

XQ1

SPECIAL QUEST SERIES

Dungeon Module XQ1

The Castle that Fell from the Sky

by Steve Robertson

AN ADVENTURE MODULE FOR CHARACTERS LEVEL 3-5



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.

Within are maps and statistics for 3 multi-room encounter levels. Included are monster matrices, encounter tables, and numbered encounter keys with fully detailed area and room descriptions. This module is suitable for use as a stand-alone adventure or as an insert into a larger fantasy wargame campaign.



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Designed, Written, and Illustrated by Steve Robertson

Revised for Planet Eris by Jimm Johnson
Edited by Guy Fullerton and Jimm Johnson

Cover Art by Peter Mullen

Additional Illustration by Jill Bennett, Steven Clarke, Russell Cone, Sam Hazen, Chris Holmes, Bill Lackey, Maurice Molyneaux, Tony Rosten, and Jimm Johnson; Map Art by Jimm Johnson

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The Castle that Fell from the Sky

INTRODUCTION

This module is the first in a planned series of special quests authored by adventure designers outside the regular Planet Eris campaign. The Castle that Fell From the Sky was originally created as a single session tournament-style event for a gaming convention (NTRPG Con 2015, to be precise). The revisions in this edition are geared toward expanded campaign play, where multiple sessions will afford players a chance to experience more, and ultimately (if they are skillful and tenacious) the completion of the scenario. The maps have been redrawn, the text reformatted (in some cases additional detail is given), and standard fantasy wargame statistics are now provided throughout. Careful effort has been made, however, to cleave as nearly as possible to the spirit, substance, and language of the original.

The adventure herein is more than just an old-school, fun-house dungeon. (Although it is definitely that!) In these pages Steve Robertson has captured the raw essence of golden age pulp science fantasy and funneled it into an outlandish adventure that is rife with wonderment and strangeness. On first read I knew this scenario was a perfect fit for my ongoing Planet Eris campaign.

–Jimm Johnson

If you plan 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 otherworldly surprises that await! Thorough reading and study of this scenario is the sole province of the Dungeon Master and he will provide players with any necessary background information before play begins.

RULESET COMPATIBILITY

This module is designed for use with **PLANET ERIS: Booklet 1 House Rules**, and as such 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 house 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 AND STAT SHEETS

At the center of this booklet is a set of unnumbered pages containing maps and monster statistics. The referee may remove these pages for use as convenient table references during play. High resolution, printable copies of these pages are also available for download, currently located on the internet at the following URL:

<http://www.knights-n-knaves.com/thescrivesofsparn/XQ1-map-stat-pack.pdf>

BACKGROUND

Even in the far reaches of space, the struggle of Law against Chaos, Good versus Evil is eternal. And so it was long ago on a distant world, where an alien wizard, Kadroh, was discovered consorting with dark, forbidden powers. The planetary authority expelled Kadroh to the black gulfs beyond the outer rim. But wherever evil is not extinguished, it will revive to exact vengeance on those who strive to keep it at bay. Long in exile, Kadroh skulked the star-ways, gradually gathering new power, plundering magic and technology from forgotten worlds, and finally summoning men and monsters to serve as his devious lieutenants and evil minions. Now he has turned his designs on the denizens of this world: to build an army and then march against his old enemies as their conqueror!

A fortnight ago, a massive object was hurtled to earth in a smoking ball of flame, blasting the land all around. When the smoke cleared, a monolithic black tower, surrounded by odd, unnatural mountains, stood ominously amidst a devastated countryside. As if summoned, foul creatures of every description began to converge on the dark tower. Groups of adventurers, lured by the promise of fame and fortune, were drawn as well, but those entering its black gate have not returned!



NOTES FOR THE REFEREE

This module is recommended for a party of 5 to 8 characters of level 3 to 5. If the group is smaller than the recommended size, characters of higher level may be used (at the referee's discretion) or armed retainers may be employed. As game referee, the Dungeon Master running the module should be well versed in the rules and comfortable with intermediate level "megadungeon" style play.

The scenario is likely to play out as a non-linear but connected series of quests within a framework of science-fantasy motifs, building toward a final confrontation with Kadroh, the evil alien wizard. It contains an array of new alien creatures, special items, and spells (described in detail the **NEW MONSTERS**, **NEW MAGIC ITEMS**, and **NEW SPELLS** sections near the end of the module). It is important that the referee familiarize himself with these new elements and study all of the described encounters before play begins.

HOME BASE: If play extends over several game sessions, characters will require a home base (e.g., a village, keep, etc.), to which they can retreat for healing, spell recovery, and resupply. If a party needs to be strengthened with additional men-at-arms, this is where they may be recruited. The DM may use an existing home base from his own campaign or may devise one particularly for this scenario. In either case, the location should be between 1 and 3 days travel from the crash site of Kadroh's castle. When characters retire to this safe location, they should be awarded experience points from previous excursions and, if merited, advancement in experience level and accompanying benefits as well.

WILDERNESS ENCOUNTERS: An **OPTIONAL WILDERNESS ENCOUNTER TABLE** is provided at the end of the module to generate encounters during travel to and from Kadroh's castle. The recommended initial chance for a wilderness encounter is 1-in-6 per day of outdoor travel. As the scenario progresses, this number should be increased, perhaps one pip per game week, to reflect the growing number and frequency of monsters converging on Kadroh's castle.

Some parties will try to use the forest near the castle blast-site as a camp/rest area. This is by no means a safe location. It is recommended that the DM make a wilderness encounter check any time characters camp outdoors overnight or if horses are left with no guard. If an encounter occurs when horses are left alone, they will be gone when the party returns, with little or no evidence of their fate.

KADROH'S CASTLE

The black tower and strange mountains mentioned in the **BACKGROUND** section are Kadroh's castle (actually a space ship), constructed of both magic and alien technology. The castle adapts itself to the summoned monsters, providing environments appropriate to their kind. The castle's central structure is a massive six-sided spire, 360 feet wide at its base, tapering steeply upward to a towering height of about 1,000 feet. Its surface is a dark, unearthly substance, that feels like bone, but is stronger than steel. About midway up the tower is a large, concave circular area. This is the Pan-oculus, a great "eye" by which Kadroh monitors the goings on within and without of his domain (to a range of about 1 mile). The central tower is surrounded by three distinct types of odd, mountainous terrain: to the north, great crags of ice; to the east, smoldering, volcanic peaks; to the west, a vast, bubbling mound of mud.

If characters wish to search these outer areas, let them do so. They will find nothing. Other than the black entrance door (see **ENTERING & EXITING**, hereafter), there is no way in. If they spend too long, spur them along by activating the castle's monster attractor. This is an enormous metal sphere with an antenna at the very top of the central structure. It will produce a low frequency hum accompanied by several truncated bursts of electrical discharge. Shortly thereafter (say, 1 to 3 turns), a group of hostile monsters will be seen approaching from a distance. These may

be any creatures of the DM's choosing (or roll for them on the **OPTIONAL WILDERNESS ENCOUNTER TABLE**). The monster group will head straight for the party, so they had better get inside if they want to avoid a fight.

The castle interior consists of 3 levels, vertically ascending. Level 1, spread over a large area, is divided into four easily distinguishable zones: the Pyramid, the Ice Maze, the Swamp, and the Caves. Each zone, with its own unique architecture and simulated terrain, is dominated by a primary (or "boss") monster that serves as guardian to a key piece of treasure. Recovery of these key treasures by the party is necessary to advance up the grand escalator to the upper levels of the castle. Level 2 houses the Trials, a series of deadly tests where Kadroh evaluates potential recruits who have bested the challenges of level 1. Survivors of the Trials will be brought via elevator to level 3, where they will face Kadroh's chief minion, the Skull, and finally Kadroh himself.

TRICKS & TRAPS: Placed throughout the complex, the DM should make special study of these, visualizing how they will unfold during live play, with an eye toward any change or added detail that may be desired. Of particular note are the fire pit trap (area 3), the reflective corridors of the Ice Maze, the teleporter tunnels near the Abomination's lair (area 22), the dragon illusion (area 33), the four Trials of level 2 (areas 35-39), and the self-destruct mechanism/escape chute (area 40).

WANDERING MONSTERS: Each of the zones on level 1 (the Pyramid, the Ice Maze, the Swamp, and the Caves) has its own particular chances, circumstances, and table for random encounters. These are detailed in the descriptions, hereafter, of each particular area. There are two special creatures (the Watcher and Barbar Jinx, detailed below) that may appear recurrently in any part of the lower castle. The upper areas (levels 2 & 3) have no wandering monsters.

The Watcher is a mysterious alien being that appears as a dark purplish cloud of gas with lights like twinkling stars. It is formless, weightless, and can move through walls and floors. Occasionally it will produce a faint sound, like the tinkling of distant wind chimes. It will not interact with characters in any way, but may follow along behind them for 1-6 turns before wandering off. The appearance of this creature should instill a sense of unease or eerie mystery among the party. Beyond that, its actual purpose is unknown, although the DM is free to invent one if he so desires.

The Watcher (1); hp 500

AC -10; MV 18 (gliding); HD 50; ML 12

ATT: none

DAM: nil

Special: Moves through solid objects. (DM may invent additional powers and abilities as needed.)

Barbar Jinx is a mischievous leprechaun-like creature that travels around the castle through a maze of unseen, magical pathways. Above all else he is greedy and annoying. He speaks in an irritating voice, with words like "meesa" and "yousa." He is 99% immune to all magic and is too small and fast to be caught. If the players try to attack or catch him, he will say something like, "Unh-unh, meesa highly magical. Yousa no catchy-catchy!" Barbar Jinx is looking to build up his pot of gold by selling things to the players. Jinx will have 1d6+2 Magic Berries to sell to players for 250 g.p. each (a berry heals 1d6 hit points, with no limit to how many one can consume), and 1d6 Miracle Pills for 1,000 g.p. each. The Miracle Pill is said to freshen breath,

reverse hair loss, burn stubborn belly fat, and restore life to those who are “only mostly dead.” A character to whom the pill is administered is revived to full hit points. Once characters have encountered Barbar Jinx as a wandering monster, all they need do is yell out his name 3 times and he will show up to sell them his wares. If the players try to attack or disparage Barbar, he will raise his prices on them!

Barbar Jinx (1); hp 15

AC 0; MV 24; HD 4; ML 7

ATT: pick pocket

DAM: nil

Special: Magic resistance (99%). May become invisible at will and will pick a character's pocket if offended (75% chance of success). Will magically appear to any calling his name 3 times.

ENTERING & EXITING: A rough hewn trail leads to the entrance on the south side of the tower: a great black door set into a rectangular outcropping. The door will open when any character or creature comes within 20' of it. When the party first enters here, they cannot exit for 1-3 hours (see area 1, hereafter), after which they may come and go as they please (assuming they can overcome any obstacles that might bar their exit route).

START

When the players are ready (i.e., characters in hand, equipment purchased, spells selected, and retainers hired), the following text may be read or paraphrased by the referee:

On the fringes of the empire, where civilization wanes and adventures begin, rumors are whispered of a castle that fell from the sky. Some say it has poisoned the land where it fell and nought but death can be within its walls. Some say creatures, foul and dangerous, have gathered at the dark fortress. But others, the treasure seekers and thieves who haunt the local taverns, scoff at such dire warnings and view them only as a thin ploy to keep adventurers from looting the vast treasure that surely waits within. To your ears have come these very rumors—and more: you have learned the location of the fallen sky-castle!

Now, with the last outpost of civilization days behind you, your party makes its way cautiously, through a dense wood, once scaling a tree to make sure you are on course toward the distant smudge of rising smoke that marks the crash site. Just before dusk, you top a wooded rise and suddenly peer down at an area where the forest has been burned and blasted away. Scorched remnants of trees still smolder here and there. A mile off, at the center of the devastation, rises a staggeringly tall black structure flanked by strange mountainous formations: one a gigantic, burping mound of mud; one a jumble of spiked glacial crags; and the last, partially obscured by the black tower, a rugged range of smoldering volcanic rock, aglow in places with hemorrhaging magma.

A newly worn trail can just be made out. Beginning close to where you currently stand it winds eastward, down through the devastation, toward a black door at the southern base of the tower.

ENCOUNTER KEY

ENTRANCE (LEVEL 1, AREA 1)

1. **ENTRY CHAMBER:** Once the party has entered, the black door will slam shut. An invisible shield protects the door from lock picking or magic. This shield will remain in place and the door will not open for 1-3 hours. (Kadroh needs time to evaluate new recruits before more enter.)

In the center of the room are two pedestals, each 3' tall. At the top of one is a large button glowing red. Atop the other is an empty bowl. The pedestal with the button has an inscription in an alien language. It reads, "DON'T PUSH THE BUTTON, YOU IDIOT!" (Insults are common in this tongue.) If the button is pushed, it will click, stop glowing momentarily, and then pop back up and begin glowing again. (Keep track of how many times the button is pressed, since Frank in area 37 gains a bonus to damage equal to the number of times the button is pressed!)

The archway to the east is blocked by a thick crystal barrier that cannot be penetrated by force or magic. Beyond, a moving metal staircase (the grand escalator!) ascends to the castle's upper levels. The barrier can only be removed by following Neb-Lo's instructions (see below).

To the north is a large wooden door that exits onto a stone corridor. When the party is about to leave through this door, the ghost of Neb-Lo will appear between the two pedestals, saying:

"Halt! Before you venture on, heed my words! Your world is in grave danger. The evil Kadroh, lord of this castle, has come to establish his empire. I would have slain him myself, except my apprentice, 'the Skull,' betrayed me. Never take an apprentice who goes by the name 'the Skull.'"

*"Anyway, you can only defeat him by first acquiring three items of power: the **Blue Lightning Saber** guarded by the Abomination in the Ice Maze, the **Crystal Ring** worn by the eye-serpent in the pit of the swamp, and the **Elixir of Life** belonging to the Necromancer. Once these three items have been recovered, you must pour the Elixir of Life into this bowl, submerge the Crystal Ring, then shatter the Crystal Ring using the Blue Lightning Saber.*

"The crystal barrier will then be opened, and then you must ascend to the upper levels and face the four Trials. Finally, you must confront the evil Kadroh and the treacherous Skull. Only if they are destroyed will your world be safe."

If Neb-Lo is asked about pressing the red button, he will squint at the pedestal and say, "Don't press the button... you idiots!" Neb-Lo will refuse to answer any other questions, explaining that his life force is fading (and characters must hurry to finish the quest before the Dungeon Master has to pack up!). Upon the destruction of the Crystal Ring, the crystal barrier in the east archway will vanish. The grand escalator winds upward, 400 feet, to level 2 where the four Trials must be faced.

THE PYRAMID (LEVEL 1, AREAS 2 - 19)

The Pyramid is the large central area on the first level of the castle. It is under the control of the Necromancer. The area is constructed of sand-colored blocks and stones. The design style is similar to the décor of ancient Stygia (i.e., Egypt). The floors of the rooms and halls are covered in dust, with evidence of heavy foot traffic in all directions (from the wandering guards and previous adventurers).

HISTORY OF THE NECROMANCER: The Necromancer was once a priest on the ancient world of Mizraim (Mitz-rah-EEM). In olden times, Mizraim was ruled by the gods through a king (the political authority) and a priest (the religious authority). The Necromancer was the reigning priest when the king decided to proclaim himself as god, priest, and king. To consolidate power, the king disgraced the priest by having his ears and nose cut off, and killed the priest's wife and son (the mummies entombed in room 6).

Exiled in disgrace, the priest dabbled in dark magics to gain his revenge, which is how he became the Necromancer. Through his newfound power, he was able to kill the royal family and, to satisfy his cruelty, used their corpses to fashion his own royal guard (the wandering undead monsters).

(For additional details on the Necromancer, see area 11.)



MIZRAIM

PYRAMID WANDERING MONSTERS: There is a 1-in-6 chance of an encounter when characters enter a new room or corridor, a 3-in-6 chance when making loud noise or loitering. If an encounter occurs, roll on the table below.

PYRAMID WANDERING MONSTERS TABLE

d8	Type	No.	AC	MV	HD	hp	Att.(Dam.)	ML	Special/Notes
1	The Watcher	1	-10	0/18	50	500	none (nil)	12	Follows players for 1-6 turns but doesn't interact. DM may invent additional powers/abilities at will.
2	Barbar Jinx	1	0	24	4	15	pick pockets (75% chance of success)	7	99% magic resistance. Invisibility at will. Reappears if name is called 3 times.
3-5	Undead Guards* (6' tall)	1d6	8	6	2	2d6 ea.	spears (1d6) or special	12	Guards have human bodies with animal heads. Roll d6 for each & choose head from either column.
6-7	Undead Guards* (8' tall)	1d4	6	9	3	3d6 ea.	flails (1d6) or special	12	1 Fish 2 Beetle 3 Baboon 4 Hippo 5 Ram 6 Lion Crocodile Bird Vulture Squid Cobra Jackal
8	Undead Guard* (12' tall)	1	3	12	5	5d6	battle axe (1d6+2) or special	12	See table below for special head powers.

*Undead Guards may be turned by a cleric as a standard undead type of similar hit dice (e.g., a 2 HD guard may be turned as a zombie, etc.).

Undead Guards are the preserved remains of men, their heads surgically replaced with the heads of large animals. Each head-type has a special power described below. For each guard encountered, roll again for head-type and choose between the two columns in the table. None have treasure, except the bird's magical flute.

<p>1. Fish: Blows a bubble (1 per encounter) that seeks out magic-users. When bubble hits (no roll required), it will pop, wiping out 1 random memorized spell. No save.</p>	<p>1. Crocodile: Moves silently with a move rate of 12. Attacks twice per round. Always surprises, and +1 to initiative if alone or in group of all crocodiles.</p>
<p>2. Beetle: The first time this monster is hit, it will split into two smaller monsters, each 1 HD lower than the original.</p>	<p>2. Bird: Plays a flute. Its tune magically silences all other sound in a 60' radius (preventing the casting of spells).</p>
<p>3. Baboon: Telekinetic shriek causes stones to dislodge from walls and fly toward all opponents. A normal "to hit" roll is required for each stone. A successful hit inflicts 1d6 hit points of damage. Shriek may only be used once per encounter.</p>	<p>3. Vulture: Disruption Attack. A hit causes the particles of a character to separate, then snap back, causing intense pain, but doing no h.p. damage. A character can take as many hits as he has levels (e.g., the vulture kills a 3rd level character with its third hit).</p>
<p>4. Hippo: Thick hide imparts -1 to AC and an additional 1d6 hit points.</p>	<p>4. Squid: Squirts ink into opponent's eyes, blinding him for the remainder of the fight.</p>
<p>5. Ram: Head butt attack against human or elf. If successful, does 1d6+2 hit points of damage and floors target for 1 round.</p>	<p>5. Cobra: Hypnotizing gaze. Target must make a saving throw or be charmed. (Only one character charmed at a time)</p>
<p>6. Lion: Begins combat with a roar. Characters must roll a saving throw or be paralyzed with fear for 1d6 rounds (elves are immune).</p>	<p>6. Jackal: Psychic howl. Each character must roll a saving throw or drool like an idiot for 1d6 rounds.</p>

- 2. GREENHOUSE:** The ceiling of this room has a bright magical glow, bathing the room in light. Along the walls and in the center of the room are tables holding potted plants of unwholesome appearance. The floor is carpeted with a sickly looking grass. The door in the northwest corner is locked.

These are the plants of the Necromancer, providing herbs and extracts for his experiments. The plants are slow moving, but they will attack if characters linger here (as when picking the locked door). The grass will try to entangle their feet, rooting them into place, while the potted plants will attack with thorny branches. Depending on where characters are standing, one character can be attacked by up 2-4 potted plants at a time. The grass does no damage, but it will slow the players down.

Tangle Grass (1 covering entire floor); hp n/a

AC 9; MV n/a; HD n/a; ML 12

ATT: entangle

DAM: nil (see below)

Special: May attack all characters standing on grass. On a successful attack roll, targeted character's feet are rooted to the floor (i.e., no movement). Entangled character may roll STR check on 3d6 (in lieu of other action) to extricate himself.

Animated Potted Plants (20); hp 2 each

AC 8; MV 1; HD ½; ML 12

ATT: lashing vines, spiny branches, small needle projectiles, etc.

DAM: 1d3

Special: 2-4 plants may attack a character per round.

- 3. FIRE PIT:** In the center of this room is a large flame coming from the floor. The door to the north is damaged with deep scratches, but still locked. Whenever the north door is open, the fire expands, filling the entire room (to keep back the creatures from the Ice Maze). Characters caught in this effect will suffer 1d6 damage per round until they leave the room.
- 4. TRAPPED HALLWAY:** Upon entering this hallway, characters' shadows will flee into the Pyramid (toward area 11) to warn the Necromancer that he has guests. (Invisible characters, of course, cast no shadows.) Dwarves entering this hallway will notice that the floor has an odd slope.

Boulder Trap: There is a pressure plate (Ⓟ on the map) near the southeast end of the hall that releases a boulder from the niche to the south. The boulder will roll down the hallway to the northwest, eventually crashing into the pit at the north end. Characters in the front rank, or who are wearing medium or heavy armor, will have to make a DEX check (3d6) to avoid being struck for 1d6 damage. Characters near one of the hall exits or with light to no armor can avoid the boulder easily.

Pit Trap: At the north end there is a 10' wide pit trap that will open if stepped upon (and where the boulder will go if the boulder trap is triggered). Characters who step on the trap must make a saving throw equal to their base AC or lower rolled on a d12 or fall in for 1d6 damage. (Treat all magic armor as AC 9.)

5. **ROOM OF HIEROGLYPHICS:** There are small holes in the floor and ceiling (a gas trap already triggered and depleted by a previous group). The walls of this chamber are covered in hieroglyphics. If a read languages spell is used, or if a thief makes an appropriate skill check, the **HISTORY OF THE NECROMANCER** (as previously detailed in the introduction to the Pyramid) will be learned.

6. **SARCOPHAGI ROOM:** Two Sarcophagi lie here, with a clay jar beside each. The sarcophagi are encrusted with precious metals and stones, worth a total of 2,000 g.p. The jars contain the preserved organs of the mummies entombed in the sarcophagi. If characters tamper with anything, nothing happens. Just kidding—the mummies attack!

In ages past, the Necromancer would have been incensed if the mummified remains of his family were harmed, but he no longer cares, as his late wife and child are reminders of his mortality, which he now denies. His neglect of their remains has caused the mummies to weaken. A cleric may turn them as if they were wights.

Mummies (2); hp 15, 9

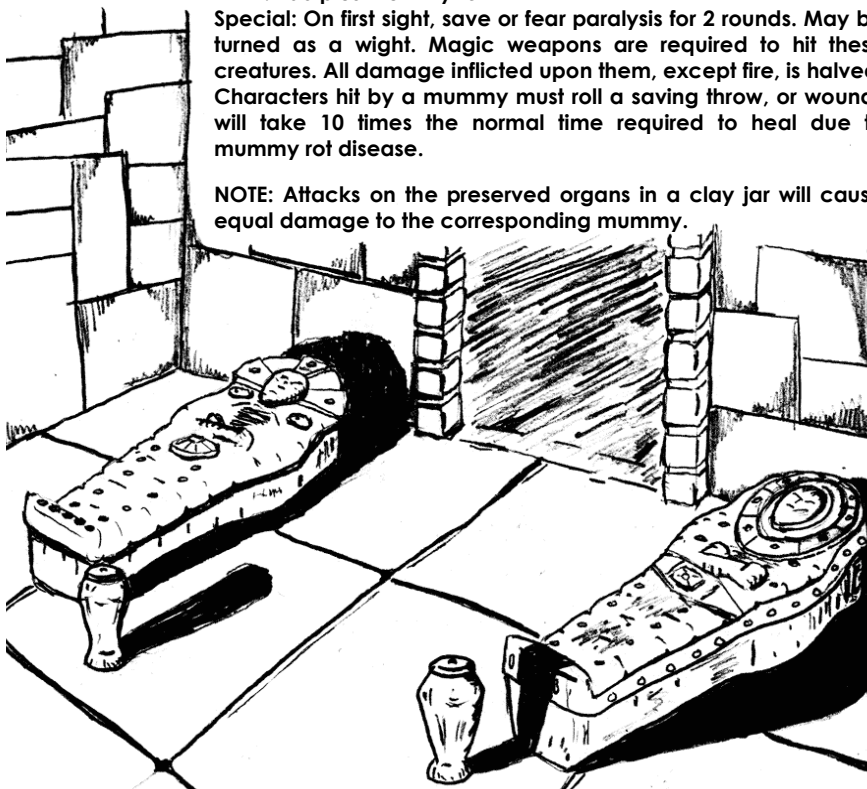
AC 3; MV 6; HD 4; ML 12

ATT: claws or bite

DAM: 1d6 plus mummy rot

Special: On first sight, save or fear paralysis for 2 rounds. May be turned as a wight. Magic weapons are required to hit these creatures. All damage inflicted upon them, except fire, is halved. Characters hit by a mummy must roll a saving throw, or wounds will take 10 times the normal time required to heal due to mummy rot disease.

NOTE: Attacks on the preserved organs in a clay jar will cause equal damage to the corresponding mummy.





7. **TOAD IDOL:** Against the east wall is an onyx toad idol with a sinister grin and a single ruby eye. The ruby is a deep blood red and has a strange gleam. It is cursed. If anyone removes the ruby, the stars of the sky appear on the ceiling and slowly descend upon the thief, covering him in a green-black shimmer. That character is now cursed, and all rolls will be considered a 1 until the ruby is returned.
8. **CISTERN ROOM:** There are several large, stone cisterns here, once filled with various liquids, some smelling foul, some sweet. They are now dry with a faint amount of residue.
9. **LIBRARY:** Shelves of dusty scrolls and clay tablets line the walls. A quick search will turn up 1d6 hand-sized clay tablets with magical glyphs. A tablet works by casting it down at the feet of an intended target, releasing the magic when it breaks. A read magic spell will decode the glyph on any found tablet, revealing its power. Roll for the effect of each tablet below.

CLAY TABLET EFFECTS TABLE

d6 Effect

1	Explodes, inflicting 1d6x2 h.p. of damage on all in 10' radius.
2	Stinking cloud, 20' radius; must move out of cloud to attack.
3	Target is cursed for a day; -3 to AC and saves for 1 day.
4	Target glows and takes no damage from the next attack.
5	Target is invisible for 1d6 rounds, even when attacking.
6	Target receives a +3 bonus to combat and saves for 1 day.



- 10. ROOM OF JARS:** Characters who step on the pit trap at the east corner of this room must make a saving throw equal to their base AC or lower rolled on a d12 or fall into this 10' deep pit for 1d6 damage. (Treat all magic armor as AC 9 for this roll.)

In the center of this room is a large, cold slab. The walls are lined with shelves of clear jars containing various humanoid heads submerged in preservatives. The heads and eyes turn to follow characters as they move about the room, and open their mouths as if calling out for something (they are actually summoning the Necromancer's guards). If characters spend more than 1 turn here, animal-headed undead guards appear. The guards will be a combined force as detailed below. Roll for their exact numbers and specific head types.



**Undead Guards, 6ft. tall (1d6); hp 6, 4, 7, 6, 8, 5
AC 8; MV 6; HD 2; ML 12
ATT: spears (or special)
DAM: 1d6 (or special)**

Special: May be turned as zombies. Have human bodies with animal heads. Consult PYRAMID WANDERING MONSTERS TABLE for head types and powers.

**Undead Guards, 8 ft. tall (1d4); hp 17, 14, 10, 12
AC 6; MV 9; HD 3; ML 12
ATT: flails (or special)
DAM: 1d6 (or special)**

Special: May be turned as ghouls. Have human bodies with animal heads. Consult PYRAMID WANDERING MONSTERS TABLE for head types and powers.

**Undead Guard, 12' tall (1); hp 20
AC 3; MV 12; HD 5; ML 12
ATT: battle axe (or special)
DAM: 1d6+2 (or special)**

Special: May be turned as a wight. Has human body with animal head. Consult PYRAMID WANDERING MONSTERS TABLE for head type and powers.

NOTE: Turned or otherwise routed undead guards will, if possible, retreat to area 11 to join the Necromancer.



11. **NECROMANCER'S THRONE ROOM:** By the time characters arrive here, the Necromancer is awaiting them on his throne. The Necromancer is a shriveled, skeletal looking monster, who, despite his appearance and facial mutilation, isn't undead. He possesses unnatural strength and vigor, derived from magical pursuits which have prolonged his life for many centuries. He is, however, frail in some ways and is especially vulnerable to fire. Having lived the life of a recluse for so long, he has forgotten his own name. Being rejected for his disfigured appearance and his dark arts, he in turn has rejected all humanity. He is now insane, fancying himself a god of life and death, always speaking of himself in the plural, using the "royal we."

He will look on characters with grim amusement, but will become wrathful if they present themselves as a threat, seeing it as a grave insult to his presumed divinity. He will recount the deeds of the characters within the Pyramid as transgressions of a little child against his parent. Amused, the Necromancer will "graciously" offer the players a boon if they will first prove themselves worthy. He will offer them that which they seek, the **Elixir of Life**, in exchange for the heart of the dragon in area 34. (The Necromancer needs the organ for his research, but fears the dragon since his ancient body is vulnerable to fire.) If characters are insulting to the Necromancer, or if they suggest he is afraid of the dragon, or that he needs them, it will insult his pride and he will quickly escalate to violence.

The Necromancer attacks with his clawed hands, and is healed by the amount of damage he inflicts. He will summon a plague of insects that will fill his throne room, attacking everyone but himself. Everyone in the room will take 1d6 hit points of damage for every round they remain in the throne room. The plague will dissipate only upon the death or retreat of the Necromancer. If the Necromancer is seriously injured, he will turn into a dark cloud and seep into a crack in the wall behind his throne (to his laboratory in area 12), leaving the Elixir of Life behind. Having seen the exit of the Necromancer, characters will easily be able to find the secret door if they are foolish enough to pursue him.

The Necromancer (1); hp 22

AC 7; MV 12/18 (in cloud form); HD 7; ML 9

ATT: 2 claws, spells, or insect plague

DAM: 1d6 each, by spell, or see below.

Special: May summon insect plague (disrupts spells, causes 1d6 damage per round). Damage delivered by claw attacks heals the Necromancer of an equal amount. Immune to non-fire based spells of any caster below 6th level. Suffers double damage from fire-based attacks. Has (2) 1st, (2) 2nd, (2) 3rd, and (1) 4th level cleric spells that may be chosen at will by the referee. May assume form of a black cloud.

NOTE: If the Elixir of Life is consumed, rather than used to open the crystal portal, it heals all injury, poisons, and diseases, and even restores life to the recently deceased.

- 12. LABORATORY:** This is the laboratory of the Necromancer, where he continues his research into the mysteries of life, death, and reanimation. In the center of the room is a large vat of chemicals from which the Necromancer can summon an endless supply of monstrosities to defend himself. Monstrosities are living creatures assembled from the parts of various other monsters, animated by the nutrients in the chemical vat. A new monstrosity will emerge from the vat every other round until the Necromancer is slain.

Monstrosities (infinite/1 every 2 rounds); hp 4 each

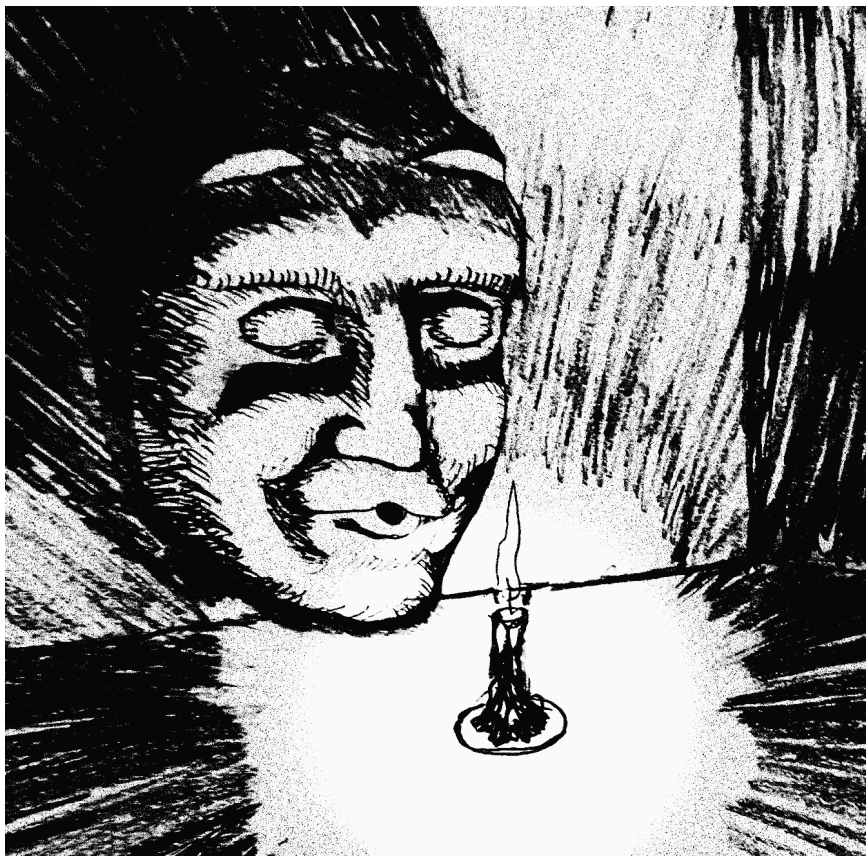
AC 8; MV 6; HD 1; ML 12

ATT: claws, teeth, horns, tusks, spines, etc.

DAM: 1d6

Special: A new monstrosity appears every other round until the Necromancer is slain.

The lab contains 500 g.p. worth of esoteric alchemy equipment and four potions: poison, neutralize poison, cure disease, and healing (double strength). Beneath the monstrosity vat, a floor stone conceals the rest of the Necromancer's treasure: 2 coffers containing 750 g.p. each, a coffer (trapped with a poison needle) holding 10 gems worth 100-1,000 g.p. each (roll for them), a scroll with 3 random magic-user spells (levels 1-4), a clerical scroll with 2 spells (cure serious wounds and speak with plants), and a medallion of levitation (works as the potion, but with 3 charges).



- 13. FACES AND CANDLES:** There are six large stone faces carved into the walls of this room. In front of each of the faces is a lit candle. For every round spent in this room, a face will blow out a candle (the candles do not get relit when returning to this room). When the last candle goes out, the entire room becomes magically darkened— no light sources will work. When that happens, the darkness attacks!

The magical darkness ends at the doors of the room. A character caught in the darkness must make a WIS check on 3d6 to find a way out. (One check allowed per round in lieu of other action.) The darkness fights as a tangible being, but it cannot be dragged out of the room.

Living Darkness (1); hp 18

AC 4; MV n/a; HD 5; ML 12

ATT: strike

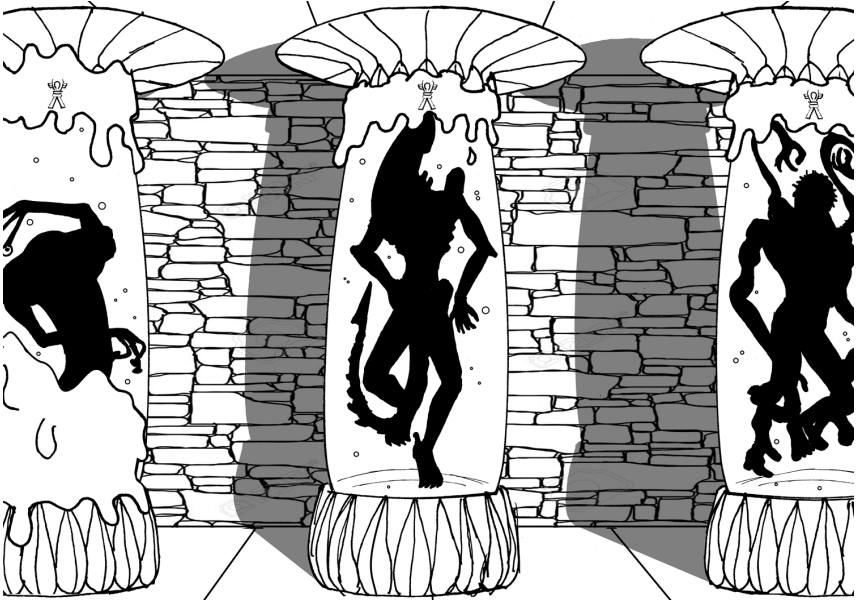
DAM: 1d6+2

Special: Living darkness is tangible and may be struck, causing damage. It cannot leave this room.

14. EMPTY ROOM

15. **SKELETON ALCOVES:** Each of these four alcoves contains a lifeless skeleton chained to the walls.

16. **STASIS CHAMBERS:** This room has several large glass containers resembling giant jars. Each has a preserved creature of strange origin. The lids are sealed with a wax-like substance. The embalming fluid will cause 1d6 damage to any who come in contact with it. The creatures cannot be revived without the aid of the Necromancer.



17. **BLOODY CARPET:** On the northwest wall is a hanging tapestry concealing a doorway. In the center of the room is a filthy shag carpet with a large blood stain in the middle (an injured adventurer once took a rest here). The door to the southeast is locked, and leads to a tunnel that connects to the cavern part of the dungeon.

18. EMPTY ROOM

19. **SPIKE TRAP:** This room has long spikes coming out of the ceiling, with matching holes in the floor below. The remnants of several corpses of impaled adventurers are positioned above and below. All of their possessions are ruined, save for a handy haversack (a backpack, similar to a bag of holding, but with only half the capacity). The trap has already been sprung and is harmless. The door in the north corner is locked.

THE ICE MAZE (LEVEL 1, AREAS 20 - 22)

The Ice Maze is a series of tunnels, 10' to 15' high, made from reflective ice. The nature of the surfaces causes distorted, fractured reflections to appear everywhere, as in a hall of mirrors. Monsters far off may appear very near, and vice versa. It is easy for characters to become separated and lost, especially at three-way intersections. The monsters are accustomed to the environment and are unaffected by such confusion. Dispersed throughout the ice caves are the remains of former adventurers (marked **A** on the map), tangled in ice webs and frozen into the walls, stored by the ice spider men as future meals for the Abomination.

THREE-WAY INTERSECTIONS: Noted on the map with a **Y** symbol, when the party moves through a three-way intersection, 2 secret dice rolls must be made. The first roll determines if the party goes in some direction other than the one intended.

PARTY DIRECTION TABLE

roll d6 Effect

1-4	Party moves as intended.
5-6	Party unknowingly moves in a random wrong direction.

Unless the group is connected by some means (such as a rope) a second roll is made to see if one character gets separated from the party and lost. If this occurs, reference the party marching order. Roll randomly to determine the identity of the character and which nearby tunnel he is in.

LOST CHARACTER TABLE

roll d6 Effect

1-5	No one is lost.
6	One character is lost.

NOTE: Thieves will never get accidentally separated from the group.

ICE MAZE WANDERING MONSTERS: There is a 1-in-6 chance of a random encounter every time the party turns a corner or enters a new section of tunnel.

ICE MAZE WANDERING MONSTERS TABLE

d6	Type	No.	AC	MV	HD	hp	Att.(Dam.)	ML	Special/Notes
1	The Watcher	1	-10	0/18	50	500	none (nil)	12	Follows for 1-6 turns but doesn't interact. DM may invent additional powers/abilities at will.
2	Barbar Jinx	1	0	24	4	15	pick pockets (75% chance of success)	7	99% magic resistance. Invisibility at will. Reappears if name is called 3 times.
3-5	Ice Spider Men	1d4+2	6	12/12	1	1d6 each	claw or web (1d6 or entangle)	n/a	Attack from ceiling with ice webs until victim is entangled, then drop to floor to engage. Hit with web causes -2 to combat rolls, saves, -2 to AC, and ½ move.
6	Giant Ice Worm	1	4	6/12	6	24	giant maw (1d6+2 or swallow)	8	On 19 or 20, target is swallowed whole, taking automatic 1d6 points of damage per round.

*NOTE: Ice Spider Men and Giant Ice Worm are detailed in the **NEW MONSTERS** section near the end of the module.*



ICE SPIDER MEN IN THE ICE MAZE

- 20. CRYSTAL CAVERN:** The passage opens onto a cave with large, sparkling crystals. Anyone who looks at them must make a saving throw (WIS bonuses/penalties apply) or be mesmerized, staring for 1d6 rounds. If any one is mesmerized, roll on the **ICE MAZE WANDERING MONSTER TABLE**.
- 21. LARGE CAVERN:** There are three exits from this large cavern, to the east north, and south. Near the east exit is an ogre frozen within the wall. To the north is a giant worm-like critter likewise frozen into the wall. This is the lair of the ice spider men and there are always 1d6+6 of them in this room. Webbed to the ceiling in the northeast corner is their treasure trove: 2,736 g.p., a ring of fire resistance, and a war hammer +2.

Ice Spider Men (1d6+6); hp 3, 1, 2, 1, 6, 3, 4, 2, 1, 3, 2, 4

AC 6; MV 12/12 (climbing); HD 1; ML n/a

ATT: claw or spit web

DAM: 1d6 or entangle

Special: Hit with web entangles (-2 penalty to attack/damage and saving throws, penalty of 2 to AC, movement reduced by half). Will attack with webs until victim is entangled, then close for melee.

Victim may not extricate self from web until combat is resolved.

Teleportation Tunnel (going north): The tunnel north of area 21 is trapped with 2 teleportation fields (marked on the map as **T1** and **T3**). Characters walking onto area **T1** have wandered into a teleportation field, causing them to suddenly disappear— instantly reappearing at **T2** in area 22!

When the first rank of characters enters the teleporter and vanishes, notify all others that they are being timed. Keep track of the seconds while they choose what to do. For every 6 seconds that passes, the first characters will spend that many rounds alone with the Abomination. Once it is determined how many players enter the area, and at what pace, then proceed to area 22 (below) and resolve combat with the Abomination.

- 22. ABOMINATION'S LAIR:** This cave is littered with shattered bones. Imbedded in the far wall is the **Blue Lightning Saber** (see **NEW MAGIC ITEMS**). It is guarded by the Abomination! (The bones are its previous meals.) The Abomination is a great Barsoomian white ape with four arms. It wears a magical collar that prevents it from leaving this cave.

The Abomination (1); hp 22

AC 6; MV 15; HD 5; ML 10

ATT: 4 claws or bite

DAM: 1d6 each or 2d6

Special: Creature stands 10' tall. Magic collar prevents movement beyond this area.

Abomination's Collar: The collar can only be removed with a dispel magic spell. If a character somehow manages to remove it and puts it on, he will be shocked for 1d6 damage every time he goes near area **T3** in the Teleportation Tunnel (see below for more details).

Teleportation Tunnel (coming south): The only way to exit the Abomination's lair is the Teleportation Tunnel. When a character reaches teleportation field **T3**, he will be teleported to **T4**, near room 3 in the Pyramid.

THE SWAMP (LEVEL 1, AREAS 23 - 27)

The Swamp is a muddy area, much of which is covered in murky water anywhere from knee to neck deep. (Those with medium or heavy armor, especially among the shorter races, face a greater chance of drowning in the water.) The landscape is littered with brooding trees, hanging moss, and tall grasses. A heavy fog hangs over the area, restricting visibility. Since this place is an artificial swamp created by the castle, the sky appears as a perpetual overcast sunset, oozing a dull, reddish light.



SWAMP MOVEMENT RATES: Characters move at $\frac{2}{3}$ their normal rate on the swamp path. Off-path, due to terrain, movement is reduced to $\frac{1}{3}$. As a result, more wandering monster checks per travelled area should be rolled.

SWAMP WANDERING MONSTERS: Check for monsters once every turn of travel and each turn spent in numbered areas. If a 1 on d6 is rolled, consult the table below.

SWAMP WANDERING MONSTERS TABLE

d12	Type	No.	AC	MV	HD	hp	Att.(Dam.)	ML	Special/Notes
1	The Watcher	1	-10	0/18	50	500	none (nil)	12	Follows for 1-6 turns but doesn't interact. DM may invent additional powers.
2	Barbar Jinx	1	0	24	4	15	pick pockets (75% chance of success)	7	99% magic resistance. Invisibility at will. Appears if name is called 3 times.
3-6	Toadlings	(see p. 22)	6	6/12/18	1	1d6 ea.	bite or gaze (1d6 or charm)	6	Hypnotizing gaze causes target to follow toadling into swamp water. Save allowed. Can hop 18'.
7	Velociraptors	1d3+3	5	15	2	2d6 ea.	bite (1d6)	8	Hunt in packs. Automatic initiative every round.
8	Giant Crocodile	1	3	6/12	6	25	bite or tail lash (1d6+2 or 2d6)	7	If bite hits with 19 or 20, target drug to swamp; auto 1d6 twisting damage/round. Roll STR on 4d6 to escape.
9-10	Giant Mosquitos	1d6x2	8	3/9	1-1	1d6-1 ea.	proboscis (1 h.p. + drain)	6	After initial hit, auto blood drain for 1d6 dam./round.
11-12	Carnivorous Plant (or Tentacled Monster)	1	6	3/12	5	5d6	2d4 tendrils/tentacles (1d6 each + special)	10	On 20 char. held/ brought to maw. Roll STR on 3d6 to escape tentacles. Roll save or be decapitated.

NOTE: Velociraptors, Giant Crocodile, and Giant Mosquitos are detailed in the **NEW MONSTERS** section near the end of the module.

Toadlings found throughout the Swamp are a cowardly lot, preferring to stalk and ambush prey, especially if they can isolate or divide a party. The first time they attack will be a test of the party's strength. They will come in numbers equal to the party, and will quickly retreat into the swamp water upon the first significant injury. Then they will return to watching the party, with their heads partially above water to keep an eye on them. With each successive attack, they will return in greater numbers and with more courage, seeking to use their hypnotizing, bobbing eyes to lure characters into the drink, where they will eventually be transformed into swamp creatures (see area 24 and the **NEW MONSTERS** section for additional details).



Carnivorous Plant is a giant, mobile, venus flytrap-like thing with 2d4 flexible tendrils, each 40' in length. These will whip characters for 1d6 points of damage on a successful hit. If a natural 20 is rolled, the tendril will automatically coil around its target and carry him to creature's central mouth. A character captured in this manner may try to escape by rolling his STR on 3d6. If this fails, he must roll a saving throw to avoid decapitation by the snapping jaws. These rolls are required each round until the character escapes or loses his head.

Tentacled Monster may be opted for (instead of a carnivorous plant) when an encounter occurs near a large body of water or mud. The monster will operate exactly as the plant, but with 2d4 tentacles (instead of tendrils) and a squid-like central head with a snapping beak.

Dungeon Module XQ1

REMOVABLE PULL-OUT SECTION

The following unnumbered pages contain maps and monster statistics that may be removed and used by the Dungeon Master as handy reference sheets. High resolution, printable copies of these pages in PDF format are available for download, currently located on the internet at the following URL:

<http://www.knights-n-knaves.com/thescrivesofsparn/XQ1-map-stat-pack.pdf>

THE CAVES (LEVEL 1, AREAS 28 - 34)

Characters in medium or heavy armor will be fatigued by heat. Must rest one turn for every 5 turns of travel/activity or suffer cumulative hourly penalty of -1 to all rolls.

CAVE WANDERING MONSTERS

1-in-6 chance every 2 or 3 turns, or whenever needed to advance the action.

CAVE WANDERING MONSTERS TABLE

d6	Type	No.	AC	MV	HD	hp	Att.(Dam.)	ML	Special/Notes
1-4	The Watcher	1	-10	0/18	50	500	none (nil)	12	Follows players for 1-6 turns but doesn't interact. DM may invent additional powers/abilities at will.
5-6	Barbar Jinx	1	0	24	4	15	pick pockets (75% chance of success)	7	99% magic resistance. Invisibility at will. Will appear if name is called 3 times.

CAVE ENCOUNTERS MATRIX

Area	Type	No.	AC	MV	HD	hp	Att.(Dam.)	ML	Special/Notes
29	Darklings	1d6+6	7	9/15	½	3 ea.	neck bite (1d6 + drain)	7	Emit a 5' radius globe of darkness in which the darkling form is dimly seen. Blood drain is 1d3 h.p. per round.
30	Cult Leader	1	4	6	3	12	flail +1 or spells (1d6+1 or by spell)	8	Wears chain mail +1. Has 3 spells: sleep, grease, mirror image.
	Apprentice	1	7	9	1	5	short sword or spell (1d6-1 or by spell)	7	Has 1 spell: malice.
	Initiates	5	9	12	½	3 ea	dagger (1d6-1)	6	None.
32	Neanderthals	20	9	12	2	12 5 5 6 9 7 7 7 9 4 10 8 6 7 5 11 8 9 9 9	rocks & clubs (1d6)	6	Will only fight if cornered.
34	Pyrotex the Red Dragon	1	2	9/24	9	36	bite or fire breath (2d6 or damage = to remaining h.p.)	9	Fire breath is 1 st attack. Then, roll d6: 1-4 = bite; 5-6 = breath. Can use breath twice only. At 12 h.p. check morale.

THE PYRAMID (LEVEL 1, AREAS 2 - 19)

PYRAMID WANDERING MONSTERS

1-in-6 chance for encounter on entering new room or corridor.
3-in-6 chance when making loud noise or loitering.

PYRAMID WANDERING MONSTERS TABLE

d8	Type	No.	AC	MV	HD	hp	Aff.(Dam.)	ML	Special/Notes
1	The Watcher	1	-10	0/18	50	500	none (nil)	12	Follows players for 1-6 turns but doesn't interact. DM may invent additional powers/abilities at will.
2	Barbar Jinx	1	0	24	4	15	pick pockets (75% chance of success)	7	99% magic resistance. Invisibility at will. Reappears if name is called 3 times.
3-5	Undead Guards* (6' tall)	1d6	8	6	2	2d6 ea.	spears (1d6) or special	12	Guards have human bodies with animal heads. Roll d6 for each & choose head from either column.
6-7	Undead Guards* (8' tall)	1d4	6	9	3	3d6 ea.	flails (1d6) or special	12	1 Fish Crocodile 2 Beetle Bird 3 Baboon Vulture 4 Hippo Squid
8	Undead Guard* (12' tall)	1	3	12	5	5d6	battle axe (1d6+2) or special	12	5 Ram Cobra 6 Lion Jackal See page 9 for special head powers.

*Undead Guards may be turned by a cleric as a standard undead type of similar hit dice (e.g., a 2 HD guard may be turned as a zombie, etc.).

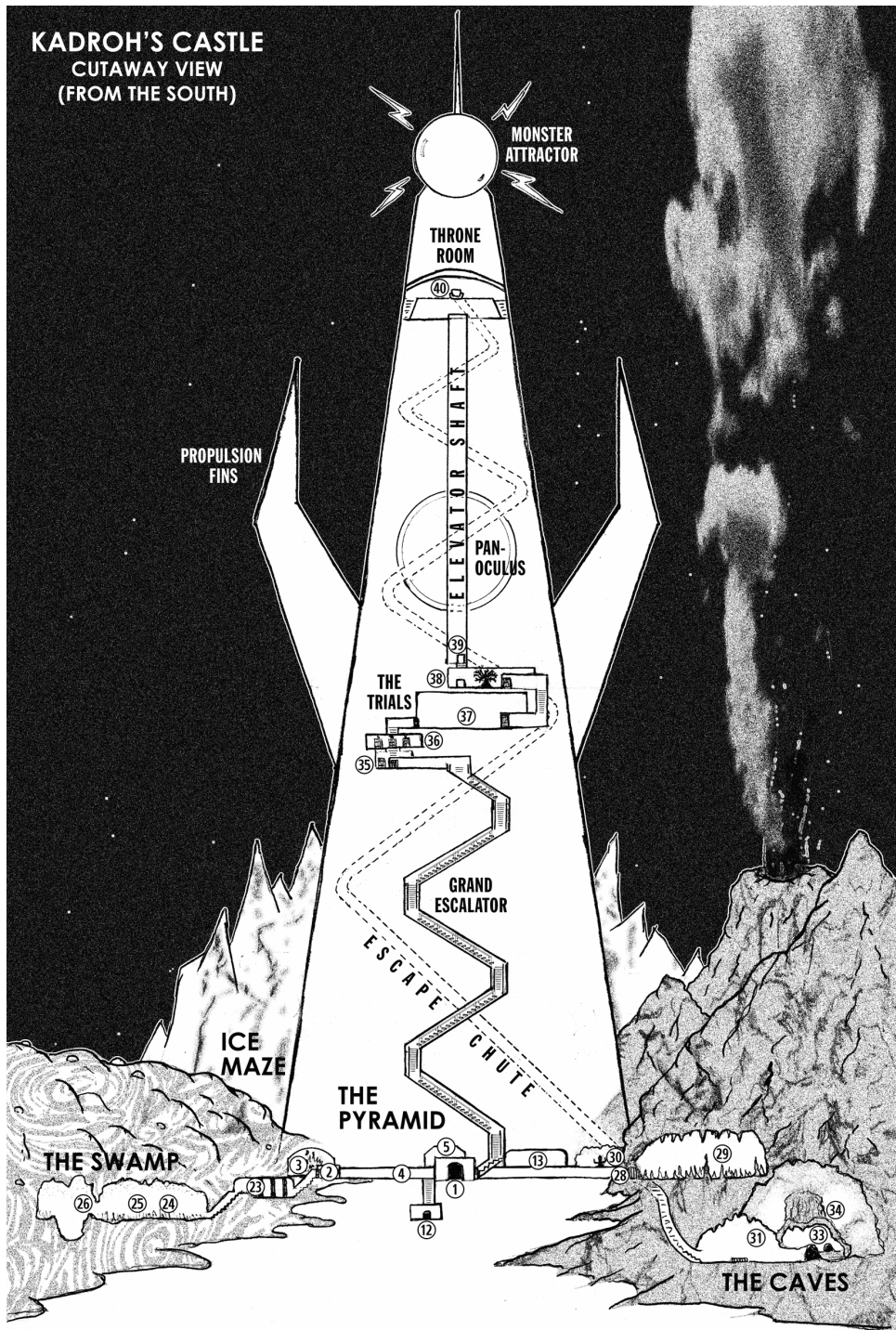
PYRAMID ENCOUNTERS MATRIX

Area	Type	No.	AC	MV	HD	hp	Aff.(Dam.)	ML	Special/Notes
2	Tangle Grass	1	9	n/a	n/a	n/a	entangle (no movement)	12	Once entangled roll 3d6 STR check to extricate.
	Animated Plants	20	8	1	½	2 ea.	spines, needles, etc. (1d3)	12	2-4 plants may attack a character each round.
6	Mummies	2	3	6	4	15 9	claws or bite (1d6 plus mummy rot)	12	Save or fear paralysis 2 mds. Touch: save or mummy rot. Mag. weap. needed to hit. Weapons do only ½ dam. Fire attacks do full damage.
10	Undead Guards* (6' tall)	1d6	8	6	2	6 4 7 6 8 5	spears (1d6) or special	12	Roll d6 for head types.
	Undead Guards* (8' tall)	1d4	6	9	3	17 14 10 12	flails (1d6) or special	12	1 Fish Crocodile 2 Beetle Bird 3 Baboon Vulture 4 Hippo Squid
	Undead Guard* (12' tall)	1	3	12	5	20	battle axe (1d6+2) or special	12	5 Ram Cobra 6 Lion Jackal See p. 9 for head powers.
11	Necromancer	1	7	12/18	7	22	2 claws, spells, or insect plague (1d6 each, by spell, or 1d6 per character per round))	9	Immune to spells by casters below 6 th level. Claw dam. restores his h.p. insect plague disrupts spells. May assume dark cloud form. Has (2) 1 st , (2) 2 nd , (2) 3 rd , & (1) 4 th level cleric spells
12	Monstrosities	infinite (special)	8	6	1	4 ea.	claws, teeth, horns, tusks, spines, etc. (1d6)	12	One new monstrosity appears every 2 rounds until Necromancer is slain.
13	Living Darkness	1	4	n/a	5	18	strike (1d6+2)	12	Darkness is tangible & may be struck for dam., but can't leave this area.

*Undead Guards may be turned by a cleric as a standard undead type of similar hit dice (e.g., a 2 HD guard may be turned as a zombie, etc.).

KADROH'S CASTLE

CUTAWAY VIEW
(FROM THE SOUTH)





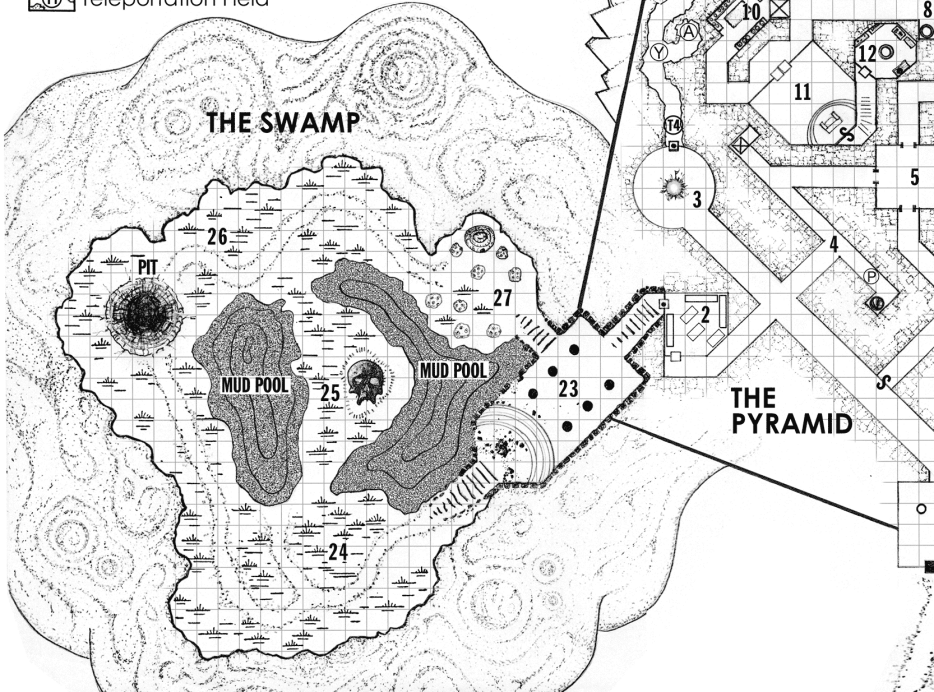
— REMOVABLE PULL-OUT SECTION —

KADROH'S CASTLE LEVEL 1

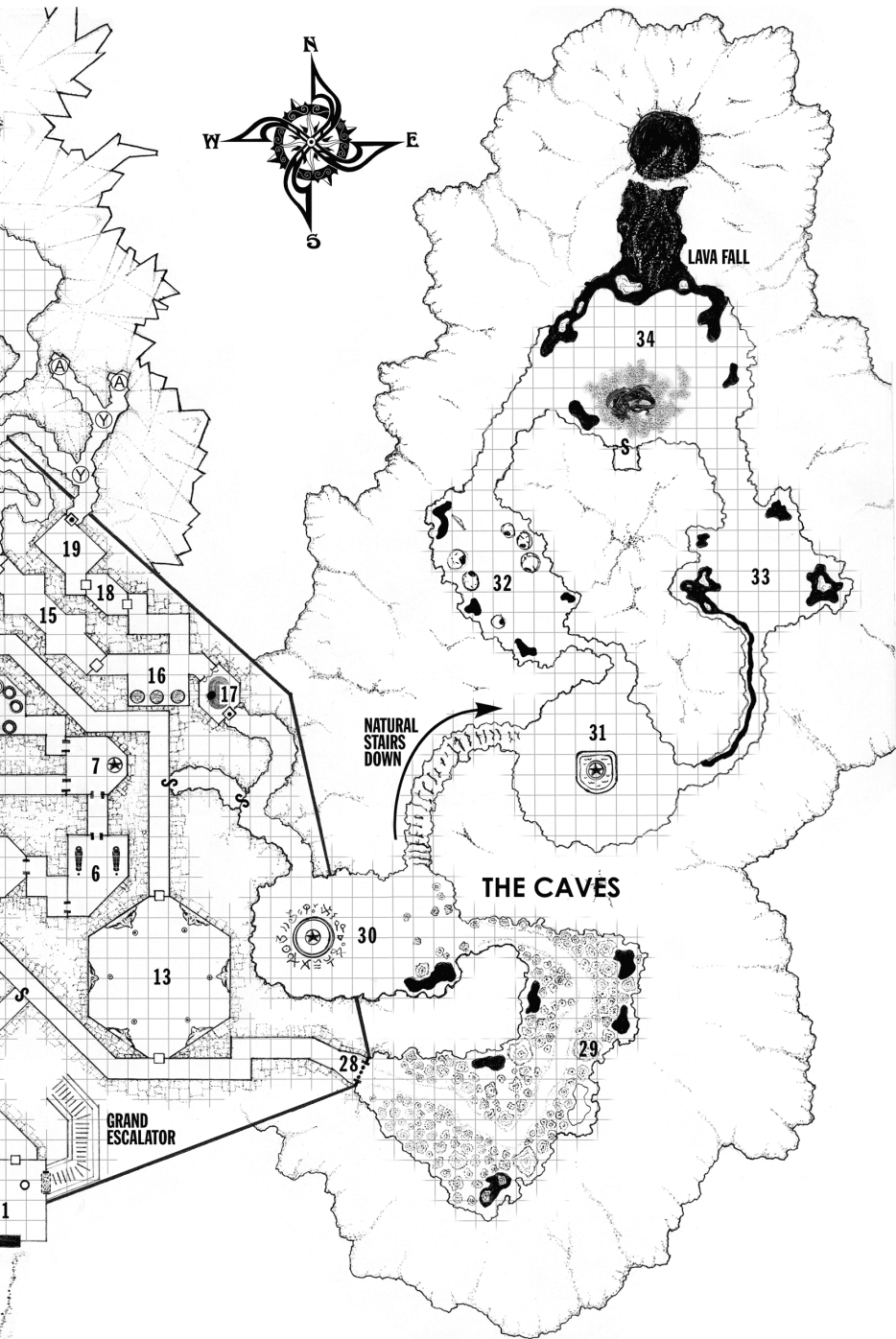
SCALE: 1 square = 10 feet

KEY

- | | | | |
|---|---------------------|---|-------------------------|
|  | Great Black Door |  | Large Flame |
|  | Crystal Barrier |  | Round Boulder |
|  | Normal Door |  | Necromancer's Throne |
|  | Locked Door |  | Stone Face |
|  | Secret Door |  | Bloody Rug |
|  | Stygian Archway |  | 3-way Intersection |
|  | Barred Wide Archway |  | Adventurer Corpses |
|  | Pathway |  | Swamp Bog |
|  | Idol or Statue |  | Stone Skull |
|  | Pedestals |  | Giant Toadstools |
|  | Tables |  | Giant Beehive |
|  | Book Shelves |  | Stalactites/Stalagmites |
|  | Cistern or Vat |  | Magic Fountain |
|  | Sarcophagi |  | Lava Pool/Stream |
|  | Stasis Chambers |  | Stone & Mud Huts |
|  | Pit Trap |  | Dragon Hoard |
|  | Decaying Pillars |  | Stairs |
|  | Candle |  | Large Gong |
|  | Tapestry |  | Pressure Plate |
|  | Teleportation Field | | |



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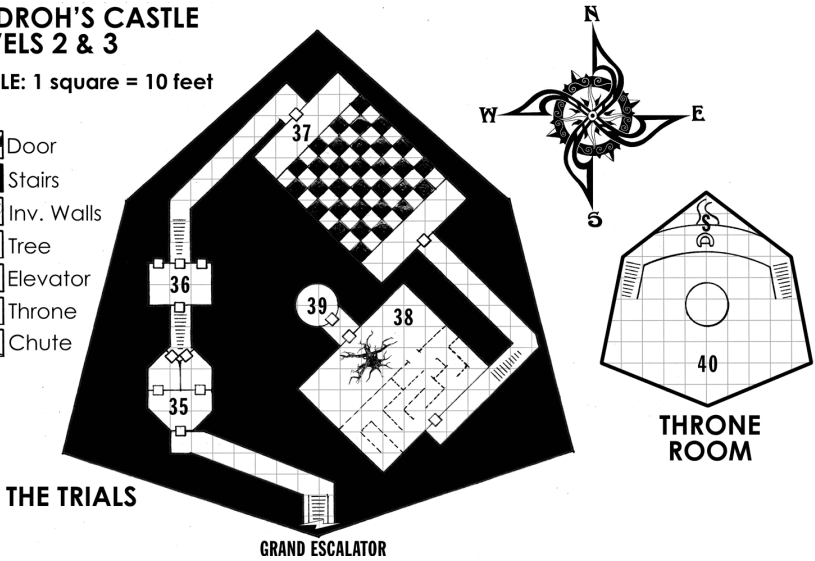
— REMOVABLE PULL-OUT SECTION —

KADROH'S CASTLE LEVELS 2 & 3

SCALE: 1 square = 10 feet

KEY

-  Door
-  Stairs
-  Inv. Walls
-  Tree
-  Elevator
-  Throne
-  Chute



THE TRIALS (LEVEL 2, AREAS 35 – 39) ENCOUNTER MATRIX

Area	Type	No.	AC	MV	HD	hp	Att.(Dam.)	ML	Special/Notes
35	Rich Man	1	8	12	4	12	locust cloud (1d6 per character)	10	When asked for a drink, belly opens to release locusts w/ scorpion tails.
	Suh-Razzle	1	7	3	2	5	none (nil)	12	Grants healing (10 h.p.) & spells to those who dine.
36	Death	1	-3	18	100	1000	scythe (1d20 + death)	11	On hit or touch, target must save v. death or die.
	Door Face	1	3	0	6	20	tongue or eye-beams (1d6+3 + paralysis or 1d6+3)	12	Other doors lock when animated. If killed, other doors unlock.
37	Frank The Flesh Golem	1	9	6	6	30	fist (1d6+red button)	12	Silly-putty-like flesh takes no damage from spells or weapon attacks.
38	Evil Clones	as party	var.	var.	var.	½ char.	as cloned character	12	Invisible walls disappear when clones attack!

THRONE ROOM (LEVEL 3, AREA 40) ENCOUNTER MATRIX

Area	Type	No.	AC	MV	HD	hp	Att.(Dam.)	ML	Special/Notes
40	The Skull	1	2	12	5	28	lightning sabers (1d6+2 or 3d6+2)	9	Wears plate mail +1. Wields 2 sabers as single attack: +2 to hit, 3d6+2 dam. when activated
	Kadroh	1	7	12	9	36	eye-beam spell powers (by power) or vibro dagger (1d6+1)	10	Heals Skull (1d6 h.p.) each round if possible. Eye beam powers: - Dispel any player spell - heal target 1d6 h.p. - charm person/monster - lightning bolt (3d6)

ICE MAZE (LEVEL 1, AREAS 20 - 22)

THREE-WAY INTERSECTIONS

Noted on the map with a (Y) symbol, when the party moves through a three-way intersection, make 2 secret dice rolls.

PARTY DIRECTION TABLE

roll	d6	Effect
1-4		Party moves as intended.
5-6		Party unknowingly moves in a random wrong direction.

LOST CHARACTER TABLE

roll	d6	Effect
1-5		No one is lost.
6		One character is lost.

NOTE: Thieves never get accidentally separated.

ICE MAZE WANDERING MONSTERS:

1-in-6 chance for encounter when party turns corner or enters new section of tunnel.

ICE MAZE WANDERING MONSTERS TABLE

d6	Type	No.	AC	MV	HD	hp	Att.(Dam.)	ML	Special/Notes
1	The Watcher	1	-10	0/18	50	500	none (nil)	12	Follows for 1-6 turns but doesn't interact. DM may invent additional powers.
2	Barbar Jinx	1	0	24	4	15	pick pockets (75% chance of success)	7	99% magic resistance. Invisibility at will. Reappears if name called 3 times.
3-5	Ice Spider Men	1d4+2	6	12/12	1	1d6 each	claw or web (1d6 or entangle)	n/a	Will attack from ceiling with ice webs until victim is entangled, then drop to floor to engage. Hit with web causes -2 to combat rolls, saves, -2 to AC, and ½ move.
6	Giant Ice Worm	1	4	6/12	6	24	giant maw (1d6+2 or swallow)	8	On 19 or 20, target is swallowed whole, taking automatic 1d6 points of damage per round.

ICE MAZE ENCOUNTERS MATRIX

Area	Type	No.	AC	MV	HD	hp	Att.(Dam.)	ML	Special/Notes
21	Ice Spider Men	1d6+6	6	12/12	1	3 1 2 1 6 3 4 2 1 3 2 4	claw or spit web (1d6 or entangle)	n/a	Att. w/ web from ceiling until victim is entangled, then drop for melee. Hit w/ web causes -2 to rolls, AC, and ½ movement.
22	Abomination	1	6	15	5	22	4 claws or bite (1d6 each or 2d6)	10	Magic collar prevents it from leaving area 22.

NOTES:

THE SWAMP (LEVEL 1, AREAS 23 – 27)

Movement is $\frac{2}{3}$ normal on the swamp path. Off-path movement is reduced to $\frac{1}{2}$.

SWAMP WANDERING MONSTERS

1-in-6 chance for encounter every turn of travel and each turn in numbered areas.

SWAMP WANDERING MONSTERS TABLE

d12	Type	No.	AC	MV	HD	hp	Att.(Dam.)	ML	Special/Notes
1	The Watcher	1	-10	0/18	50	500	none (nil)	12	Follows for 1-6 turns but doesn't interact. DM may invent additional powers.
2	Barbar Jinx	1	0	24	4	15	pick pockets (75% chance of success)	7	99% magic resistance. Invisibility at will. Reappears if name is called 3 times.
3-6	Toadlings	(see p. 22)	6	6/12/18	1	1d6 ea.	bite or gaze (1d6 or charm)	6	Hypnotic gaze causes target to follow toadling into swamp water. Save allowed. Can hop 18'.
7	Velociraptors	1d3+3	5	15	2	2d6 ea.	bite (1d6)	8	Hunt in packs. Automatic initiative every round.
8	Giant Crocodile	1	3	6/12	6	25	bite or tail lash (1d6+2 or 2d6)	7	If bite hits with 19 or 20, target drug to swamp; auto 1d6 twisting damage/round. Roll STR on 4d6 to escape.
9-10	Giant Mosquitos	1d6x2	8	3/9	1-1	1d6-1 ea.	proboscis (1 h.p. + drain)	6	After initial hit, auto blood drain for 1d6 dam./round.
11-12	Carnivorous Plant (or Tentacled Monster)	1	6	3/12	5	5d6	2d4 tendrils/tentacles (1d6 each + special)	10	On 20 char. held/brought to maw. Roll STR on 3d6 to escape tentacles. Roll save or be decapitated.

SWAMP ENCOUNTERS MATRIX

Area	Type	No.	AC	MV	HD	hp	Att.(Dam.)	ML	Special/Notes
24	Toadlings	as party	6	6/12/18	1	1d6 ea.	bite or gaze (1d6 or charm)	6	Hypnotic gaze causes target to follow toadling into swamp water. Save allowed. Can hop 18'.
26	Eye Serpent	1	3	9	6	30	bite and coil, plus gaze (1d6 and 1d6+3 plus constriction, paralysis)	11	On gaze att. save or paralysis 1d6 rounds. On coil attack, target held, 1d6+3 dam. per rd. thereafter. Roll STR on 3d6 for $\frac{1}{2}$ dam., or roll STR% to escape.
27	Queen Bee	1	8	3	4	12	none(nil)	7	Summon Buzzor at will.
	Buzzor	1	4	12	5	20	2 fists (1d6+1 each)	12	Only fire/lightning/cold attacks incur damage. Other att. pass through.

NOTES:

23. TEMPLE RUINS: There are two rows of decaying columns leading to what appears to be the remains of a temple. On the northwest side, large holes in the crumbling wall allow a view of the swamp area beyond. At the top of three wide steps is a platform covered in rubble, crumbling walls, and toppled statues. If the rubble is inspected, characters will notice a faint glow from beneath: a holy symbol of cosmic law. (See the **NEW MAGIC ITEMS** section for details on this item.)

24. SWAMP PATH: This is a large section of swamp, with a (relatively) dry path running through it. If a wandering monster is rolled while the party is on the path, it will automatically be the toadlings. Use of the path, will incur fewer checks as travel is faster (see **SWAMP MOVEMENT RATES**, above), but the party will be attacked by toadlings at least once, and from then on there will be increased chances (add one pip with each check) of encountering toadlings as long as they remain on the path here or in 26.

Toadlings (same number as player party); hp 1d6 each

AC 6; MV 6/12 (swimming)/18 (hop); HD 1; ML 6

ATT: bite or gaze

DAM: 1d6 or charm

Special: Hypnotizing gaze (as charm person), once per combat, in lieu of bite attack. If target fails save, he will follow toadling into swamp. Dispel magic or dispel curse will break the charm.

NOTE: After initial encounter, toadlings may return with numbers equal to player party plus 1d6 per additional encounter, to a maximum of 40 total toadlings.



25. STONE SKULL: A large stone skull with its jaw broken off protrudes from a mound of earth, looking up. In the eye-sockets are two puddles of a metallic liquid. If a character touches the liquid with his flesh, he must save or be burned, taking 1d6 damage. If anyone drinks it, he will die (no

saving throw). The liquid will adhere to metal. If the blade of a weapon is placed in it, it will become covered in a silvery sheen, and will automatically slay the next creature that is hit with that weapon. There is only enough liquid to coat two weapons. The properties of the liquid are lost if they are placed in a container for transport.

- 26. PIT OF THE SWAMP:** The terrain here is the same as 24 above, but includes a large crater-like mud pit. At the ridge of the pit, the ground rises up several feet compared to the surrounding area, but dips in the center about 20' below the normal level of the swamp.

When characters first look into the pit, have each roll a WIS check on 3d6. If successful, they briefly see movement of the mud in the center of the pit (the invisible eye-serpent), but can't see what is actually moving in the mud. The eye-serpent will then become still and wait for characters to come to it before attacking (hoping to catch them in a prone position from falling in the mud). If arrows or other missiles are fired into the pit, such attacks are subject to a -4 penalty. If the eye-serpent is hit in this manner, it will burrow deeper into the mud and missile attacks will no longer be of any effect.

The pit is very slippery. Any non-thief trying to climb down into it must make a DEX check on 4d6 or fall, rolling and tumbling, down to the bottom. If that happens, the character must make an additional DEX check to hold onto his weapon, or it will be lost in the mud.

On its first attack, the serpent is invisible, only becoming visible as it strikes. On a successful "to hit" roll, it will loop its lower body around the shortest, most heavily armored character and attempt to drown him. It will fight the rest of the party with its eye gaze and bite. The eye-serpent is wearing the **Crystal Ring** on its tail. (See description below.)

Eye-Serpent (1); hp 30

AC 3; MV 9; HD 6; ML 11

ATT: bite, coil, plus gaze

DAM: 1d6, 1d6+3 plus constriction, plus paralysis

Special: The serpent's gaze requires one character per round to save or become paralyzed with fright for 1d6 rounds. On a successful hit, the tail coils around its victim and inflicts 1d6+3 damage, with an equal amount of constriction damage each round thereafter. Each round, a held character may either reduce constriction damage by half (round up) if a STR check on 3d6 is rolled, or attempt to escape by rolling STR% or lower on d100.

In addition to the Crystal Ring, the eye-serpent has a cache of gems hidden in the mud. There are up to 8 of these (roll d6+2 for exact amount), worth 100-1,000 g.p. each. To find them, characters must search and dig around in the pit—a dirty and unpleasant exercise, to say the least! For every turn of searching a character has a 1-in-6 chance of finding a gem.

Crystal Ring: The Crystal Ring is an armband that confers invisibility. The wearer will remain invisible as long as it is worn. Upon attacking, the wearer becomes visible and remains so throughout combat.



27. **QUEEN BEE AND BEE HIVE:** On a giant toadstool (from whichever side characters approach) reclines a woman wearing a non-precious crown and revealing attire. (Think slave Leia's twin sister, if her twin was hideously ugly and weighed an additional 600+ lbs.) This is the "queen" of the giant bee hive on the north side of this area.

Queen Bee (1); hp 12
AC 8; MV 3; HD 4; ML 7
ATT: none
DAM: nil
Special: May summon Buzzor at will.

She expects to be treated with the utmost respect, as befitting one of such "royal stature and beauty." She will expect those wandering through her domain to give her a full report, addressing her as "your majesty," with appropriate bows, and the like. If the party plays along and flatters her vanity, she will tell them to carry on and allow them to pass unharmed. If she is not shown the proper courtesy, she will order her bees to attack. The swarm will gather into the form of a giant humanoid: Buzzor.

Buzzor (1); hp 20
AC 4; MV 12; HD 5; ML 12
ATT: 2 fists
DAM: 1d6+1 each
Special: Fire/lightning/cold-based area attacks incur normal damage. Burning oil will affect Buzzor for 1 round only before the swarm moves off. Hits with a torch are not effective, but a magic flaming sword will cause h.p. damage equal to its plus value and require Buzzor to save or disperse for 1 round. Other weapon attack simply pass through the swarm.

Buzzor is a lumbering giant of a swarm of bees, attacking with its fists. Normal weapons will pass right through it. It will be affected by fireball, lightning bolt, cone of cold, or other fire/cold area attacks. A flaming sword (or lightning saber) may cause the swarm to temporarily disperse. If the queen is seriously threatened or attacked, she will offer to call off Buzzor if the party promises to spare her. She has no treasure, but will offer to tell characters a valuable secret to preserve her life. (She knows all about the liquid metal in the mysterious skull in area 25.)

THE CAVES (LEVEL 1, AREAS 28 - 34)

This section of the castle mimics underground caverns and is dimly illuminated by lava flows. Sulphur pollutes the air, and there is the irregular sound of explosions as gases are heated and released. Characters wearing medium and heavy armor will be especially fatigued by the heat. If they don't rest one turn for every 5 turns of travel or activity, impose a cumulative hourly penalty of -1 to all rolls.

CAVE WANDERING MONSTERS: Make a check every 2 or 3 turns, or whenever it is needed to advance the action. A roll of 1 on d6 will indicate an encounter.

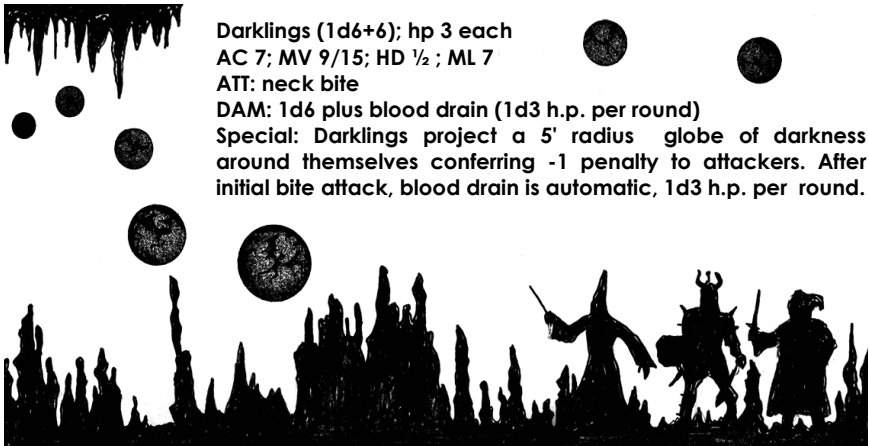
CAVE WANDERING MONSTERS TABLE

d6	Type	No.	AC	MV	HD	hp	Att.(Dam.)	ML	Special/Notes
1-4	The Watcher	1	-10	0/18	50	500	none (nil)	12	Follows players for 1-6 turns but doesn't interact. DM may invent additional powers/abilities at will.
5-6	Barbar Jinx	1	0	24	4	15	pick pockets (75% chance of success)	7	99% magic resistance. Invisibility at will. Will appear if name is called 3 times.

28. BARRED PASSAGE: Heavy iron bars separate the Pyramid area from the dark caverns beyond. A character must roll his STR or lower on d100 to bend the bars and pass through.

29. CAVE OF THE DARKLINGS: There is a 5' wide path through a large cavern that is shrouded in darkness and packed with stalactites and stalagmites. When characters reach the middle of the cavern, if they have light sources, they will see 1d6+6 orbs of darkness descending upon them from the stalactites above. These are the darklings. (See the **NEW MONSTERS** section for details.)

If the darklings fail a morale check, they will all retreat back into the stalactites and leave the party alone thereafter. They have a small hoard hidden on a ledge about 80' up in the southern corner of the cave. It consists of a large gem (500 g.p.) and a potion of fire resistance.



Darklings (1d6+6); hp 3 each

AC 7; MV 9/15; HD ½; ML 7

ATT: neck bite

DAM: 1d6 plus blood drain (1d3 h.p. per round)

Special: Darklings project a 5' radius globe of darkness around themselves conferring -1 penalty to attackers. After initial bite attack, blood drain is automatic, 1d3 h.p. per round.



- 30. CAVE OF THE EVIL CULT:** In the center of this cavern is a large marble statue of a beautiful woman with many breasts, and a restricting dress from the waist down. Seven cloaked figures stand where many magical symbols have been drawn on the floor. The lead figure, a gypsy-looking woman with dark hair, is training a young, fair-haired woman how to cast a spell of malice (see the **NEW SPELLS** section), while the others observe.

If the characters are noticed, the leader will demand to know the secret code ("I'm fighting the Zombie"). If the characters somehow know the code, she will provide them with the proper attire and chastise them for being late, before continuing on with the magic lesson. Afterwards, the cultists will disperse in various directions.

If characters do not know the code, the leader will order the others to attack, shouting things such as, "You think you have power?! You are imprisoned in a dungeon of bondage. Your limited power has only lured you to your own destruction!"

Cult Leader (1); hp 12

AC 4; MV 6; HD 3 ; ML 8

ATT: flail +1 or spell

DAM: 1d6 +1 or by spell

Special: Wears chain mail +1. Has 3 spells: sleep, grease (see NEW SPELLS section), and mirror image.

Apprentice (1); hp 5

AC 7; MV 9; HD 1 ; ML 7

ATT: short sword or spell

DAM: 1d6-1 or by spell

Special: Has 1 spell: malice (see NEW SPELLS section).

Initiates (5); hp 3 each

AC 9; MV 12; HD ½ ; ML 6

ATT: dagger

DAM: 1d6-1

Special: None.

Near the base of the statue are 20 small, silver figurines (worth 5 g.p. each) arranged on an inscribed leather mat. Next to them is a leather bound book of complex Kriegsspiel rules (handwritten by the sage XAGY GYRAG), along with a scroll titled "The Supplement Phantasticus" (by the same author), and a helm of comprehend languages. The book and scroll are worth at least 700 g.p. to a collector of such things. The leather mat is a map of a made up dungeon (worthless), but on the back side is a scroll of a new spell: malice.

- 31. CAVE OF THE MAGIC FOUNTAIN:** This room contains a fountain with a granite statue in the middle. The statue is of a human with the head and tail of a bull, seated on a throne with its hands extended out as if to receive something. The waters have a warm, foul taste (as a result of the minerals), but is otherwise safe, non-magical water. Upon inspecting the fountain, a voice will emanate from inside the statue, "Bring meesa a gift of magic or gold, and meesa will richly bless yousa in return. The greater the treasure, the greater the blessing!"

This is, of course, the voice of the mischievous leprechaun Barbar Jinx, hidden within the statue trying to trick the players out of their treasure. Barbar is full of bull, and if characters leave any treasure here, he will quickly snatch it and add it to his hidden pot of gold and treasure.

- 32. CAVEMAN VILLAGE:** The walls here are covered in primitive cave paintings depicting volcanoes, lava flows, neanderthals, and dragons. In the midst of this cavern are a series of crude huts made from stone slabs and mud. The cave is populated by a tribe of non-violent neanderthals, clothed only in their thick body hair and grime, eking out an existence by eating dirt. (See the **NEW MONSTERS** section for additional details.) Their language is very simple, and even if tongues or some similar spell is cast, they will still be saying the same single word over and over ("gah-HOO-nee"), which means everything and yet nothing. The neanderthals have nothing of value and serve Pyrotex the dragon out of fear.

If characters enter the area from from 34 (Pyrotex's lair), the neanderthals will cower and seek to avoid them, too afraid to speak. If they approach from area 31, they will be greeted with joyous grunts. The chief neanderthal (the one with 12 h.p.) will motion for them to follow him. He will lead the party to area 34 and present them to Pyrotex for dinner. (Better the dragon feeds on the intruders than on them!)



If the neanderthals are attacked, they will bang the giant gong near the north passage, summoning the dragon (who will attack the intruders on sight), and flee into their stone huts. The giant gong is heavily tarnished, but made of pure gold; worth 2,000 g.p.!

Neanderthals (20): hp 12, 5, 5, 6, 9, 7, 7, 7, 9, 4, 10, 8, 6, 7, 5, 11, 8, 9, 9, 9
AC 9; MV 12; HD 2 ; ML 6
ATT: rocks or clubs
DAM: 1d6
Special: Will fight only when cornered.

- 33. DRAGON ILLUSION:** A dragon lies upon a heap of treasure, snoring heavily. The dragon and the treasure is an illusion meant to trick players into unloading their most powerful spells and warning the real dragon in area 34. If the real dragon is still alive, he will wait for the players to finish dumping their spells and then enter and attack with automatic surprise. (If the party does not disturb the "sleeping dragon" here, they might, 2-in-6, chance, be able to sneak up on the real dragon in 34 who really is sleeping on a real pile of treasure!)
- 34. LAIR OF PYROTEX THE DRAGON:** This is the lair of Pyrotex, a fire-breathing dragon with a drawl and the swagger to match. He lies atop a pile of gold and valuables. (His magic treasure is hidden in a secret compartment in the south wall.) Pyrotex is a surly reptile, with no patience for adventurers. He has an excellent sense of smell and is a light sleeper. The only possible way to surprise him (a 2-in-6 chance) is by sneaking past the dragon illusion, area 33 above. If Pyrotex catches characters sneaking up on him or if they bear him any ill will, he will attack without mercy. If characters enter from area 32 with the neanderthal chief, he will attack and devour all presented to him.

Pyrotex the Red Dragon (1); hp 36
AC 2; MV 9/24; HD 9 ; ML 9
ATT: bite or fire breath
DAM: 2d6 or damage equal to remaining h.p. (save for ½)
Special: Fire breath is cone 60' long, 30' wide at length. Will use fire breath as first attack. Thereafter, roll d6 (1-4 = bite attack; 5-6 = breath). Can use breath only twice per combat. Must check morale if reduced to 12 h.p.

Pyrotex will begin combat by breathing fire. (Any potions or scrolls in the possession of those breathed upon have a 50% chance each of being ruined in the fiery attack.) If Pyrotex is brought to 12 h.p. or lower, he must roll a morale check. If he passes, he will fight to the death. If his morale fails, he will offer to make a deal: He will give up half of his treasure (but won't mention the hidden magic items) and reveal the Necromancer's weaknesses (pride and fire) if the party will cease its attack.

Pyrotex's coins, gems, and valuables add up to a whopping 30,000 g.p. worth of loot. Hidden in the secret passage at the back of the cavern are: a sword +1 (+2 vs. trolls, +3 vs. undead) that flames on command, a wand of fireballs (3 charges), 3 potions (neutralize poison, diminution, cure disease), 2 scrolls (one is a map of the pyramid portion of the castle, the other contains 3 first level spells: detect magic, sleep, and field of force (see **NEW SPELLS**), and a magic ring of action (see **NEW MAGIC ITEMS**).

THE TRIALS (LEVEL 2, AREAS 35 - 39)

Once characters reach level 2, exiting the castle becomes difficult. The grand escalator only moves in one direction—up! Attempting to descend without the aid of magic (levitate, for instance) is an act of almost certain futility. Except as noted in the encounter descriptions, the floor, ceiling, and walls hereafter are all metallic. There are no wandering monsters on this level.

- 35. TRIAL OF SUH-RAZZLE:** In this, the room of the first trial, are two figures, each standing by a door. One figure, a wealthy man dressed in fine clothing, and the other figure, a diseased, crippled, undead-looking man named Suh-Razzle. The richly dressed man will congratulate the party on their accomplishment of making it this far and offer them a sumptuous meal before they continue on their journey. He will be polite but firm: the party must choose to dine with either him or Suh-Razzle (who cannot speak, but only moans in agony).



If the party asks the rich man his name, he will reply, "I have no name; that's part of the story, you see?" If they choose to dine with him, they will be led to recline at a table richly furnished with fine delicacies, but the goblets will all be empty. If asked for a drink, the rich man will reply, "Why, I couldn't get a drop of water here if I wanted!" He will then split open from a belly laugh and turn into a cloud of locusts with scorpion tails. Each character will take 1d6 damage before the bugs dissipate.

Rich Man (1); hp 12

AC 8; MV 12; HD 4; ML 10

ATT: locust cloud

DAM: see below

Special: Belly splits, releasing swarm of locusts w/ scorpion tails that inflict 1d6 damage to each character.

If the party chooses Suh-Razzle, the zombie-like figure will usher them into his room, set them down on a mangy mat, and feed them a bowl of watery gruel. The gruel will be repulsive to the eyes and nose, but delicious to the taste and nutritious to the body. Characters are not compelled to eat, but those who do will recover up to 10 h.p. and (for spellcasters) regain a previously used spell of their choice.

Suh-Razzle (1); hp 5
AC 7; MV 3; HD 2; ML 12
ATT: none
DAM: nil
Special: Gruel restores 10 h.p. and a previously used spell.

- 36. TRIAL OF THE DOORS OF DESTINY:** Above the entrance to the second trial is a message (written in the same alien language as that used on the red-buttoned pedestal in area 1):

CHOOSE THE LAST FIRST, YOU BUFFOONS!

On entering, there are three doors on the far side of the room. The one on the left has an image of an expressionless face above it. Above the middle door is a star, and above the door to the right is a skull and crossbones. The party must choose one door by which to exit the room.



If the party opens the door with the face, the other doors temporarily lock. A large face that fills the doorway peers forth and attacks!

Door Face (1); hp 20
AC 3; MV 0; HD 6; ML 12
ATT: tongue or magic eye-beams
DAM: 1d6+3 plus paralysis or 1d6+3
Special: Other doors lock when animated. Tongue lashes up to 10'. Those struck must save or be paralyzed for 1d6 rounds. When killed, other doors unlock.

Door face will attack whoever is in melee range with its tongue. In addition to normal damage, the victim must save or be paralyzed for 1d6

rounds. If no characters are in melee range, it will attack with magic Eye-beams for 1d6+3 damage. If defeated, the head will slump and its tongue fall out, and the other doors will be unlocked.

If the skull door is opened, the grim reaper will pop out and attempt to cut down the opener. If Death makes a successful "to hit" roll, the opener must save v. death or instantly die. Once the opener is slain (a near certain eventuality), death will pop back through the door and it will close behind him. If possible (and not too much trouble), Death will take the opener's body back to Hades with him.

Death (1); hp 1000

AC -3; MV 18; HD 100; ML 11

ATT: Scythe of Death

DAM: 1d20 plus death

Special: Teleport at will. Hits target on roll of 2 or greater on d20. On touch or hit with scythe, target must save v. death or die instantly.

If the middle door with the star is opened, the party may pass on to the third trial without further incident.

- 37. TRIAL OF BEING FRANK:** Above the doorway to the third trial is a sign written, again, in the alien language:

FRANK HATES CHESS LIKE WE HATE FRANK, YOU MORONS!

In this room is a large black-and-white chess board, with a few giant chess pieces, toppled and shattered here and there. On the other end of the chessboard is a flesh golem, silently brooding with a frown on his face.

Have players demonstrate how their characters move across the chessboard. (A real chessboard may be used for this.) The only way to move across the board without harm (other than flying or some other magic) is to move along the black squares as if in a game of checkers (i.e., moving diagonally forward on black squares). If a character steps onto a white square, or tries to move in some way other than as a checker, he will be zapped for 1d6 damage and knocked back to his previous position.

The flesh golem is Frank. Frank does not move much, but he stands directly in front of the exit door and will refuse to let anyone past him. Frank is unable to talk, and will only shrug unknowingly if a character tries to engage him in conversation. If the party attacks Frank, Frank will be unhurt, and will punch the player back doing 1d6 (plus however many times the red button has been pushed in area 1) points of damage. Frank will do this every time he is attacked.

The only way to get past Frank is to show him some form of kindness. If the party actually befriends Frank without having attacked him, Frank will accompany them to the fourth trial, the Bitter Tree. Frank will smash the invisible walls, uproot and crush the tree, and then walk away.



Frank the Flesh Golem (1); hp 30
AC 9; MV 6; HD 6; ML 12
ATT: fist
DAM: 1d6+red button
Special: Silly-putty-like flesh takes no damage from spells or weapon attacks.



- 38. TRIAL OF THE BITTER TREE:** At the entrance to the fourth trial, written in alien are the words:

*CAN YOU KILL THE FRUIT OF THE BITTER TREE BEFORE IT KILLS YOU,
YOU IMBECILES?*

Up ahead is a large, twisted tree with a number of small rotten fruits equal to the number of characters in the party. Beside the tree is an axe. As characters walk into the room, they bump into an invisible wall and notice the fruits on the tree are beginning to grow. Tell the players that they are now being timed, and ask them what their characters are doing. If they try to move about, they will bump into invisible walls at random. If they look up, they will see a map of the invisible maze on the ceiling. If they look up before 18 seconds has transpired, they will have time to follow the map through the invisible maze, get to the bitter tree, and chop it down with the axe before it gives birth to the bitter fruit. If not...

...The fruit become man-sized, producing evil clones of the characters (with half their current hit points). The invisible walls disappear, and the evil clones fight the party to the death.

Evil Clones (same number as party); hp (½ that of character)
AC (as character); MV (as character); HD (as character); ML 12
ATT: same as cloned character
DAM: same as cloned character
Special: On creation, invisible walls vanish; fight to the death.

- 39. ELEVATOR:** This room is circular, and when the party enters the floor and ceiling begin to glow white. When all have entered and closed the door, the elevator will move rapidly upward through a large transparent tube. Momentarily, characters may glimpse the mostly empty interior of the upper castle (lots of room for more recruits!). They will also notice a second large tube, coiled vertically through the hollow space (Kadroh's escape chute!). The next thing they know, they appear on the 3rd level (area 40), in the presence of Kadroh and the Skull.

THRONE ROOM (LEVEL 3, AREA 40)

- 40. KADROH AND THE SKULL:** The party will emerge on the elevator platform in the middle of the room, with the Skull standing nearby and Kadroh seated upon his throne on a raised platform. Kadroh will rub his hands together and say, "You have kept me waiting. Now let the games begin!"

The Skull attacks at once, preferring to target the wielder of the Blue Lightning Saber, while insulting his old master, Neb-Lo. After that, the Skull will prefer to attack fighters, then clerics, then thieves, then magic-users. He wears lightweight alloy space armor (AC 2), and in place of hands, has two red-glowing sabers of lightning that extend from wrist implants. He wields both sabers as a single attack. (See **NEW MAGIC ITEMS** for additional details on the Skull's armor and weapons)



The Skull (1); hp 28
AC 2; MV 12; HD 5; ML 9
AT: 2 red lightning sabers,
+1 each (+2 wielded as single attack)
DAM: 1d6+2 (or 3d6+2 with both sabers activated)
Special: Lightweight alloy armor conveys fire resistance
and protection equivalent to AC 2 with a base move rate of 12.

Kadroh will prefer to sit back and watch the fight, secretly healing the Skull every round as he battles the party. If the Skull starts taking heavy damage, or if the party attacks Kadroh, he will join in, targeting characters in the opposite preference to the Skull. Kadroh doesn't cast spells in the manner of a normal wizard, but he does have huge eyes with various spell-like powers that may be used once per round at will. If he wishes, he can dispel any spell cast by a character (see below).

Kadroh (1); hp 36
AC 7; MV 12; HD 9; ML 10
AT: eyebeam spell powers or vibro dagger
DAM: by spell power or 1d6+1
Special Eyebeam Powers (1 per round):

- charm person (or monster),
- lightning bolt (4 dice),
- cure light wounds (as spell),
- dispel magic (with no chance of failure).

Dispel magic may be employed immediately when any spell is cast, even if Kadroh has already used a power that round, but must forfeit use of a spell-power on the next subsequent round.

If the Skull is about to die, he will beg for mercy, promising to aid the party in defeating Kadroh (he lies!). If the Skull falls and Kadroh is about to die, he will press the castle's self-destruct button hidden on his throne and attempt to escape down the escape chute hidden under his throne.

END NOTE

If Kadroh is killed, the world is saved and the adventure is complete. Parading his head through the corridors of the castle will cause the remaining inhabitants to either bow down to the party, acknowledging them as their new masters and handing over any loot they possess, or cause them to flee into the countryside. Simple reaction rolls should suffice for this determination.

If, on the other hand, Kadroh manages to hit the destruct button, the party's best bet is to follow him down the escape chute (assuming they can open it!). The self-destruct mechanism initiates a gradually increasing vibration, accompanied by the obligatory high-pitch whine, that will shake the entire castle complex to scrap and rubble in $1d6+10$ rounds (not much time!). If characters are in the castle longer than this, give them $1d6$ more rounds to escape as they are hit for $1d6$ points of damage each round by falling debris. Every round after that requires a save v. death until they have either extricated themselves or are crushed.

To improve a party's chances of escape, the DM might place a folding panel on the arm of Kadroh's throne, beneath which a series of colored buttons can be found. One of these was the destruct button, the functions of the rest may be assigned by the referee in advance, or made up at will. Some suggested functions are: elevator up/down; escape chute open/close; escalator stop/reverse; gravity off/on; and (if as DM you feel especially generous) you might even add a "cancel self-destruct" function. (If this is done, at least make it a sequence of buttons that must be pressed in the correct order!)



KADRQH

NEW MONSTERS

APE, WHITE, BARSOOMIAN

NO. APPEARING: 2-8
ARMOR CLASS: 6
MOVE BASE: 12 /15 (*quadrupedal*)
HIT DICE: 4 to 8
% IN LAIR: 80%
TREASURE TYPE: B
NO. OF ATTACKS: 4 (*claws*), or 1 (*bite*)
DAMAGE/ATTACK: 1d6 each, or 2d6
SPECIAL ATTACK: *Nil*
SPECIAL DEFENSE: *Nil*
MORALE: 10
ALIGNMENT: *Neutral*



Hailing from the ruins of the red planet's desert wasteland, these large, six-limbed apes are violent and aggressive toward all species save their own. A typical specimen is 8' to 16' in height (2' per hit die). Their hides are white with a shock or mane of white hair on their heads and a diaphanous covering of fine translucent hair over the rest of their bodies. They are semi-intelligent, may employ simple weapons, and sometimes wear animal skin coverings. In combat, they tend to attack with the claws of their four upper limbs, which may be used to strike any opponent coming within 5 feet. If sufficiently enraged (successfully passing a morale check, for instance) the creature will forgo its claw attacks to bite an antagonizer with the razor-like fangs of its slaving maw for 2 dice damage.

BUZZOR

NO. APPEARING: 1
ARMOR CLASS: 4
MOVE BASE: 12
HIT DICE: 5
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACK: 2 (*bee fists*)
DAMAGE/ATTACK: 1d6+1 each
SPECIAL ATTACK: *Nil*
SPECIAL DEFENSE: *Immune to weapons*
MORALE: 12
ALIGNMENT: *Neutral*



Buzzor is a great lumbering creature, formed from a telepathically controlled swarm of bees. The summoning of buzzor may be accomplished by either psionic or magical means when the correct disciplines or spells are employed. The creature maintains a generally humanoid shape, but may momentarily disperse to avoid certain dangers

(like a torch) or to pass around obstacles. It attacks with two fist-like projections, which each strike for 1d6+1 damage, leaving welts and stings upon their target. Torches and weapons (even magical types) are of no use against buzzor, as they simply pass through the swarm, delivering no damage. A magic flaming sword (or an activated lightning saber), however, will cause damage equal to its plus rating and require buzzor to save or disperse for 1 round. Burning oil will affect buzzor (normal damage) for 1 round only before buzzor moves off. Fire, electrical, and cold based spells (or similar such area attacks) incur normal damage.

CROCODILE, GIANT

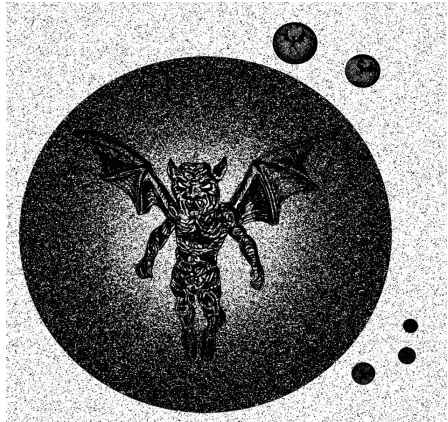
NO. APPEARING: 1-6
ARMOR CLASS: 3
MOVE BASE: 6/12 (*in water*)
HIT DICE: 6
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: 1 (*bite*), or 1 (*tail lash*)
DAMAGE/ATTACK: 1d6+2, or 2d6
SPECIAL ATTACK: *Hold and twist*
SPECIAL DEFENSE: *Nil*
MORALE: 7
ALIGNMENT: *Neutral*



Similar to the normal variety but of greater size (30' to 40' in length), the giant crocodile prefers a bite attack, but will not hesitate to employ its tail lash if approached from the flank or rear. If the bite succeeds on a natural roll of 19 or 20, the target is held in the creature's vice-like jaws. When this occurs, the monster will immediately drag its victim into the water where it will twist him over and over for an automatic 1d6 hit points of damage each round, ceasing only when the character is dead. A character caught in this way may escape if a STR check on 4d6 is rolled successfully.

DARKLING

NO. APPEARING: 3-30
ARMOR CLASS: 7
MOVE BASE: 9/15 (*flying*)
HIT DICE: ½
% IN LAIR: 50%
TREASURE TYPE: D
NO. OF ATTACKS: 1 (*neck bite*)
DAMAGE/ATTACK: 1d6
SPECIAL ATTACK: *Blood drain*
SPECIAL DEFENSE: *Darkness 5' radius*
MORALE: 7
ALIGNMENT: *Chaotic*



These denizens of the mystic Shadow Planet emit a 5' radius globe of darkness around themselves at all times. This incurs a penalty of -1 to both melee and missile

attacks against them. They are actually small, bat-like humanoids, and at close range their forms may be dimly discerned within the darkness. They lair in caves or other dark, natural environs where they conceal themselves amongst stalactites or cracks in a cavern ceiling. Treasure, if they have any, is hidden within these upper crevices. Agile flyers, they prefer to attack by descending and biting a target's neck or other exposed area. On a successful hit, the darkling will latch on with its fangs, draining the victims blood at a rate of 1-3 hit points per round. Once attached, the darkling will not disengage until it, or its victim, are slain. On a failed morale check, unattached darklings will flee and avoid any further contact with the threat in question.

EYE-SERPENT

NO. APPEARING: 1

ARMOR CLASS: 3

MOVE BASE: 9

HIT DICE: 6

% IN LAIR: 90%

TREASURE TYPE: 1

NO. OF ATTACKS: 2 (*bite and coil*)

DAMAGE/ATTACK: 1d6, 1d6+3

SPECIAL ATTACK: *Constriction & paralytic gaze*

SPECIAL DEFENSE: *Nil*

MORALE: 11

ALIGNMENT: *Chaotic*



Spawned in the steaming swamps and mud pits of planet Algol, this strange one-eyed serpent is exceedingly cunning and evil. It is accustomed to feeding on the one-eyed orcs of its homeworld, but will readily make a meal of any similarly sized creature. It hunts only of extreme necessity, preferring to lure prey into ambush near its den. To this end, the eye-serpent will carefully select the location of its lair, utilizing amenable terrain and natural hazards to ensnare its quarry. An adult specimen may grow as long as 25 feet, head to tail, with an upper girth of nearly 3 feet.

In combat, the eye-serpent can simultaneously bite and use its hawser-like tail, either on the same or separate opponents. If the tail attack hits, it coils around its target, immediately inflicting 1d6+3 h.p. damage. The victim automatically suffers the same amount of damage each round thereafter from constriction. A character so held may roll one strength check each round, either to lessen damage incurred or to attempt escape. If the character opts to lessen damage, he must roll his STR or lower on 3d6. Success reduces damage by ½ for that round. If he opts to attempt escape, he must his STR or lower as a percentage on d100.

In addition to its normal attacks forms, the creature's one-eyed gaze has a paralysis effect that may be directed at a single opponent once per round. Failure to save against it results in a fear paralysis that will immobilize an affected character or creature for 1-6 rounds.

ICE SPIDER MAN

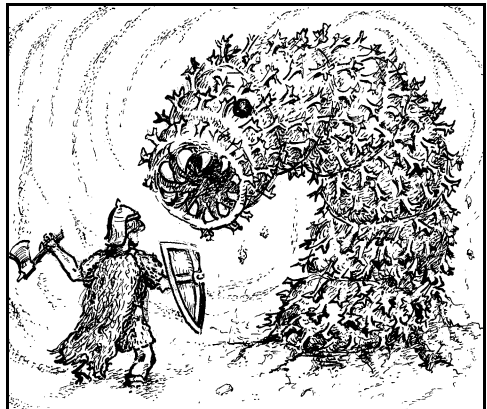
NO. APPEARING: 3-18
ARMOR CLASS: 6
MOVE BASE: 12/12 (*climbing*)
HIT DICE: 1
% IN LAIR: 40%
TREASURE TYPE: C
NO. OF ATTACKS: 1 (*claw*)
DAMAGE: 1d6
SPECIAL ATTACK: *Spit ice web*
SPECIAL DEFENSE: *Climbing*
MORALE: n/a
ALIGNMENT: *Neutral*



The ice spider men of the gelid moons of Arcturus have spread and are feared throughout the galaxy. They thrive in the coldest environs, even tolerating the bitter vacuum of space. Each stands 5' tall with a slender humanoid frame, white or pale grey in color, with a large ovular head. Eyes, of which there are four, are dead-gray with no pupils. The mouth resembles a circle of puckered knots surrounding a small, central orifice. They have no ears, but sense auditory vibrations. Ciliated claws allow rapid navigation of any surface, including walls and ceilings, no matter how sheer or frictionless. They are vicious, needing no morale check, as their alien mentality does not perceive fear. They attack on sight and fight to the death, preferring an initial position of advantage, often a high ledge or ceiling, from which they spit a cold, fibrous, web-like substance, spewed with projectile force from the mouth orifice, up to 60' distance. On a successful "to hit" roll, the webbing entangles a target reducing movement to one half and incurring a -2 penalty to armor class, saving throws, attacks, and damage rolls until it can be removed (after combat is resolved). Once ensnared, the ice spider man will move in to finish off its prey with its claws.

ICE WORM, ARCTURIAN, GIANT

NO. APPEARING: 1-2
ARMOR CLASS: 4
MOVE BASE: 6/12 (*boiling*)
HIT DICE: 6
% IN LAIR: 5%
TREASURE TYPE: I
NO. OF ATTACKS: 1 (*giant maw*)
DAMAGE/ATTACK: 1d6+2
SPECIAL ATTACK: *Swallow whole*
SPECIAL DEFENSE: *Nil*
MORALE: 8
ALIGNMENT: *Neutral*



Found exclusively on Arcturus Prime, the giant ice worm is the larval stage of a strange ice-winged moth. The creature may be anywhere from 16' to 24' long. Its body is covered in bristling projections that have the appearance of crystallized ice formations, like the branching arms of a giant snowflake. These spines are chitinous

and sharp, allowing the creature to burrow through hard packed snow, and even solid ice, by spinning its body like a gigantic drill. In combat, a giant ice worm will swallow its target whole on a natural roll of 19 or 20.

MOSQUITO, GIANT

NO. APPEARING: 1-100

ARMOR CLASS: 8

MOVE BASE: 3/9 (*flying*)

HIT DICE: 1-1

% IN LAIR: *Nil*

TREASURE TYPE: *Nil*

NO. OF ATTACKS: 1 (*proboscis*)

DAMAGE/ATTACK: 1 *hit point*

SPECIAL ATTACK: *Blood drain*

SPECIAL DEFENSE:

MORALE: 6

ALIGNMENT: *Neutral*



These awful creatures originated on the primordial dimension of Xaste, where giant insects abound. Slow, ungraceful fliers, an unencumbered man will likely outrun one, unless slowed by the boggy terrain they frequent. On a hit with its proboscis, it begins draining blood from its prey at a rate of 1d6 hit points each subsequent round. It will disengage on a failed morale check; the only other way to dislodge one is to kill it.

NEANDERTHAL, AMTORIAN

NO. APPEARING: 3-30

ARMOR CLASS: 9

MOVE BASE: 12

HIT DICE: 2

% IN LAIR: 15%

TREASURE TYPE: A

NO. OF ATTACKS: 1 (*rock or club*)

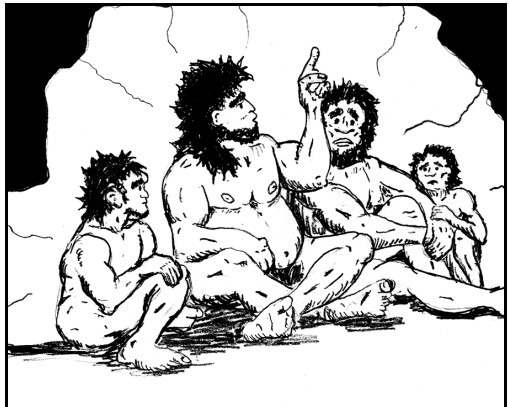
DAMAGE/ATTACK: 1d6

SPECIAL ATTACK: *Nil*

SPECIAL DEFENSE: *Nil*

MORALE: 6

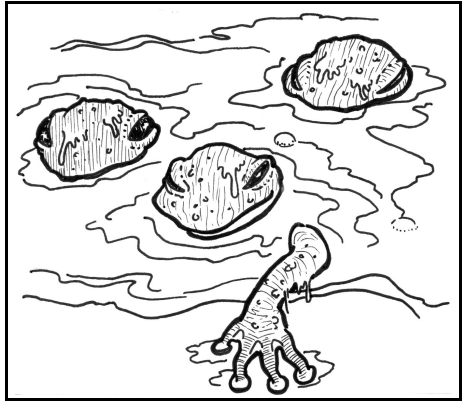
ALIGNMENT: *Neutral*



The cavemen of planet Amtor were once an advanced and peaceful people. While retaining a pacifistic disposition, subjugation of their kind by other, more wicked races has caused them to regress to a level of near animal intellect. They might have been wiped out entirely long ago, but their acquiescent nature combined with great physical strength makes them ideal slaves on Amtor and other worlds. In the wild, they adopt a tribal social structure with a chieftain having the maximum hit points allowed by his hit dice. They dwell in caves or primitive huts of wood, mud, or stone, sustaining themselves on what nutrition they can dig out of the ground (roots, insects, and grubs, in the main) or subsisting on minerals derived from the soil itself, which they are able to digest when food sources are scarce.

TOADLING

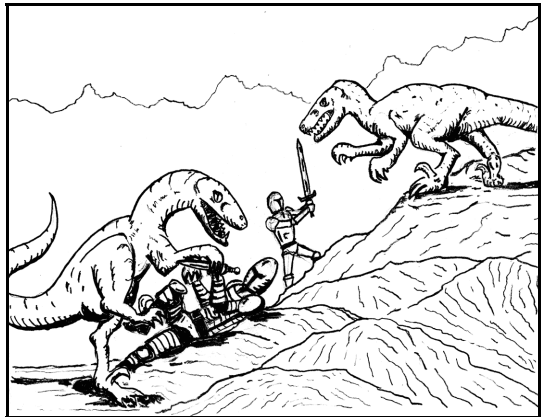
NO. APPEARING: 4-40
ARMOR CLASS: 6
MOVE BASE: 6/12 (*swimming*)/18 (*hop*)
HIT DICE: 1
% IN LAIR: 20%
TREASURE TYPE: D
NO. OF ATTACKS: 1 (*bite*)
DAMAGE/ATTACK: 1d6
SPECIAL ATTACK: *Hypnotizing gaze*
SPECIAL DEFENSE: *Nil*
MORALE: 6
ALIGNMENT: *Neutral*



The toadling is a man-sized amphibian, equally at home on land or in the water. Often found in swamps, they will lurk, cautiously, in the deeper pools to observe prey before ambushing. They usually operate in knots (i.e., groups of 3 to 12), never directly attacking a force greater than their own. They are semi-intelligent, however, and will reinforce their numbers (up to the maximum number appearing) by recruiting other knots to join an assault. When outnumbered, they will remain at a distance, hidden or submerged (except for their eyes) in water or mud. If approached within 60' a toadling 'bobs' its eyes, creating a hypnotizing gaze which causes a creature failing its save to become charmed. In combat, this ability may be used but once, in lieu of its bite attack. A character ensnared by the toadling's hypnotic gaze will join the knot, becoming a willing slave. Such unfortunates will be used, at first, as guards, eventually undergoing a transformation (brought on by toadling bodily secretions) which turns the victim into a deformed swamp creature that will, in time, degenerate and become food for the toadlings. Dispel magic will break the charm, but cure disease or dispel curse is required to reverse the transformation once it begins.

VELOCIRAPTOR

NO. APPEARING: 5-10
ARMOR CLASS: 5
MOVE BASE: 15
HIT DICE: 2
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: 1 (*bite*)
DAMAGE: 1d6
SPECIAL ATTACK: *See below*
SPECIAL DEFENSE: *Nil*
MORALE: 8
ALIGNMENT: *Neutral*



These swift reptilian predators are bipedal, standing 7' in height. Cunning pack hunters, they move at great speeds, able to outrun any normal humanoid. In combat they automatically gain the initiative every melee round. Possessing a rudimentary language, they will sometimes plan ambushes and traps.

NEW MAGIC ITEMS

ALLOY SPACE ARMOR, LIGHT

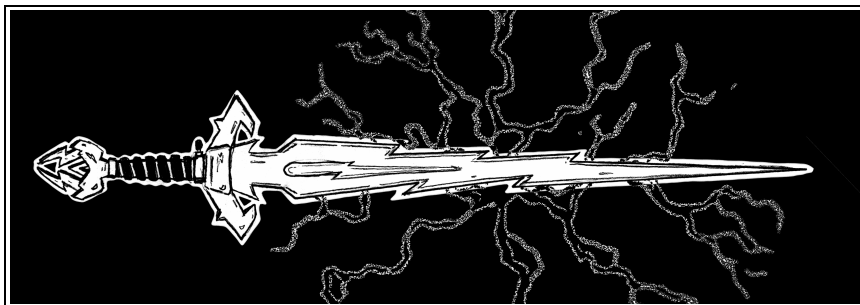
Composed of tritanium and Nth metal, the protective plating of this armor is both hard and light in the extreme, conveying armor class 2 with no reduction to the wearer's move rate. A gambeson of anti-blaster mesh beneath the outer plates provides near complete fire resistance. When the accompanying helm and gauntlets are donned and sealed, the PEA (personal environment actuator: a small box with sliders and dials worn on the front of the suit) will provide internal pressure and air sufficient to withstand the watery deeps or the vacuum of space for 6 continuous hours before it must be powered down for an equal amount of time to recharge.

HOLY SYMBOL OF COSMIC LAW

This magic symbol is a perfect seventh-dimensional polyhedron that extends into third dimensional reality. It emits a dull glow, but shines bright in the proximity of undead. If presented forcefully against the undead, such creatures must roll a saving throw or flee in fear, so long as none are of higher hit dice than the wielder of the symbol. A cleric may use the symbol in addition to his normal ability to affect undead. Chaotic characters, however, will disdain its use.

LIGHTNING SABER, BLUE OR RED

There are 2 known varieties of this magical alien blade. Blue lightning sabers, forged from osmium star-alloy, were once wielded by the now extinct Order of Knights Galacticus. Red blades, forged from volcanic orichalcum, continue to be used by various unholy orders of extragalactic blackguards. Regardless of color, the swords consist of a lightning-shaped metallic blade and hilt with a small stud above the hand-grip. They are imbued with cosmic magic, conferring +1 bonuses to attack and damage. When the handle stud is depressed, a quadrolithium micro-collider within the crossguard activates, causing the weapon to thrum and glow (equivalent to torch light) as fiery arcs of plasma energy flicker up and down the blade. When activated in this manner, hits with the weapon deliver an extra d6 damage.

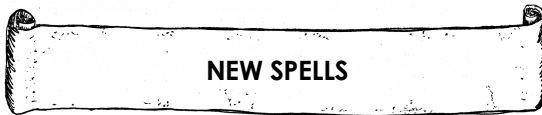


RING OF ACTION

A ring of this type is exceedingly rare. Its use by a character with few hit points (due either to injury or low level) may result in death. When placed upon the finger, time stops for all except the wearer. Time remains frozen for 6 seconds, while the wearer is free to take any actions allowable within the duration. When time resumes, the temporal trauma inflicted upon the wearer causes a permanent loss of 1d6 hit points.

SCYTHE OF DEATH

This artifact is a plain, black metal blade, notched from much use, attached to a 10' curved oaken snathe with 2 hand grips. Any creature (mortal, god, or otherwise) attempting to handle the implement must save v. death or instantly die. (Magic resistance is of no effect against it.) If the save is successful, the blade may be momentarily wielded. Once relinquished, however, another save is required if it is to be handled again. As a weapon, the scythe of Death finds its mark on any roll of 2 or better on d20. Any being hit must save or suffer instant death. If Death is separated from his scythe, he will become aware of its wielder and its location whenever a victim is slain— and he will come looking! If the scythe is used to slay Death himself roll a d100. On 01-99 the wielder splits off onto a parallel timeline where the whole campaign world implodes; on a roll of 00, the stability on the universe holds and the wielder of the scythe becomes the new Death!



MAGIC-USER SPELLS

1st Level:

GREASE

An object or area (limited to 10' square) will become covered in grease. If cast on an object held by another creature, a saving throw to avoid the effect is allowed. If the saving throw fails, the item will slip from the holder's grasp. If used to cover an area (ground, floor, stairs, wall, etc.) any creature moving upon it will automatically slip and skid, and must roll a saving throw to avoid falling down. Any object or area within 60' may be affected. The duration of this spell is 1 day.

MALICE

A strong feeling of hatred toward an enemy or opposing group is projected, increasing morale of the spell's recipients by 2. Attack and damage rolls against the stated enemy are likewise rolled with a +2 bonus. The caster must specify the spell's recipients (within a range of 240'), and they must be generally described (i.e., "everyone in the party," or "the orc archers," etc.). The maximum number of creatures benefitting is determined as follows: 1 HD (2-16); 2 HD (2-12); 3 HD (1-6); 4HD (1). The caster may narrow the effect to a single stated recipient or opponent. If the effect is undesired by a recipient, a successful saving throw will negate it. The spell will continue as long as the caster concentrates on projecting the feeling of malice.

3rd Level:

FIELD OF FORCE

A shimmering force field is created and will persist for 1 round per level of the caster. The field is one inch thick and will cover an area up to 20' x 20'. The field will block passages, doorways, or even cover pits. It is impervious to normal physical force, but hits by large creatures of 6 or more HD will reduce the duration by 1-4 rounds per strike. Magic (and possibly magical creatures) may pass through the field, but spells of 3rd level or below will be reduced to half strength.

OPTIONAL WILDERNESS ENCOUNTER TABLE

(MONSTERS ATTRACTED BY THE SUMMONS OF KADROH)

d20	Type	No.	AC	MV	HD	hp	Att.(Dam.)	ML	Special/Notes
1	Ogre	1	5	9	4	4d6	fists or club (1d6+2)	10	Carries sack filled with junk & 100-600 g.p.
2	Cultists	1d6	9	12	½	3 ea.	dagger (1d6-1)	6	One will always be a Cult Leader (w/ stats as in area 30) & 3 spells. Leader has 2d20 g.p.
3	Velociraptors	1d4	5	15	2	2d6 ea.	bite (1d6)	8	In wilderness setting, gain automatic initiative.
4	Giant Beetles	1d3	4	6/12	3	3d6 ea.	mandibles (1d6+1)	7	Can fly for 2 rounds, but must not fly next round.
5	Neanderthals	1d6	9	12	2	2d6 ea.	rocks & clubs (1d6)	6	10% chance per no. app. for large tusk worth 500 g.p.
6	Evil Ent	1	3	6	4	4d6	2 limbs (1d6 ea.)	9	May animate d6+1 plants/bushes statted as animated plants (area 2).
7	Evil Magic-Users	1d6	9	12	1	1d6-1 ea.	dagger or spell (1d6-1 or by spell)	6	2% chance per no. app. for 1 md. magic item. One spell each. If 5 or more, one is level 2 w/ 2 spells and a 1 st level book. Each carries s.p. = to 2x his h.p.
8	Evil Fighters	1d6	4	6	1	1d6+1 ea.	norm. weapon (1d6)	7	2% chance per no. app. for one level 1 treasure. Each has 1d8 gold & silver.
9	Skeletons	1d8	7	12	1	1d6 ea.	norm. weapon (1d6)	12	1% chance per no. app. for one weapon +1.
10	Giant Lizards	1d3	5	12	3	3d6 ea.	bite (1d6+2)	7	Length is 9'. Chameleon ability; Surprise on 1-4.
11	Gelatinous Sphere	1	7	15	4	4d6	roll over (1d6)	12	On hit, chr. caught in rolling sphere for auto dam. ea. md. Roll save to esc.
12	Land Sharks	1d3	4	9/6	3	3d6 ea.	claws or bite (1d6+2)	6	8' long. Huge teeth & claws Can tunnel through earth at 6' per round.
13	Lizard Men	1d4	5	6/12	2	2d6 ea.	claw, bite, or spear (1d6+1)	8	Each has pouch with 2d6 agates worth 1 s.p. ea.
14	Troglodytes	1d4	5	12	2	2d6 ea.	claws or clubs (1d6)	7	Chameleon ability; Surprise on 1-4. Body oils cause nausea; Save or -2 to all rolls.
15	Green Tiger Men	1d6	6	12	1+1	1d6+1 ea.	claw, bite, or ninja star (1d6)	9	Wear battle harness with 6 throwing stars each.
16	Giant Rattlesnake	1	5	12	4	4d6	bite (1d3 plus poison)	8	10'-12'; Poison is save or die in 3 turns. 25% for nearby lair with 1d4 treasures of level 1-3.
17	Carrion Crawlers	1d2	7	12	3	3d6 ea.	8 tentacles (paralysis)	9	Paralysis lasts 2d4 turns. Cure light wounds will remove.
18	Giant Wolf Spider	1d3+1	6	12/18	3	3d6	bite (1d3 plus poison)	7	5' diameter, Lair is ground burrow w/ 10% chance of 1 treasure (level 1-6).
19	The Watcher	1	-10	0/18	50	500	none (0)	12	Follows players for 1-6 turns but doesn't interact. DM may invent additional powers/abilities at will.
20	(Roll again twice for a combined encounter!)								



Even in the far gulfs of space, the struggle of Law against Chaos, Good versus Evil is eternal. But wherever evil is not extinguished, it will revive to exact vengeance on those who would keep it at bay...

...On the fringes of the realm, where civilization wanes and adventures begin, rumors are whispered of a castle that fell from the sky. Some say it has poisoned the land where it fell and nought but death can be within its walls. Some say creatures, foul and dangerous, have gathered at the dark fortress. But others, the treasure seekers and thieves who haunt the local taverns, scoff at such dire warnings and view them only as a thin ploy to keep adventurers from winning the vast treasure that surely waits within. To your ears have come these very rumors— and more: you have learned the location of the fallen sky-castle!

This item is part of a growing line of Planet Eris adventures, dungeons, and supplemental campaign materials. Other adventure modules currently available from The Scribes of Sparn include:

- Dungeon Module UR1 (The Tomb of the Sea Kings)**
- Dungeon Module HG1 (The Kringle Castle Invaders)**
- Dungeon Module SS1 (The Odboxx of Zoforon)**