones of Stone!*

- 11. MAUSOLEUM OF THE HOLY WARS:** This is a large, 30 x 40' room with a 10' alcove at the southwest corner. The area is filled with statues. Those to the west are demons with spears, some dead. On the east side are angels with swords, some dead, some suspended in midair with wings spread. A clear space forms a path through the scene, forged in time and stone.

The pathway leads to the southwest corner, where a monstrous statue is situated. The grotesque form of a hybrid creature, half angel (on the right side), half demon (on the left) is seated on a massive throne. In its right hand is a great emerald that seethes with green luminescence. When approached the statue will animate stiffly, bending forward and offering the gem to the party. Upon touching it, a character will vanish, and be transmateralized into area 1 of **THE EMERALD**.

KEY TO THE EMERALD

The walls, floors, and ceiling of this area are translucent emerald colored. All surfaces glow with a faint green light, so there is no need for torches. Doors are of opaque, emerald-colored stone with carved handles.

ENCOUNTER AREAS

1. **SHIFTING ARCHWAY OF THE EMERALD'S CORE:** This is a 15' x 15' room at the center of **THE EMERALD**. One section of the outer wall here has a magic archway that will shift positions, from one wall section to another, as play within **THE EMERALD** progresses. When the player party first arrives in this area, the archway is positioned in the northeast wall, leading to area 2. The party (or a portion thereof) must sequentially overcome obstacles in each of the outer chambers (areas 3, 5, 7, and 9).

Once the party has successfully prevailed against an obstacle and returned to this room, the archway will shift to its next position. The edges of the current archway will suddenly become lined with crackling arcs of green energy as the space within the arch becomes solid. The crackling energy will fade, but immediately reappear as the outline of a new archway on the next wall position in the sequence. The emerald surface within the new archway will atomize and vanish, and the crackling energy will abruptly cease, leaving a doorway sized opening. The sequence in which the archway moves is as follows: 2, 4, 6, 8.

2. **FIRST INSCRIPTION & ILLUSORY PIT:** In each of these 6-sided rooms (i.e., areas 2, 4, 6, 8) the far door is inscribed with an instruction. The door of this particular room is inscribed with the following:

THE BRAIN IS YOUR STRONGEST WEAPON.
THERE IS NO NEED FOR STEEL.

Beyond the door, in the angled 15' x 15' area that connects to room 3, there appears to be a bottomless pit. The pit is really a non-magical illusion created by the refraction of light through the varied surfaces of **THE EMERALD**. The illusion will be discovered if a character "falls" into (*onto*, actually!) the pit or attempts to drop an item down into it. As soon as this occurs, or if a character takes a full step out into the pit area, the optical illusion will become obvious and seen for what it is.

The door on the other side of the pit will open easily. However, if any character has failed to follow the inscribed instruction (above), a magic force field in the doorway will prevent him from entering the room beyond. Thus, any character carrying a metal weapon will be unable to enter area 3. Worn metal armor, however, is allowed to pass through.

3. **PUZZLE OF THE SKY KING:** This is a large, trapezoid shaped room with a small, circular pool of 2' deep water. Beyond the pool a rounded dais with 3 steep steps leads up to a stone statue of a robed man sitting upon a throne. He is holding out his hands, which are made of iron. Hanging on

them are two golden crowns. At the foot of the statue is a set of scales (with 100 gold pieces stacked on one side), a large bucket, and a piece of chalk. On either side of the statue are several piles of rubble and smashed rock. Nothing but the lips of the statue move as it speaks:

I am Karthor, Sky King! What is a king without a crown of pure gold? Choose one wisely to place on my head and I will show you the way to riches. Choose foolishly and you shall spend eternity here with me.

SOLUTION: One of the crowns is pure gold. The other is debased with lesser metals. Both weigh exactly 100 gold pieces. This may be determined by weighing each against the coins on the scale. One crown is slightly larger than the other. This may be noted if they are closely examined (roll a secret WIS check on 4d6) or measured. To find out which crown is pure gold and which is debased, the 100 gold pieces, and an amount of water sufficient to cover the coins, must be placed in the bucket and the level marked. The gold pieces must then be removed, but not the water. When the larger crown is placed in the bucket, the water level will rise beyond the mark. When the smaller crown is placed in the bucket, the level will rise to the exact mark. **The smaller crown is pure.**

If the debased crown is placed on the Sky King's head he will shout, "You have failed!" The character who placed the crown on his head must roll a saving throw or immediately turn to stone. If the saving throw fails, the Sky King will stand, raising his iron fists in unstoppable rage, and pummel the petrified offender to rubble and powder. (The Sky King is 100% resistant to any type of magical attack and any physical intervention by player characters is almost certain to fail.) He will then reseal himself, and 2 new crowns will appear on his outstretched hands. (Roll randomly to determine which is pure.)

If the crown of pure gold is placed on the Sky King's head he will smile, point toward the door, and then de-animate to lifeless stone. When the party returns to area 1, the archway will shift to the southwest wall allowing passage into area 4.



4. **SECOND INSCRIPTION & ILLUSORY PIT:** This room is identical to area 2 except that the far door is inscribed with the following:

WEAPONS WILL BE NEEDED HERE...
...GOOD LUCK!

The illusory pit beyond the door is the same as described in area 2 (above).

5. **MATICORA:** This room is similar in shape and size to room 1, but this room contains 1-4 manticora. Their number may be rolled randomly or chosen by the referee.



Manticora (1d4); hp 27, 17, 23, 24

AC 4; MV 12/18; HD 6+1; ML 8

ATT: bite or tail spikes

DAM: 1d6 or 1d6 x 6

Special: Six tail spikes may be loosed every other round, striking up to 6 targets (separate hit roll for each spike). May fire 4 volleys per day. Range is 180'.

If the manticora are defeated and the party returns to area 1, the magic archway there will shift to its next position in the center the northwest wall.

6. **THIRD INSCRIPTION & ILLUSORY PIT:** This room is identical to areas 2 & 4 except that the floor here is littered with carefully crafted blindfolds (20 in all), and the far door is inscribed with the following instruction:

NO PEEKING.
YOU WILL NEED TO FIND THE LEVER.

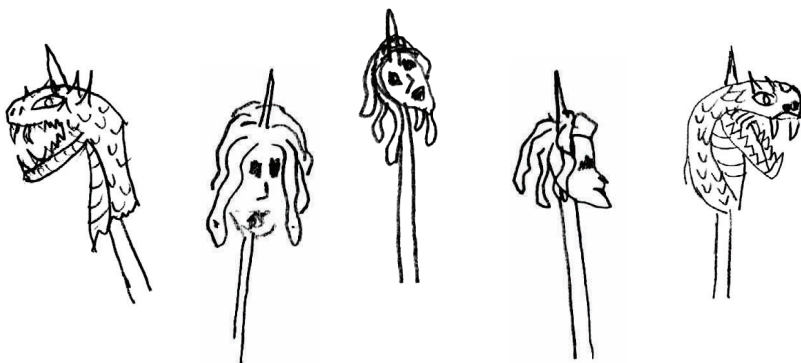
The illusory pit on the other side of the door is the same as that previously described in area 2. The door (to area 7) will not open until the entire party is blindfolded.

7. **HEADS ON PIKES:** In this room there are medusa and basilisk heads mounted on pikes. If a character removes or peeks beneath his blindfold, there is a 66% chance he will meet the gaze of one of these and be turned to stone. In the middle of the east wall is a lever. Throughout the room there are also stone statues of previous "peekers!"



Characters must feel around to find the lever. The referee should require party members to roll a d6 each turn while searching or moving through the room. A character who rolls a 1 or 2 touches a head. Anyone who rolls a 3-5 touches a statue. If a character rolls a 6 (or goes to the location of), he finds the lever! Once the lever is pulled down and the party returns to area 1, the archway will shift to the southeast wall, allowing access to area 8.

NOTE: If blindfolds are removed before leaving the room (or in the presence of a taken head), the chance of catching a stony gaze is as previously listed!

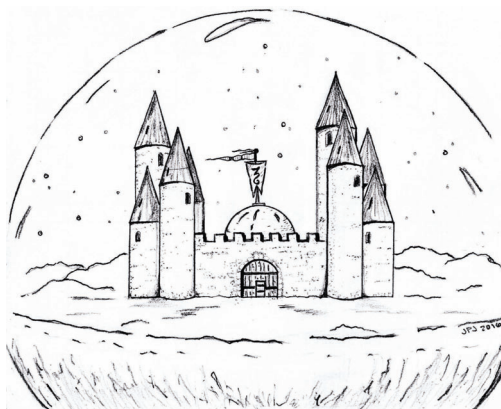


8. **FINAL INSCRIPTION & ILLUSORY PIT:** This room is identical to areas 2, 4, and 6, except that the far door is inscribed with the following words:

DRINK FROM THE FOUNTAIN,
AND BE FOREVER GONE FROM THIS PLACE.

The illusory pit beyond the door is the same as those described previously. Once crossed, characters may open the door and pass unhindered into the next room.

9. **SNOW GLOBE:** In this room there is a large statue, half angel, half demon. The statue is similar to the one previously encountered in the **MAUSOLEUM OF THE HOLY WARS**, but its angel and demon halves are reversed, with the angel half on the left side and the demon on the right. In its right hand (a scaly demon's claw, actually!) it holds a crystal sphere, with swirling snow within. On approach, the statue will lean stiffly forward as if offering the snow globe to the party. If a character examines the globe closely, he will see that there is a castle inside. When the globe is touched, that character will vanish and be transmateralized into **THE CASTLE** section of the scenario.



KEY TO THE CASTLE

Characters appear outside of **THE CASTLE**. The air is stale and it is snowing. The sky above is a starless, dark-emerald void. Separating the land from the dim sky is what seems to be a flawless dome of crystal clear glass. All there is of this world is small, circular plateau, about 250' in diameter, covered with snow and ice. In the center of the plateau stands **THE CASTLE**. Its grey stone walls are 35' tall with 8 cone-capped round towers spaced at intervals along its sides. Rising from the center of the structure is a large golden dome upon which a banner with a stylized capital letter 'Z' is mounted.

There is a great wooden gate at the entrance, with a small (6' tall), inset wooden door. The smaller door may be opened without difficulty. Inside is a great hall filled with piles upon piles of gold, jewels, and magical treasure. To the east and west are 2 large, granite fountains, with wine flowing from them. Along the outer walls are openings to the round towers where shelf upon shelf of beautiful silver-chased cups and gilded goblets can be seen. There are literally thousands of these, worth 100-600 g.p. each. A path through the treasure piles leads up to circular dais where, beneath the great golden dome, sits Zoforon the Mad King upon his throne.



He appears to be a frail old man (but is in fact a shapeshifter!). He will greet the party with feigned amity, congratulating them on successfully navigating **THE ODBOXX** and **THE EMERALD**, imploring them to come forward so that he may look upon the brave souls who have come to his rescue. When the party makes their way toward him, he will attack. If a 1 or 2 on d6 is rolled, he will immediately shapechange. He may change into any of the forms listed hereafter on the **TRANSFORMATION CHART** (roll a d6). In all assumed forms, Zoforon will maintain his normal hit point total (60 h.p.) and morale rating (11). If he does not transform, he will cast a spell. To exit the castle at any time, all a character must do is drink from either fountain with one of the cups from the outer towers. (Drinking without one of the cups will be of no effect.)

Zoforon the Mad King (1); hp 60 (in all shapes)

AC 1 (9 without crown); MV 3; HD 12; ML 11

ATT: spells

DAM: by spell

Special: In combat Zoforon will shapechange on a roll of 1-2 on d6. (Continue this check each round until he transforms). Otherwise, he will cast a spell. He may cast any magic-user spell up to 4th level (at 8th level of ability) once per round, but cannot use the same spell twice. He can transform into a nightmare, giant werewolf, shambling mound, umber hulk, spectre, or intellect devourer. He maintains his normal hit points and morale in all shapes, but may not cast spells while shapechanged. If he fails a morale check while in an assumed form, he will revert back to human form and cast spells to protect himself.

Zoforon's Crown: The Mad King wears a crown of jagged iron given to him ages ago by a Demon Prince. The crown is inset with 4 large, magic gems: red ruby, blue sapphire, black opal, and yellow topaz. Each gem has a different function:

Red Ruby allows the wearer of the crown to read magic, but also gradually lose his sanity (no saving throw).

Blue Sapphire conveys AC 1 protection to the wearer of the crown.

Black Opal corrupts the wearer, immediately changing his alignment to chaotic (or evil), no saving throw.

Yellow Topaz shields the wearer completely from all forms of mental attack (i.e., ESP, charm, etc.).

The total value of the crown is 20,000 g.p.

TRANSFORMATION CHART

| d6 Roll | Type | AC | MV | HD | Aff.(Dam.) | Special/Notes |
|---------|--------------------|----|-------|-----|--|---|
| 1 | Nightmare | -4 | 15/36 | 6+6 | fangs or hooves (1d6+2) or smoke cloud | 30' r. smoke cloud requires save or -2 to hit & damage rolls. May travel interdimensionally or "blink" in lieu of attack. |
| 2 | Giant Werewolf | 5 | 18 | 7 | claws or bite (2d6) | On every hit, roll progressing CON check (3d6, 4d6, 5d6, etc.) vs. lycanthropy. |
| 3 | Shambling Mound | 0 | 6 | 6 | 2 strikes (2d6 each) | 2 hits on same target in same round will strangle in 2-5 rounds Weapon or cold attacks do only ½ damage. Lightning does 1 additional die damage. |
| 4 | Umbur Hulk | 2 | 6 | 8 | claw or bite (2d6) | Each round, 4-eyed gaze requires one opponent to save or causes confusion. |
| 5 | Spectre | 2 | 15/30 | 7+3 | touch (1d6 + drain 2 levels) | Immune to sleep/charm/hold/cold/poison/paralysis. Slain opponents become controlled ½ spectres. |
| 6 | Intellect Devourer | 4 | 15 | 6 | claw (1d6) or mind blast (as mind flayer; see table p. 10) | 25% resistance to death spell, otherwise 60% magic resistance. Normal weapons are useless. Magic weapons do 1 h.p. dam. per plus. Lightning does 1 h.p. dam. per die. Immune to fireball, but bright flash (including fireball) elicits morale check at -4. |

ZOFORON'S TREASURE

Zoforon's treasure hoard is divided into 6 mounds, 3 on each side of the throne. To the left of the throne are mounds of treasure types A, B, and C. To the right they are of treasure types D, E, and F. The referee may generate his own specific lists for the treasure contained in each mound, or he may use the lists provided here. The coins listed in each mound will be mixed, with gems, containers, and other loose items generally placed on top of a mound or protruding partially out of it. If the party lacks a bag of holding or some other *enhanced* means of carting the treasure, they will be limited to only what they can carry in their sacks, backpacks, or in their arms. The referee should take care not to let them remove more than this. Reference the necessary encumbrance rules if necessary.

TREASURE MOUND A:

- 30 gems (roll for value in groups of 5),
- coffer (trapped with 2 poison darts) containing 1 random magic item,
- coffer (trapped with a poison needle) containing 1 random magic item,
- coffer (not trapped) containing 1 magic item,
- 3,000 gold pieces,
- 4,000 copper pieces

TREASURE MOUND B:

- a suit of plate mail +2,
- 3,000 gold pieces,
- 7,000 copper pieces

TREASURE MOUND C:

- 2 gems worth 100 g.p. each,
- small iron trunk containing 1 random magic item (trapped with poison gas, 10' r. cloud),
- 11,000 copper pieces

TREASURE MOUND D:

- a potion of random type,
- a scroll of random type,
- a sack containing 1 random magic item,
- 12,000 silver pieces,
- 4,000 gold pieces

TREASURE MOUND E:

- a sealed metal urn (no trap) containing 1 random magic item,
- 10,000 silver pieces,
- 7,000 copper pieces

TREASURE MOUND F:

- a stone jar containing 1 random magic item; (seal on jar is trapped with a 6th level exploding rune; 6d6 h.p. damage to all within 20', save for ½ damage, item within must also save or be destroyed),
- 6,000 gold pieces,
- 2,000 silver pieces

END NOTE

After using the gold and silver cups to drink from the wine fountains in Zoforon's Castle, characters will find themselves back at the inn, tavern, or whatever safe place they use as their home base. The golden box that initiated the whole affair is nowhere to be found— *and probably won't be seen again for at least 1000 years!*

The party should receive experience points for any treasure and magic items they were able to carry with them when they escaped **THE CASTLE**. They should also receive experience for all monsters defeated, but if they fought a particular monster more than once due to use of the "reset box," they will only receive experience for it's final defeat.



ZOFORON ON HIS THRONE