



Under Shattered Mountain

Shattered Mountain... an evil landmark looming over the countryside. In ages past, the mountain roared as a volcano and rendered the surrounding area uninhabitable, and then suddenly went quiet. Centuries later, investigation by adventurers revealed the volcano's core to be mysteriously sealed off, although large tunnels appeared to meander through the ground underneath. In time, various creatures made those tunnels their homes, though few dared to strike out into the populated areas due to the champions which defended civilization.

However, things have recently changed for the worse; soothsayers for leagues around now say a devil lives under the mountain. Could such be true, or is it only the nattering of those too timid to delve beneath the shattered mountain?

If you enjoy this adventure, look for future releases in the **Advanced Adventures** line from Expeditionary Retreat Press.



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Advanced Adventures

Under Shattered Mountain

By James C. Boney



An OSRIC™ module designed for
5-8 adventurers of levels 9-12

Expeditionary Retreat Press

ADVANCED ADVENTURES MODULE #16

Under Shattered Mountain

by James C. Boney

AN ADVENTURE FOR CHARACTER LEVELS 9-12



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UNDER SHATTERED MOUNTAIN

Shattered Mountain... an evil landmark looming over the countryside. In ages past, the mountain roared as a volcano, and rendered the surrounding area uninhabitable, and then suddenly went quiet. Centuries later, investigation by adventurers revealed the volcano's core to be mysteriously sealed off, although large tunnels appeared to meander through the ground underneath.

In time, various creatures made those tunnels their homes, though few dared to strike out into the populated areas due to the champions which defended civilization. Evil tales were told concerning the fate of those who dared brave the slopes of the mountain and its labyrinth. Still, the occasional adventuring party will journey into the depths under the mountain in search of battle and wealth. Few are disappointed.

However, things have recently changed for the worse; soothsayers for leagues around now say a devil lives under the mountain. The devil Sheth, currently out of favor with his infernal overlords and banished to this plane, has decided to make Shattered Mountain the center of his new kingdom and he plans to start with awakening the volcano's heart...

STOP! If you plan to participate as a player in this adventure, then you should stop reading here. Further knowledge of this module's contents will only spoil your game play.

Notes for the Gamemaster: Shattered Mountain is a module of two parts. The first part details the tunnels underneath and the various denizens occupying many of the caverns found here and there. The labyrinth map shows twelve keyed encounters (labeled A through L), with each encounter fully explained below. The GM is highly encouraged to introduce his own designed encounters wherever a tunnel branch leads to a dead end on the map.

The second part is comprised of Sheth's lair and his attendants. Again, you're highly encouraged to thoroughly read that section and gain a good understanding of its details as Sheth has taken great pains to make his lair secure... not only against the wayward citizen of the labyrinth, but the occasional adventuring party. Sheth intends to summon the vast pools of magma still deep under Shattered Mountain with an arcane spell he learned from deep in Hell. The spell will only work when the moon is dark, so the GM must determine through his own campaign rules the length of time until the next dark of the moon. That's how long the party has to find and defeat Sheth's plans. The plan also includes the sacrifice of the succubus Mascica; should she be freed beforehand, Sheth's time table is seriously delayed until his forces can find and capture another one.

This module is designed for 5-8 player characters of levels 9-12. Many encounters in this module may prove themselves to be more than a challenge to the players. Indeed, do not be surprised if the use of this adventure results in a total party kill. As the GM, you should remain impartial, applying the roll of the dice evenly against PC or monsters. The only exception to this standard is when truly superior playing skills suddenly become hampered by bad dice rolls. In this case, you may be inclined to give that player a break lest he become discouraged. In the end, you are the final arbiter of what happens at your gaming table... just remember that an even-handed game is many magnitudes better and more fun than a cake walk or harsh judgments on your part.

Using this module will require some preparation on your part should you choose to flesh it out with your own material. This is an excellent opportunity for you to make use of those new monsters which you've yet to spring on your players. On the other hand, the module is ready to play with little to no preparation; in any case, you should read through the encounters at least twice to make sure you understand all of the details.

Alternatively, the party may discover the labyrinth and explore it with little or no knowledge of Sheth and his plans. If this is the case,

exploration may take many game sessions. If the time between trips is one week or more, many of the encounters may reinforce themselves during the party's absence. Use your own judgment in what or how many appear, but never make encounter numbers more than what is listed in this work.

Campaign Placement: This adventure should be put near any mountain range in your game world. There should be several towns nearby that would be threatened by the sudden activation of a volcano, and thus making the threat all the more real. At least one of these town should be within walking distance of Shattered Mountain and should have ample supplies and sources of healing for the party should the occasion arise (and it will). Due to the potential for danger, no merchant or business will extend the party members any credit; all purchases will be cash on the barrel and at 150-175% book price.

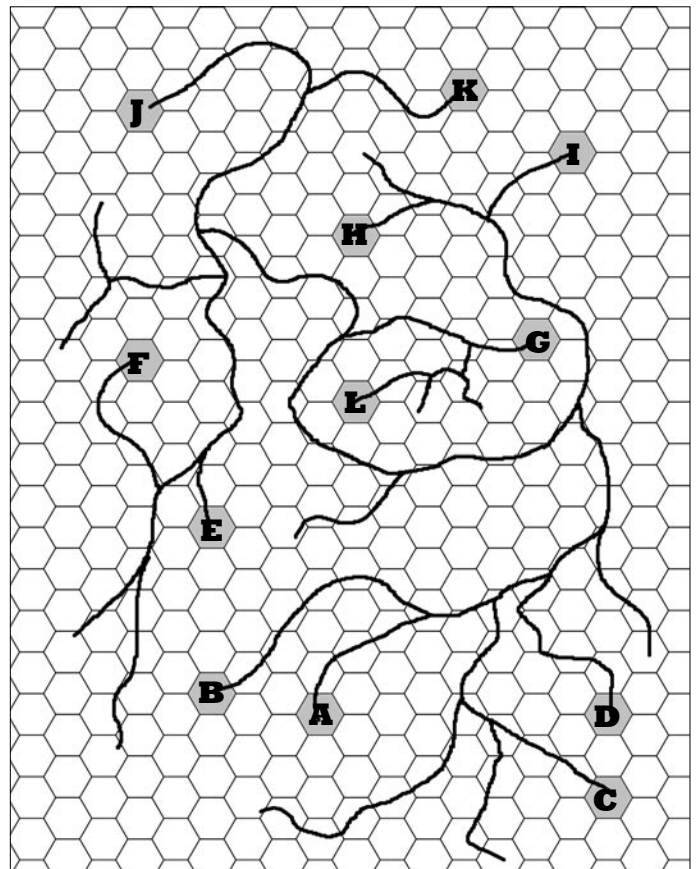
The Labyrinth: The meandering tunnels underneath Shattered Mountain extend for miles in every direction and vary in size, though the average tunnel is between 15 and 30 feet in diameter and up to 15 feet in height in the places nearest an encounter hex. The labyrinth map is laid out in hexes; each hex represents roughly one mile. Given the relatively smooth floors of the tunnels (unless otherwise noted), travel through the tunnels is measured by the movement rate of the slowest member of the party.

Random Encounters: The GM should check for wandering monsters once per hex by rolling 1d6. A roll of one indicates a monster has been encountered; roll a further 3d6x10 to determine the initial distance between the two groups once one has become aware of the other. Camping outside of an encounter hex or otherwise being stationary for more than four hours at once requires two encounter rolls be made.

If a wandering monster is present, roll on the following table to determine the nature of the encounter (2d10):

THE LABYRINTH OF SHATTERED MOUNTAIN

EACH HEX EQUALS 1 MILE



- 2 -**1-2 Xorn** (AC: -2; HD: 7+7; HP: 49, 42; ATKS: 4; DAM: 1-3 (x3), 6-24; Special: surprise on 1-5, spell immunities)
- 3 -**1-4 Ankhveg** (AC: 2/4; HD: 8; HP: 64, 56, 48, 40; ATKS: 1; DAM: 3-18+1-4; Special: squirts acid)
- 4 -**1-3 Medusae** (AC: 5; HD: 6; HP: 36, 42, 48; ATKS: 1; DAM: 1-4+poison; Special: gaze petrifies)
- 5 -**1-8 Minotaurs** (AC: 6; HD: 6+3; HP: 39, 45, 51; ATKS: 1; DAM: 2-16; Special: track by scent)
- 6 -**Behir** (AC: 4; HD: 12; HP: 72; ATKS: 2; DAM: 1 and 1 or 1 and 6; DAM: 2-8/2-5 or 2-8/1-6(x6); Special: lightning, immunities)
- 7 -**1-6 Trolls** (AC: 4; HD: 6+6; HP: 54, 48, 42, 36, 30; ATKS: 3; DAM: 5-8/5-8/2-12; Special: regeneration)
- 8 -**1-4 Stone Giants** (AC: 0; HD: 9+1d3; HP: 73, 65, 70; ATKS: 1; DAM: 3-18; Special: hurls rocks)
- 9 -**11-20 Troglodyte War Party** (AC: 5; HD: 2; HP: 12[x10], 10[x5], 8[x5]; ATKS: 3 or 1; DAM: 1-3/1-3/2-5 or by weapon; Special: stench)
- 10 -**2-10 Ogres** (AC: 5; HD: 4+1; HP: 29[x5], 25[x5], 21[x5], 17[x5]; ATKS: 1; DAM: 1-10; Special: none)
- 11 -**100-1,000 Bats** (AC: 8; HD: 1-2 hps; HP: 1 each; ATKS: 1; DAM: 1; Special: swarm)
- 12 -**2-10 Giant rats** (AC: 7; HD: 1/2; HP: 3 each; ATKS: 1; DAM: 1-3; Special: disease)
- 13 -**3-6 Wererats** (AC: 6; HD: 3+1; HP: 22[x8], 19[x6], 16[x4]; ATKS: 1; DAM: 1-8(sword); Special: surprise on 1-3, infectious bite)
- 14 -**3-10 Stirges** (AC: 8; HD: 1+1; HP: 7 each; ATKS: 1; DAM: 1-3; Special: drain blood)
- 15 -**2-4 Wraiths** (AC: 4; HD: 5+3; HP: 43[x5], 38[x3]; ATKS: 1; DAM: 1-6; Special: energy drain, special defenses)
- 16 -**1-3 Shambling Mounds** (AC: 0; HD: 8; HP: 64, 56, 48; ATKS: 1; DAM: 2-16/2-16; Special: suffocate)
- 17 -**Giant Slug** (AC: 8; HD: 12; HP: 72; ATKS: 1; DAM: 1-12; Special: spits acid)
- 18 -**1-3 Ropers** (AC: 0; HD: 10; HP: 70, 70, 60; ATKS: 1; DAM: 5-20 or poisonous strands; Special: poison)
- 19 -**11-20 Duergar** (AC: 4; HD: 1+2; HP: 10[x8], 9[x5], 8[x7]; ATKS: 1; DAM: 1-8; Special: save at +4)
- 20 -**3-8 Giant Horseflies** (AC: 5; HD: 6; HP: 48, 42, 36; ATKS: 1; DAM: 2-16; Special: jump)

The Labyrinth Encounter Key

- A. ENTRANCE: A lonely tunnel mouth reaches down into a hillside. Roughly fifteen feet high and almost as wide, the surrounding dirt and gravel show ample signs of passage both into and out of this entrance. Huge timbers support the whole structure, and casual examination will reveal years of graffiti adorning these weathered beams.
- B. TROGLODYTE NEST (see map B): A den of trogs have taken residence here.
- 65 Troglodytes** (AC: 5; HD: 2; HP: 12 each; ATKS: 3 or 1; DAM: 1-3/1-3/1-5 or by weapon; Special: stench)
- The creatures keep an advance guard of 15 in the area marked A, sleep in the area marked B, and keep their treasure in area C. Trogs met and defeated as wandering monsters within the labyrinth should be subtracted from the numbers in area B.
- Their treasure trove consists of 2,000 gp, 26 gems (12 worth 10 gp, 10 worth 250 gp, 4 worth 500 gp), a jeweled dagger (actually a magical **dagger +2**), **4 potions of extra healing**, and a quiver holding **7 arrows +2**.
- C. RED DRAGONS (see map C): **Ghobar** and **Arlamienik**, a mated pair of very old red dragons reside here. Having their privacy intruded upon several times over the years, the pair have set a trap for interlopers. Roughly 2,000 gp have been spread around the mouth of area D in order to entice the curious into fully entering area A. Ghobar lairs in area B while

Arlamienik occupies area C. Once intruders have crossed into area A, both will emerge and unleash their fiery breath. They will attempt to support each other in further combat, should anyone survive the initial assault. Both speak and use magical spells as listed below.

2 Very old red dragons (AC: -1; HD: 10; HP: 80, 70; ATKS: 3; DAM: 1-8/1-8/3-30; Special: breath weapon for 70 HP damage three times a day; spell use)

Spells: (Ghobar) **Affect normal fires, dancing lights, ESP, gust of wind, massmorph, web**; (Arlamienik's) **Darkness 15-foot-radius, dispel magic, fear, hold person, levitate, light, unseen servant**

Each sit upon their respective treasure hordes: (Ghobar) 10,400 cp, 2,500 gp, 47 gems (30 worth 50 gp, 12 worth 100 gp, 5 worth 250 gp), a **potion of heroism**, a **wand of frost** (30 charges remaining), a **medallion of ESP**, a **scroll of dimension door and magic mouth**, a **scroll of duo dimension**, a **scroll of flame strike**; (Arlamienik) 5,000 gp, 82,000 sp, 2,000 pp, a **potion of stone giant control**, a **potion of longevity**, a **potion of ESP**, and a **potion of delusion**.

- D. TROLLS (see map D): This evil smelling lair is littered with the bones of the prior explorers who fell into the jaws of these **12 trolls** (AC: 4; HD: 6+6; HP: 36 each; ATKS: 3; DAM: 5-8/5-8/2-12; Special: regeneration). Indeed, the outer cave is filled with no less than fifty or more skeletons of various species, all stripped of anything valuable. The trolls live in the area marked A, where they also pile their treasure (see below). The area marked B has a large hole which can be followed to another level, should the GM desire to create one; if not, simply rule that it tapers off after a few dozen feet or so.

The troll's treasure is as follows: 11,010 sp and 4,340 gp, all bagged up in old sacks.

- E. EARTH ELEMENTAL (see map E): This series of caves are typically empty except for one denizen... an **earth elemental** of the largest size which has been magicked to forever stay here. When the party first enters, the elemental will appear as one more stalagmite in the central area. After they have passed to look into one of the branches, the elemental will animate and attack until destroyed or the party is eliminated/fled the area.

Earth Elemental (AC: 2; HD: 16; HP: 96; ATKS: 1; DAM: 4-32; Special: +2 or better weapon to hit).

- F. SALAMANDERS (see map F): The most remote area in this cavern complex is the home to a group of **5 salamanders** (AC: 5/3; HD: 7+7; HP: 56 each; ATKS: 2; DAM: 1-6+heat/2-12+heat; Special: +1 or better to hit). Their lava pits are grouped around a large statue (in area A) which they will defend to the death.

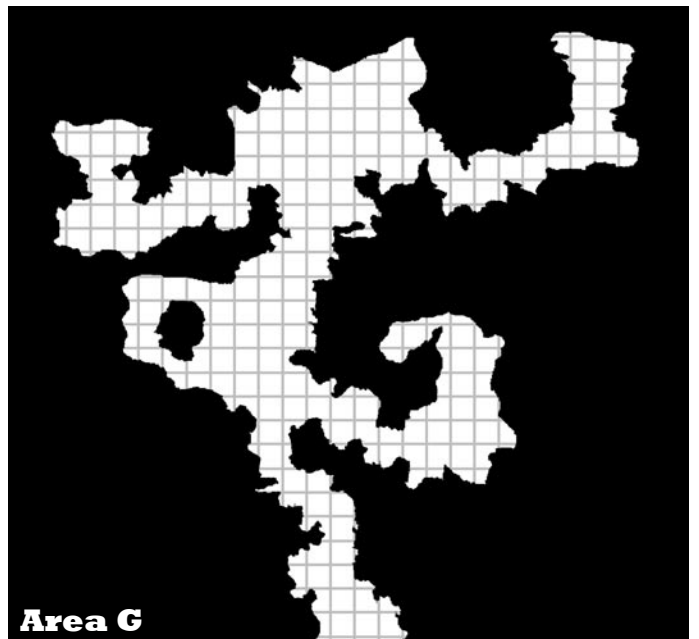
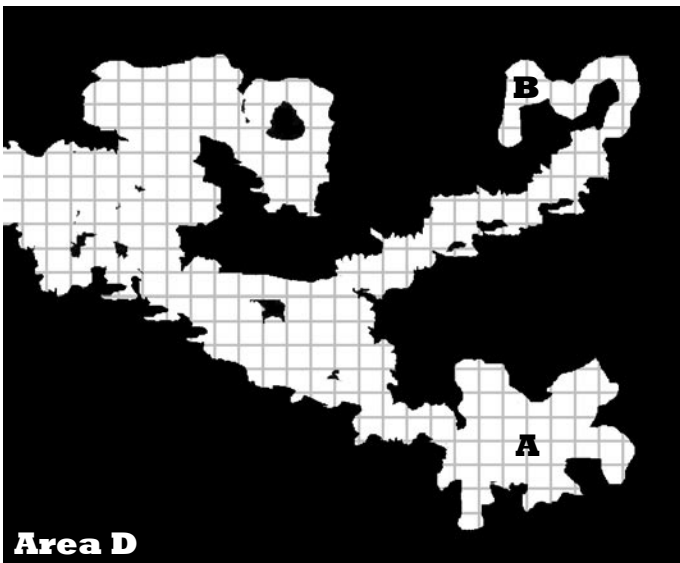
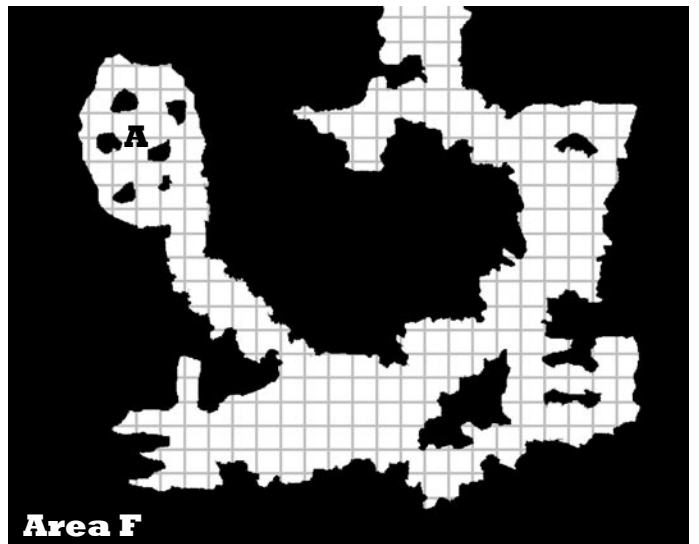
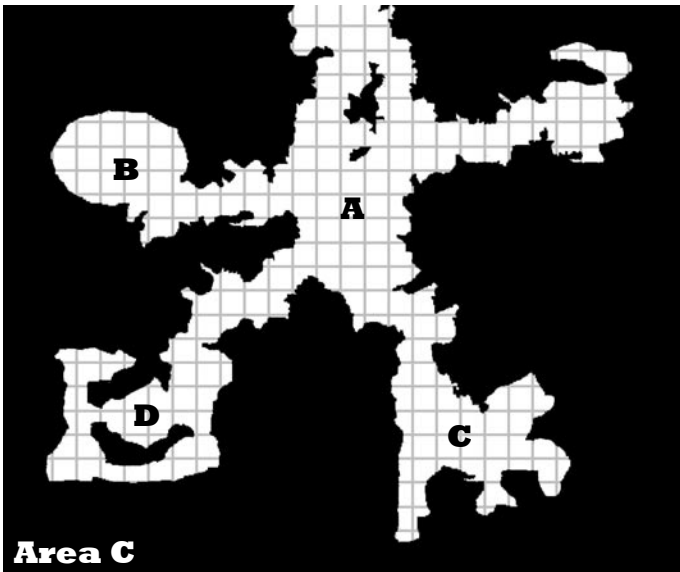
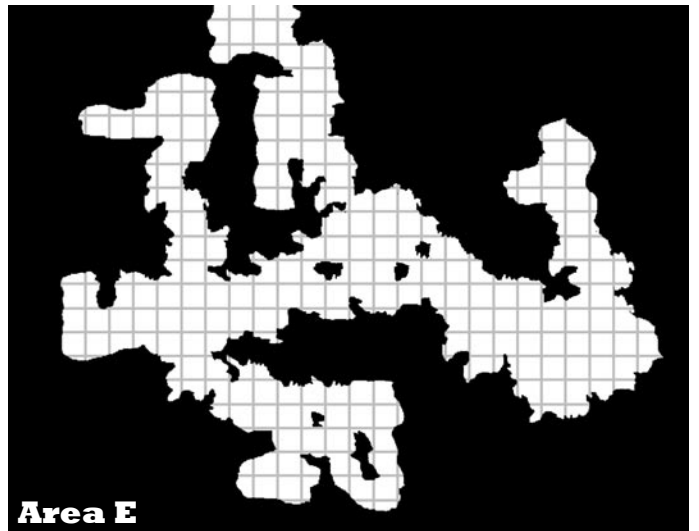
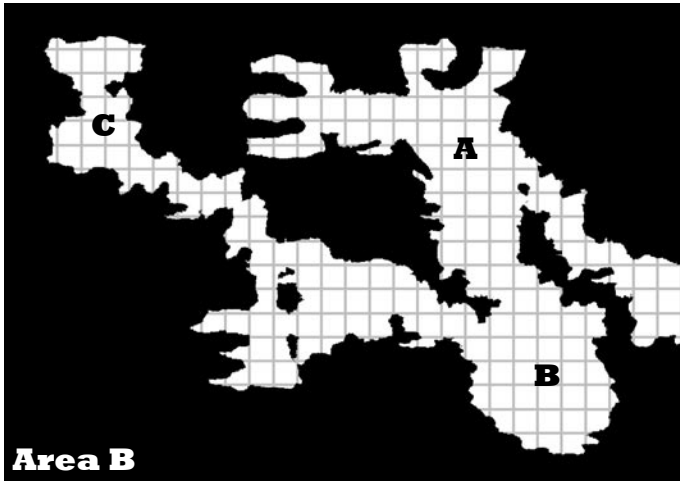
If the salamanders are defeated and the statue is investigated, an examination will definitely show a compartment in its base (and possibly the trap that guards it). If the trap is sprung, all within 30 feet will be sprayed with a green mist which will reduce the victims' height to 2-10 inches for 3 hours (save vs. poison will negate this effect). The compartment holds a large trunk filled with 3,000 pp and a small intact platinum crown worth 2,500 gp.

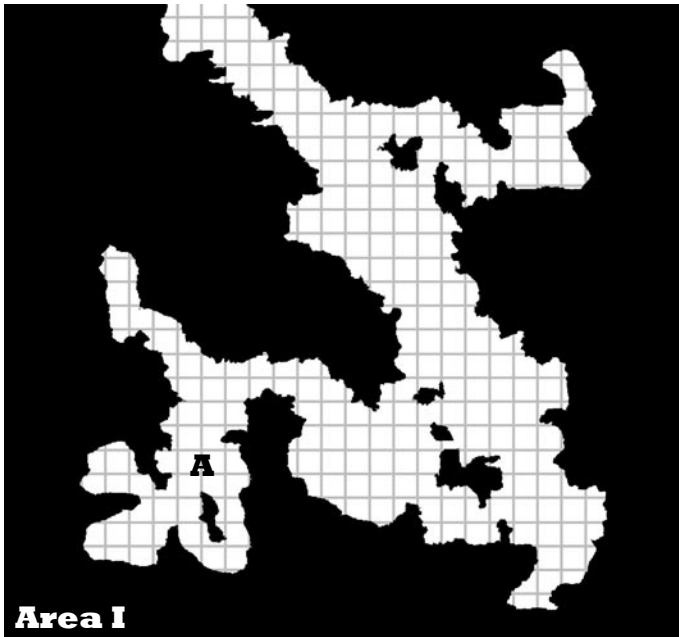
- G. SPECTRES (see map G): If the party chooses to enter this cavern, they will immediately see the remains of a good sized battle. Skeletons by the dozens are everywhere... many appears to have died locked in combat with each other. A selection of remains seem to have been blasted by a fireball. All have been stripped clean of their gear, clothing, and equipment.

On a higher, jagged elevation is another skeleton seated against a large rock as if surveying the scene. Strapped to his waist is a belt holding a large scabbard and sword. Close

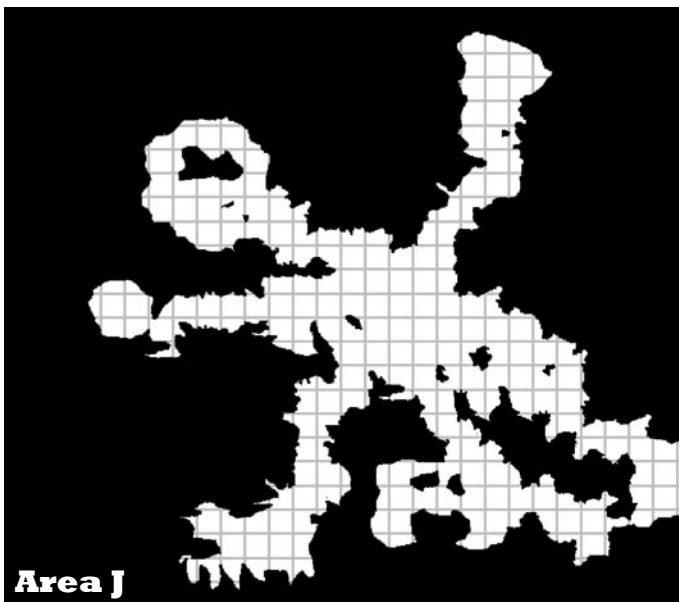
MAPS OF THE AREAS WITHIN THE LABYRINTH OF SHATTERED MOUNTAIN

EACH SQUARE EQUALS 10 FEET

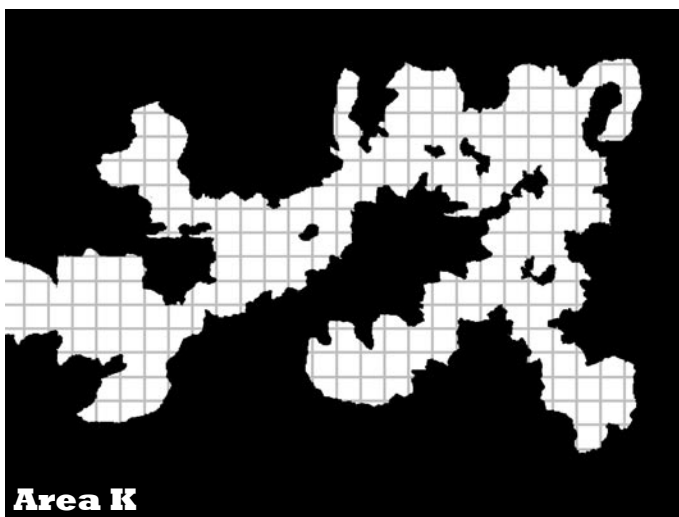




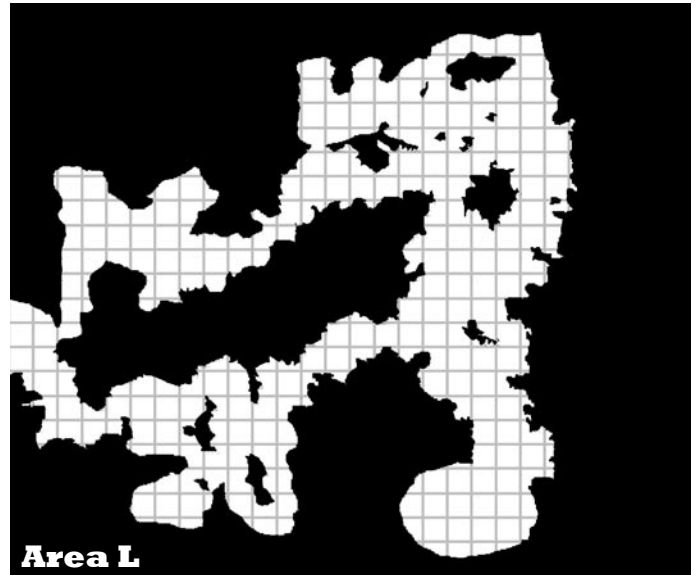
Area I



Area J



Area K



Area L

inspection will show the blade is glowing white in the scabbard. If the blade is touched, seven **spectres** will attack the party from behind (the creatures were hovering in wait near the ceiling of the tunnel entrance and can only be spotted beforehand on a roll of 1 in 10 if the party is actively searching the ceiling).

7 Spectres (AC: 2; HD: 7+3; HP: 45 each; ATKS: 1; DAM: 1-8+ level drain; Special: +1 or better weapon to hit, immunities, magic resistance)

The sword is a **bastard sword +2, +4 vs undead**. It glows white if undead are within 250 feet, and twice per day the wielder may turn undead as if he were an 8th level cleric.

H. SHETH'S DOMAIN: See the detailed area description.

I. UNDERGROUND MUSHROOM FOREST (see map I): When coming within 40 feet of this cavern complex, even the dullest PC will be able to smell the pungent odors of mold and decay. This entire area is covered with mushrooms and other assorted fungi... the floor giving only limited paths for the visitor to move about.

This is the shadowy realm of **Valjus**, a druid devoted to the fungi forms instead of the green world above. Beginning life as slightly loopy, living here for 50 years has driven him completely over the edge. He will treat all visitors with great suspicion and venom. Those who don't immediately present a very good reason for being in his domain ("very good" subject to his definition) will be attacked and destroyed by him and his minions. Likewise, harming just one of his charges will provoke attack. Once combat is joined, Valjus cannot be reasoned with, and will not surrender.

Valjus (AC: 4; 10th-level druid; HP: 50; ATKS: 1; DAM: 1-8+2; Special: druid abilities and spells) His spells are:

- First: **detect magic, entangle, faerie fire (x2), pass without trace**
- Second: **charm person, fire trap, obscurement, trip**
- Third: **call lightning** (which inexplicably works in this cavern), **plant growth, summon insects**
- Fourth: **dispel magic, hallucinatory forest, plant door**
- Fifth: **insect plague, wall of fire**

Valjus wears a leather jerkin and wields a **scimitar +2** and has **4 potions of extra healing** on his person. His hut is deep within the fungi forest (marked on the map as "A"); it holds many herbal salves brewed from mushrooms, a little food, and a locked chest holding a blemish blotter, two jars of restorative ointment, 350 gp and 2,400 sp.

Many of the denizens of this place feel the same way about interlopers as Valjus does. At his command are the following creatures:

6 Giant centipedes (AC: 5; HD: 3; ATKS: 1; DAM: 1-3+ poison; Special: none)

3 Shambling mounds (AC: 0; HD: 10; HP: 60 each; ATKS: 2; DAM: 2-16/2-16; Special: suffocation)

7 Agarinids (see *new monsters*) (AC: 4; HD: 4; HP: 24 each; ATKS: 2; DAM: 1-4/1-4 +irritation paralysis; Special: +1 or greater weapon to hit)

4 Violet fungi (AC: 7; HD: 3; HP: 18 each; ATKS 4; DAM: 4 spore attacks; Special: spores rot flesh)

5 Shriekers near the entrance to this area (AC: 7; HD: 3; HP 15 each; ATKS: none; DAM: none; Special: shrieking)

J. GARGOYLES (see map J): 12 of these fearsome creatures lurk in this area in tandem with a murder of cavern crows (see *new monsters*). Entrance to this area will invite an immediate attack. The **cavern crows** will hold back until the **gargoyles** strike first, and then attack any wounded PCs once they smell the blood.

12 Gargoyles (AC: 5; HD: 4+4; HD: 32 each; ATKS: 4; DAM: 1-3/1-3/1-6/1-4; Special: +1 or better weapons to hit)

30 Cavern crows (see *new monsters*) (AC: 4; HD: 2; HP: 12 each; ATKS: 1; DAM: peck for 1-6; Special: Confusion, camouflage)

Initial investigation of this area will reveal nothing. A thorough search will show an unusual shape on the far wall. Underneath a thin crust of rock is a skeleton secured to the wall with iron bands of binding. The skeleton is still wearing a **brooch of shielding** (70 points remaining) and a **ring of regeneration**.

K. STONE GIANTS (see map K): A wandering party of stone giants have taken up residence here with the idea of sending for more of their cousins in the future. At present, only eight of the humanoids are here with 4 cave bears taken and tamed from the nearby hills. If attacked, the giants will quickly defend themselves. If encountered and treated civilly, the giants will be respectful toward the adventurers and may provide information concerning other areas of the labyrinth. If so, they know the following bits of information:

- the location of Sheth's domain.
- the druid Valjus is mad and virtually attacks on sight
- the location of the salamanders and the red dragons
- the location and general number of troglodytes

8 Stone giants (AC: 0; HD: 9+1d4; HP: 65 each; ATKS: 1; DAM: 3-18; Special: throw boulders)

4 Cave bears (AC: 6; HD: 6+6; HP: 42 each; ATKS: 3; DAM: 1-8/1-8/1-12; Special: hug for 2-16)

Their treasure horde is small but valuable. It is hidden near their main camp and consists of: 1,100 gp, 10 gems (5 worth 250 gp, 4 worth 500 gp, and 1 worth 1,000 gp), 2 necklaces worth 550 gp each, 2 rings worth 150 and 250 gp, a **protection from magic scroll** and a **periapt of wound closure**.

L. SPIRIT NAGA LAIR (see map L): These caverns are occupied by a pair of **spirit naga** and their slaves.

2 Spirit Naga (AC: 4; HD: 10; HP: 70, 60; ATKS: 1; DAM: 1-3 + poison; Special: charm gaze, spells)

Naga #1 has the following spells: (Clerical) **light, protection from good, resist cold, hold person, snake charm**; (Magical) **magic missile, shield, enlarge, affect normal fires, invisibility, stinking cloud, lightning bolt**

Naga #2 has the following spells: (Clerical) **protection from evil, detect magic, cause fear, resist fire, silence 15 feet radius**; (Magical) **light, push, sleep, unseen servant, darkness 15 feet B, ray of enfeeblement, dispel magic**

The two have magically enslaved the following creatures who will follow commands without question:

10 Bugbears (AC: 5; HD: 3+1; HP: 25 [x4], 22[x4], 19[x2]; ATKS: 1; DAM: 2-8; Special: surprise on 1-3)

12 Grimlocks (12 AC: 5; HD: 2; HP: 16[x4], 14[x5], 12[x3]; ATKS: 1; DAM: 2-8 [broadswords]; Special: see description)

25 Kobolds (actually only the leader is charmed and the others follow his lead; if he is killed, the others are likely to scatter should their numbers be under 50%) (AC: 7; HD: 1-4 HP; HP: 4[leader], all others 3; ATKS: 1; DAM: 1-6 [spear])

5,060 cp, 4 gems (worth 100, 100, 250, and 250 respectively), a **longsword +1, +3 vs. lycanthropes & shape changers**, a suit of dwarven sized **chain mail +1**, a **potion of heroism**, a **scroll of black embrace** (see *new magical spells*), a **ring of rotting** (see *new magical items*) and **bracers of defense** (AC 7).

KEY TO LEVEL ONE OF SHETH'S DOMAIN

The cavern complex (H on the map) at the end of this tunnel was transformed into a veritable fortress at some point in the past. Sheth has further reinforced the place and filled it with followers to defend it. It has two levels.

A party approaching the complex doors will be detected 30% of the time from roughly 250 feet away. If detected, a welcoming party will be assembled in ROOM 2 in case the adventurers get past the gorgons. If they haven't been detected, then all residents here will be encountered in lair unless otherwise indicated.

1. GORGON GUARDIANS: A trio of charmed **gorgons** are kept on guard here at all times. They have been trained not to attack anyone when Sheth is present (unless he directs otherwise). All intruders in this area will be immediately attacked, first with breath weapon (when the party is within range) and then with their gore attack.

3 Gorgons (AC: 2; HD: 8; HP: 64, 56, 56; ATKS 1; DAM: 2-12; Special: breath petrifies)

The gates are large doors of 15 feet in height, 10 feet in width, and made from obsidian. They are not locked, but they are magicked to deliver a powerful jolt of electricity to all within 10 feet when touched (3-18 HP; save vs breath weapon for half) if the proper password "Sheth" is not voiced.

To the right of the doors, in the stone wall, is a secret door leading to ROOM 10. Normal searching will reveal it only on a 1 in 8 (regardless of race) due to the cunning of its design. Magical detection will work only some of the time; when such magic is used, roll percentile dice; A roll of 30% or less will reveal the door. Subtract 5% for each point of INT of the searcher above 14. This secret door is unknown to the inhabitants of Sheth's domain.

2. THE GREAT HALL: This large hallway has been transformed from normal stone to a substance rock-like yet apparently alive. Observation will see erratic currents swimming through

the walls, ceiling and floor with an unnerving effect on the eye. Each PC must successfully make a saving throw against paralysis or suffer an unusual side effect: the swimming pattern will play havoc with a PCs equilibrium while in this room. A failed save will inflict a -3 to all rolls while here; likewise, the affected PC will lurch and stumble as if drunk. The effect will last for 1-3 turns after leaving this area.

Lurking here are three **imps** (AC: 2; HD: 2+2; HP: 14 each; ATKS: 1; DAM: 1-4+poison; Special: see description) who are invisible. If they see party members suffering from the effects of this room, they will polymorph into the shape of goats and use their suggestion ability to influence the afflicted PCs into doing stupid things. If attacked, they will flee to ROOM 4 and seek reinforcement from the green scaly devils there.

3. THE HALL OF MANY ECHOES: The portals to this area are magically held (requiring a **dispel magic** against a 12th-level magic user to break). Beyond the doors lies a gem-shaped chamber of unusual height (40 feet). Many torches illuminate this area at 6 feet, 12 feet, and again at 18 feet, but investigation will reveal no heat emanating from them. At the end of the room is a recess holding a golden statue.

This room had been designed as a trap by the former occupants to catch intruders. Once a party member touches the statue, the doors will slam shut and become held again. After a few seconds, a series of 20 **magic mouths** will appear along the walls and begin screaming. The screams will amplify with the dimensions of the chamber and become overwhelming within 30 seconds. All PCs in the chamber not protected by magic (or having their ears heavily stoppered) must successfully save vs. breath weapon at -3 or become stunned unconscious.

If the party somehow manages to defeat the effects of the room and gain the statue: removing it proves to be the failsafe that stops the echo effect and open the doors. The statue is worth 2,500 gp.

If the entire party manages to get themselves trapped and incapacitated here, Sheth will send his minions to collect them and secure them in the prison on level 2. At this point, it's pretty much over for the PCs, unless the GM would care to allow someone to try and talk their way out of the situation.

4. CHAMBER OF SPORT: If not alerted by the imps in ROOM 2, 6 **green scaly devils** are amusing themselves here through torturing a fired troglodyte with random jabs from their pole arms. Assorted remains in various stages of decomposition around this room serve as evidence that isn't the first time this has happened. The walls of this chamber have been painted a pasty white akin to death palor.

6 Green scaly devils (AC: 3; HD: 6; HP: 36 each; ATKS: 1; DAM: 1-6+4 plus special; Special: see description)

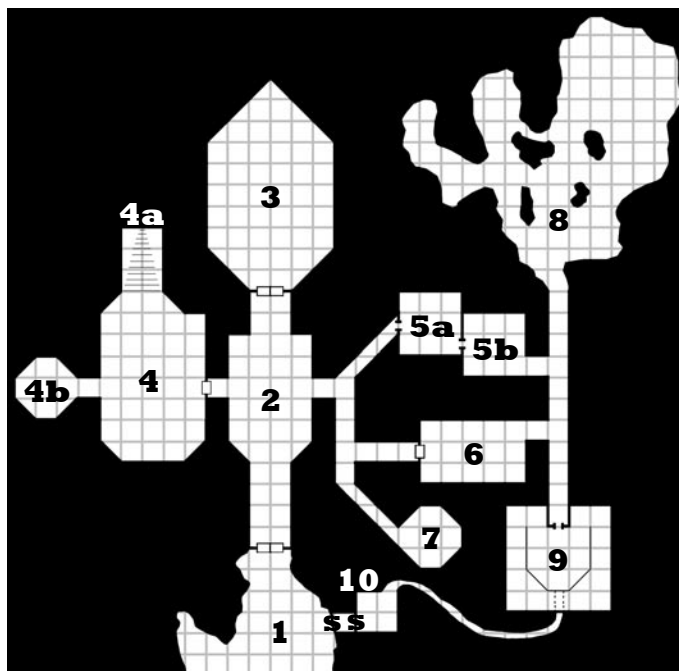
The trog has 1 HP left and will offer no resistance to its rescuers should the devils be defeated by the party.

The stairs at 4A lead to the second level. 4B serves as a prison for any intruders captured here for further attention. The floor is metal and has a magnetic effect strong enough to hold fast the iron in a prisoner's blood. Escape is possible only if a prisoner is pulled from outside.

- 5A and 5B. TWIN ROOMS: These two rooms are occupied by three **stone golems** each. As a room is entered, the occupants of that room will activate and step forward; the middle golem will speak a pass phrase in a language long dead and wait 20 seconds for a reply. If the correct one is not forthcoming, the trio will attack. 1-6 combat rounds later, the trio from the other room will activate and join the attack as well. Of course, the party has

LEVEL ONE OF SHETH'S DOMAIN

EACH SQUARE EQUALS 10 FEET



no way of knowing the password or even that it is a password sought. The golems will not pursue outside these two rooms.

6 Stone golems (AC: 5; HD: 60 HPS; ATKS: 1; DAM: 3d8; Special: casts slow every other round)

6. GUARDIANS: 3 **barbed devils** (AC: 0; HD: 8; HP: 56 each; ATKS: 3; DAM: 2-8/2-8/3-12; Special: see description) stand guard here. They keep an eye on the lamia and her slaves in ROOM 8, and will also investigate any loud disturbances in ROOM 2.

There are four iron cages hanging in this room; two are occupied by skeletons from former trespassers. Any PCs captured will be placed in these until Sheth appears to deal with them.

7. TOMB: This small chamber hosts a white marble slab of stone 7 feet long, 4 feet wide and 3 feet high. The remains which occupy it are cursed with a **black embrace** (see new magical spells) cast at 15th level ability.

The slab itself holds a secret compartment under the head which may be found through search on a 1 in 6 chance. The compartment contains a small box with 4 **beads of force** and a **ring of rotting** (see new magical items).

8. LARGE CAVERN: **Seska**, a lamia and former resident of this complex before Sheth took over, is confined here. She is occasionally thrown a prisoner for her amusement, and has charmed the best as her personal court, biding her time until she has enough strength to force her way out of here. Sheth is well aware of her intentions and relishes the thought crushing Seska's hopes at the last possible instance. He has ordered an eye kept on her at all times.

Seska the lamia (1; AC: 3; HD: 9; HP: 72; ATKS 1; DAM: 1-4; Special: spell abilities).

Tosk the fighter (Human male; AC: 3; 8th-level fighter; HP: 74; ATKS: 1; DAM: 1-8+2; Special: none). Tosk has a **longsword +1** and high strength. He wears plate mail.

Garev the fighter (Human male; AC: 4; 7th-level fighter; HP: 56; ATKS: 1; DAM: 2-8+1; Special: none). Garev has high strength, wields a broadsword and wears chain mail.

Adjooth the mage (Human male; AC: 8; 8th-level magic user; HP: 24; ATKS: 1; DAM: 1-4; Special: spells). Adjooth has a **wand of ice** (30 charges) and a **sapirik** (see *new magical items*). His spells are:

- First: **charm person, light, push, shield**
- Second: **invisibility, stinking cloud, web**
- Third: **dispel magic, hestler's verbal disrupter** (see *new magical spells*), **hold person**
- Fourth: **fumble, polymorph other**

Mutt the troll (AC: 4; HD: 6+6; HP: 42; ATKS: 3; DAM: 5-8/5-8/2-12; Special: regeneration)

Seska has cast an illusion of a hospitable place here. Her slaves will be gathered around a gaming table and will greet the adventurers with friendly faces and offers of ale. Seska herself will appear as a withered old grandmother. Once the party has dropped its guard, her slaves will attack; Seska will hang back to use her spell abilities to even the odds.

Her treasure is kept at the back of the cave along with that of her slaves. An unlocked trunk holds: 2,300 gp, 8,005 sp, Adjooth's spell book, and a silver drinking flask which is actually a **flask of dala** (see *new magic items*).

9. ROOM OF THRONES: The passage empties into a medium-sized room with two ramps leading to a raised area in the south. Five thrones dominate the raised area. If all five thrones are filled at once, the occupant of the middle (and larger) throne will be able to see the layout of this level and the one below as if using a **wizard eye** spell for 2-4 turns. All denizens of this place can be seen by the gazer, though hidden or invisible items will stay that way.

Below the thrones, on the lower level, a secret door opens to a 3 feet wide tunnel which leads to ROOM 10.

10. HIDDEN ROOM: Sheth is unaware of this tucked away room. This 20 feet by 20 feet area holds emergency rations (long rotted), assorted weapons (wooden parts rotten and metal rusted) and a small locked trunk. The trunk is trapped with dissolving poison (if not disarmed, then save vs poison or the immediate 10 feet area in front is sprayed with a poison that destroys flesh and causes an agonizing death within 1-6 hours unless removed). The contents are: a bag holding 500 pp, a silver **toe-ring of speed, cloak and boots of elvenkind**, a **potion of levitation**, **4 potions of extra-healing**, and a **ring of fire resistance**.

A secret door leads out a passage to the secret door described in ROOM 1. Sheth is not aware of it.

KEY TO LEVEL TWO OF SHETH'S DOMAIN

1. STAIRS LANDING: If a PC of good alignment sets foot on this landing, then all will be affected as if attacked by a stinking cloud. While the party deals with this, the guardian in ROOM 2 will act as described below.
2. GUARDIAN URN: The center of this chamber is dominated by a large urn, stoppered but with vent holes near the top. The urn is occupied by an **afreet** who serves as guardian of this area. He will know when someone has descended the stairs and will wait to see if the stinking cloud trap is activated. If this occurs, the afreet will create an illusion of a large pit at the foot of the stairs with a blank wall past that.

Should the party get past the illusion and into this area, the afreet will attack with as much noise as possible to attract other denizens of this level such as the nilbogs in ROOM 9.

Afreet (AC: 2; HD: 10; HP: 70; ATKS: 1; DAM: 3-24; Special: see description)

3. POOL OF MAGMA: Once the door from ROOM 2 is opened, the party will be able to feel the heat emanating from this room. This chamber is dominated by a large pool of magma, churning and bubbling as if in anticipation. It is here that Sheth intends to resurrect the Shattered Mountain's volcanic activity by releasing the trapped magma below from here, through the passageways and up through the vent in ROOM 11. The heat here is incredible; coming within 30 feet of the room itself will inflict 2-8 HP damage per turn unless the PC is somehow protected from normal heat. Standing next to the pool itself will inflict 2-24 HP per turn unless likewise protected. The bone devils avoid this area at all costs.
4. THE HIDDEN SPIRIT: Sealed within this room (due to the magical nature of the walls) is the evil spirit of a former resident, now a **ghost** (1 AC: 0; HD 10+1; HP: 80; ATKS: 1; DAM: special; Special: see description). Clerics will find, to their dismay, that the nature of this room prevents the use of spells above 3rd level and reduces their ability to turn by 2 levels.

The room itself was once the picture of splendor. A large four-poster bed sits in the south part of the room, while the northern part holds a large table, four chairs, and a chest-of-drawers (now filled with disintegrated clothes). Various portraits, now ragged and decayed, adorn the walls; behind one is a wall safe holding: 2 necklaces worth 1,500 and 1,000 gp, a bag of 25 gemstones worth 100 gp each, and a clerical **scroll with speak with dead, tongues**, and **protection from evil 10 foot radius**.

5. KENNEL: Sheth keeps a pack of hell hounds here, and this is also where dead interlopers are disposed of. If released, they will roam this level in trios looking for anyone who isn't supposed to be here.

15 Hell hounds (AC: 4; HD: 6; HP: 48[x4], 42[x5], 30[x5], 24; ATKS: 1; DAM: 1-10 or breath fire; Special: surprise on 1-4 in 6, breath fire for 6 HP damage)

6. SHETH'S TREASURE ROOM: Adventurers capable of looting this room are in for a haul. Sheth keeps all items taken from previous intruders here along with tribute given to him by his court from their raids.

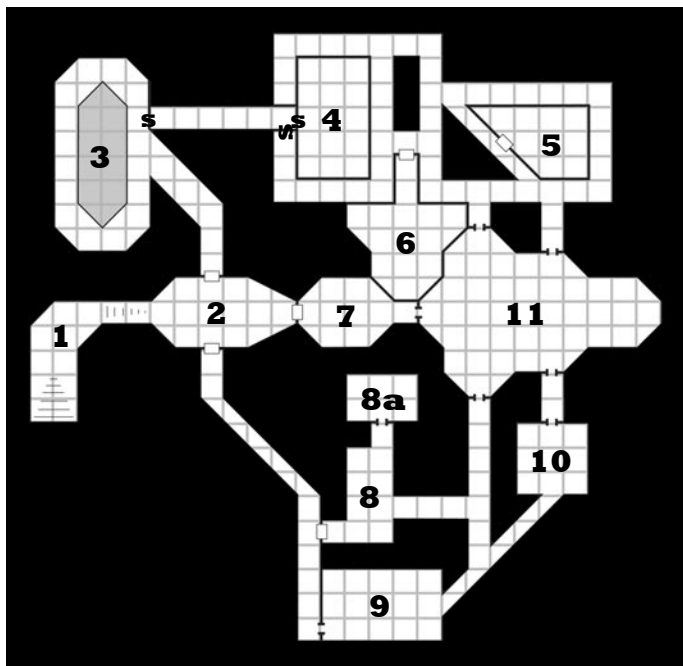
The door is heavy oak with a padlock (the key being with Sheth). The door itself is held with a **wizard lock**, but also trapped so that if opened without first speaking the password ("Kuzerinianiq"), a flame burst equivalent to a **flame strike** will engulf the opener and all within 10 feet for 6-48 HP damage (save versus spells for half damage).

Beyond the door are Sheth's pet **rust monsters** (AC: 2; HD: 5; HP: 40 and 35; ATKS: 2; DAM: none; Special: destroys metal) which have not been fed in some time and have been driven into a frenzy due to the metal in this room that is out of their reach. They will immediately rush to attack anyone who steps in displaying metal. Beyond the guardians, the following items are stored:

- In a large wooden barrel and soaked in oil: a **longsword +2**, **black dragon bane**, and a **short sword +1**
- In a large trunk (with no metal bands or lock, but trapped so that the opener is sprayed with acid for 2-12 HP damage (save vs breath weapon for half damage): 3,885 gp
- In a large wooden barrel and sealed off: 5,560 sp and 2,000 ep, a **blackthorn rod** (see *new magical items*) and a **girdle of hill giant strength**
- In a wooden box: a **wand of illusion** (30 charges), a **wand of summoning** (19 charges), and a **potion of healing**.
- In a large leather pouch: 27 gem stones of varying sizes (10 worth 250 gp, 8 worth 500 gp, 5 worth 750 gp and 4 worthless but appear to the casual observer to be worth at least 1,000 gp each!)

LEVEL TWO OF SHETH'S DOMAIN

EACH SQUARE EQUALS 10 FEET



7. TRAPPED ROOM: This oddly shaped room appears to be empty except for six statues (actually **caryatid columns**) on the eastern wall. Three statues are on each side of the archway leading to ROOM 11. Passing through this room gives a 45% chance per PC of stepping on a trapped floor plate in the center. If the floor plate is activated, the statues will animate and attempt to prevent the party from passing beyond.

Caryatid columns (6; AC: 5; HD: 5; ATKS: 1; DAM: 2-8; Special: see description)

8. IMP ABODE: The remainder of the **imp** contingent reside here. The succubus **Mascica** was captured by the barbed devils and has been given over to them for sport in 8a provided that they don't kill her before Sheth's plans can be put into effect. If the party enters this area, they will find the imps engaged in throwing daggers at the bound Mascica in order to see how fast she can dodge them.

12 Imps (AC: 2; HD: 2+2; HP: 18[x4], 16[x5], 14[x3]; ATKS: 1; DAM: 1-4+poison; Special: see description)

If possible, one imp will flee the combat and release the hounds in ROOM 5.

The succubus is suspended from the ceiling by chains. If freed, she will feign gratitude but escape at the first chance.

Mascica the succubus (1AC: 0; HD: 6; HP 42; ATKS: 2; DAM: 1-3/1-3; Special:

9. NILBOG LAIR: Sheth has banished a group of **nilbogs** to this room so that he will not suffer their chaotic effects. Nevertheless, they are retained to serve him with the promise of loot and flesh from the victims in the surrounding countryside above. If the afreet (ROOM 2) summons them, they will issue forth and aid him; otherwise, they will only leave this room if commanded by Sheth himself.

18 Nilbogs (AC: 6; HD: 1-1; HP: 7[x9], 6[x6], 5[x3]; ATKS: 1; DAM: 1-6; Special: chaotic effect reverses damage to nilbogs)

10. ICY WAITING ROOM: The **bone devils** of Sheth's court wait here while the Master himself sleeps. They have iced the room down

to suit their particular tastes; movement in this room for any party members will incur a 20% chance of slipping and falling per combat round (subtract 3% for every point of DEX above 14) thus making a perfect target for the bone devils' barbs.

Bone devils (6; AC: -1; HD: 9; ATKS: 1; DAM: 3-12; Special: see description)

They will respond to the first hint of trouble in ROOM 11; if trouble starts in ROOM 9, one bone devil will come to investigate and possibly summon his companions if needed.

11. THE ABODE OF SHETH: This ominously lit chamber has five arched entrances. At the far end of the room is a small fissure in the ceiling leading up to the top of the mountain (virtually unclimbable unless the PC is 2 feet or shorter height and less than 30 lbs in weight). In the middle of the chamber is a massive above-level pool constructed of a dark metal which seems to throb with a life of its own; the pool measures 30 feet in diameter and 7 feet high and contains a smelly black liquid with a viscous quality to it.

Within the liquid reposes **Sheth**, a trio of **barbed devils** and three **baraqs** (see *new monsters*) doing what only the gods know. These seven will not arise from their pool until the party enters this area.

Sheth AC: -4; HD: 13; HP: 90; ATKS: 4; DAM: 2-8/2-8/2-5/2-5; Special: see *new monsters*)

3 Barbed devils (AC: 0; HD: 8; HP: 64, 56, 48; ATKS: 3; DAM: 2-8/2-8/3-12; Special: see description)

3 Baraqs (AC: -1; HD: 9; HP: 72, 63, 45; ATKS: 3; DAM: 1-8/1-8/2-8; Special: see *new monsters*)

The battle scenario for these monsters is as follows:

Sheth will arise first and engage the party in conversation. If they do not immediately attack, he will attempt to **charm** them and add them to his retinue... albeit a disposable membership. If combat breaks out, he will immediately attack while his pool mates enter the fray. The baraqs will fly around the party members and attack from above while the barbed devils will assault from the ground. Within 5 combat rounds the bone devils will join the battle from ROOM 10 (if they are still alive at this point), and the nilbogs will enter the battle 5 rounds after that.

Being of lawful bent, the monsters will coordinate their attacks in order to do the most damage. However, none are fools and will flee if the battle seems to seriously being going against them. Sheth himself will not flee, but will call for truce if possible and seek terms. As a last resort, he is willing to leave the caverns (and abandon his plan), but only if he truly has no choice in the matter. Sheth would rather not die, since he knows what awaits him back on his home plane should his material form be destroyed. If the party has yet to investigate the treasure in ROOM 6, Sheth will offer the key to its contents and attempt to flee while the party is dealing with the rust monsters.

THUS ENDS THE ASSAULT UNDER SHATTERED MOUNTAIN!

APPENDIX A: NEW MONSTERS

AGARINID

SIZE: Small (4 ft. tall)

MOVE: 20 ft.

ARMOR CLASS: 4

HIT DICE: 4

ATTACKS: 2

DAMAGE: 1-4, 1-4 + irritation paralysis

SPECIAL ATTACKS: Spore attack
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Regeneration, +1 or better weapon to hit
RARITY: Uncommon
NO. ENCOUNTERED: 2-12
LAIR PROBABILITY: 100%
TREASURE: None
INTELLIGENCE: Animal
ALIGNMENT: Neutral
LEVEL/X.P.: 4 / 145 + 3/hp

General information: An agarinid is sensitive to animal pheromones; if it senses animals on the attack, it will uproot itself and shamble toward the source. Its tough outer layer requires a weapon of +1 or greater to cause it damage and it regenerates 2 hit points of damage per round, beginning 2 rounds after being damaged

The agarinid can temporarily produce two pseudopods from which it can release a cloud of irritating spores. If a target is hit with such a cloud (on a normal attack roll), he will take the indicated damage from skin irritation and must save vs. poison or be subject to the effects of a hold person spell for 2-12 rounds. An effected target will find his sympathetic system in rebellion against the spore assault and unable to function during that time. A *remove poison* spell will not lessen the effect, though a *cure disease* spell will remove the spores and restore the victim one round later.

Physical description: The agarinid appears as an oversize toadstool.... perhaps an inviting place to sit for the unwary.

CAVERN CROW

SIZE: Small
MOVE: 20 ft., flying 120 ft. (AA: level IV)
ARMOR CLASS: 3
HIT DICE: 2
ATTACKS: 1
DAMAGE: 1-6
SPECIAL ATTACKS: Confusion
SPECIAL DEFENSES: Camouflage
MAGIC RESISTANCE: None
RARITY: Uncommon
NO. ENCOUNTERED: 3-30
LAIR PROBABILITY: 80%
TREASURE: In Lair: 20-120 gp, 1-4 gems (45%) per 10 crows
INTELLIGENCE: Animal
ALIGNMENT: Neutral
LEVEL/X.P.: 2 / 100 + 2/hp

General information: Cavern crows surprise on 2 in 6 and virtually cannot be seen when sitting still due their coloration. Cavern crows do not horde much treasure, but a typical nest of two may hold several shiny objects collected over time.

The smell of blood excites cavern crows into an attacking frenzy. Once one bird smells the substance and reacts, the rest will follow with no regard for their own safety. Any target already bleeding will become first choice for attack. Further, if ten or more crows flock into one twenty-foot area, the resulting frenzy will cause *confusion* for any creatures in the area (as per the magic user spell).

Physical description: Cavern crows are a large Corvus species that has adapted to underground life. Their feathers are the same color as stone.

DEVILS

GM's note: all devils have the following powers usable at will and one at a time:

- Animate dead** (as the 5th-Level magic user spell)
- Charm person** (as the 1st-level magic user spell)
- Fear** (as the 4th-level magic user spell)
- Know alignment** (as the 2nd-level clerical spell)

- Phantasmal force** (as the 3rd-level magic user spell)
- Suggestion** (as the 3rd-level magic user spell)
- Teleport** (no chance of error; otherwise as the 5th-level magic user spell)
- Summon other devils (as the 3rd-level magic user spell **monster summoning I**; note that this ability will only extend to summoning devils already present on this plane)

THE DEVIL SHETH

SIZE: Medium (7 feet)
MOVE: 90 ft., flying 40 ft. (AA: level IV)
ARMOR CLASS: -4
HIT DICE: 90 hp (13 HD)
ATTACKS: 4
DAMAGE: 2-8/2-8/2-5/2-5
SPECIAL ATTACKS: Spits acid, mass charm
SPECIAL DEFENSES: Regeneration, +2 or better weapons to hit, normal devil abilities
MAGIC RESISTANCE: 65%
RARITY: Unique
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 90%
TREASURE: In Lair: 5-30k cp (25%), 1-100k sp (40%), 10- 40k ep (40%), 10-60k gp (55%), 500-5,000 pp (25%), 1-100 gems (50%), 10-40 jewelry (50%), any 4 magic items + 1 potion + 1 scroll (15%), 2-8 potions (40%)
INTELLIGENCE: High
ALIGNMENT: Lawful Evil
LEVEL/X.P.: 10 / 7,900 + 18/hp

General information: Sheth possesses the same powers of all devils and he may, in addition, *mass charm* up to 26 HD/levels of opponents if not in combat at the time. It takes one turn for Sheth to charm his opponents; otherwise, the effect is as per the spell.

In combat, Sheth attacks with all four arms; he may separate these attacks, thus able to strike at four different targets if they are within range. Once every 3 combat rounds, he may spit acid at one target up to 40 feet away. Acid damage from a successful hit deals 2-16 HP the first round, and 1-4 HP for 1-6 rounds thereafter. A successful save vs. poison reduces the effect to 1-8 HP for one round. He attacks as a 13 HD monster.

Sheth regenerates 1-6 HP per round. Additionally, he may *heal* (as the spell) himself three times in a 24 hour period. He may also fly if he is allowed a ten feet running start, though he may fly for no more than one hour at a time before tiring due to his weight.

Sheth is a unique and minor devil who was once a pit fiend in the distant eons past. He and his court were banished from their respective plane for plotting against their liege, and as such, cannot voluntarily return for 999 years. He plans to create his own kingdom here on the Prime Material Plane through awakening the Shattered Mountain and making the surrounding countryside more to his liking.

Should his lair be invaded, Sheth will stop at nothing to destroy the interlopers. If destroyed in this material form, his spirit will return to his home plane where he will be demoted to lemure status and tortured for the remainder of his sentence.

Sheth's court consists of 6 barbed devils, 6 bone devils, 6 green scaly devils, 15 imps, and a trio of barraqs.

Physical description: Sheth appears in this material form as an abnormally tall, very handsome human male with four arms and enlarged bat wings. The top two arms are muscular, and each hand has six digits; the bottom two arms are shorter and stunted with three raptor-like digits each.

BARAQ (LIGHTNING DEVIL)

SIZE: Medium
MOVE: 30 ft., flying 240 ft. (AA: level IV)
ARMOR CLASS: -1
HIT DICE: 3
ATTACKS: 4
DAMAGE: 1-8/1-8/2-8
SPECIAL ATTACKS: Lightning
SPECIAL DEFENSES: Normal devil abilities, +2 or better weapons to hit
MAGIC RESISTANCE: 30%
RARITY: Rare
NO. ENCOUNTERED: 1-6
LAIR PROBABILITY: 90%
TREASURE: None
ALIGNMENT: Lawful Evil
LEVEL/X.P.: 7 / 2,800 + 12/hp

General information: When grounded, the baraq shuffles on its tiny feet and taloned wings. If in the air (where it prefers to be), the baraq attacks with both wings and a bite. Attacks cannot be against multiple targets. Once every three combat rounds, the creature can generate and release an electrical bolt equal to a *lightning bolt* cast by a 9th-level magic user. Touching a baraq barehanded will deliver a jolt of 2-12 HP damage (save vs spells for half damage).

Physical description: Lightning devils appear as large bats with elongated faces and dull eyes which gaze to the sides. They are swift fliers, though slow on the ground.

APPENDIX B: NEW MAGICAL SPELLS

Black Embrace

Necromancy
Level: Magic user 7
Range: Touch
Duration: Until activated or dispelled
Area of Effect: Touch
Casting Time: 1 turn
Saving throw: Negates

Through casting this spell upon a corpse, the magic user transforms the deceased into a deadly trap. If a victim comes within 2 feet of the corpse, black ethereal tentacles will issue forth. The victim will quickly be forced into a strangling embrace with the corpse and his essential life forces will be drained unless he makes a successful save vs. death magic. If the save fails, the victim loses 2-5 levels/HD and falls into a short-term coma for 1-6 turns. If the save is made, the victim still loses hit points equivalent to 1-4 per level of the spell's caster. Restoration of lost levels is possible through magical means such as *wish* or *restoration*. Once the trap is sprung, the spell's effects dissipate.

Hestler's Verbal Disruptor

Alteration
Level: Magic user 3
Range: See below
Duration: 1 round per level
Area of Effect: See below
Casting Time: 4 segments
Saving Throw: Negates

Upon casting of this spell, all sounds, sound-making and verbal interaction within the area of effect is disrupted by a unique white noise. The effect begins 3 feet from the caster and extends a further 10 feet+1 foot per level of caster. Spell casters within the area must save vs. spells or the verbal component of any spell they attempt will be drowned out. Magic items which require a command word to be used will not function, nor will verbal

communication between PCs who are within range. Since the spell's caster is within the starting point of the acoustic dead zone, all verbal actions performed him will function normally unless he is attempting to communicate across the affected area. The white noise itself will sound like a low-level whine, but will not be harmful to anyone or anything within the area except animals with supersensitive hearing; such animals will attempt to flee (no save).

APPENDIX C: NEW MAGIC ITEMS

Blackthorn Rod: This 5 foot long rod is made from a blackthorn tree, then properly magicked and charged. If the wielder strikes an opponent with the rod, he may summon one of the following effects at the cost of a single charge:

- Slumber:* the target must save or fall into a semi-permanent sleep from which he cannot be awakened except by another touch from the rod used. Only creatures of 8 HD/level or below are affected.
- Neurolepsy:* the target must save or uncontrollably shake and shudder for 1d4 turns. Such an affected target cannot perform any other actions until the effects subside.
- Rust attack:* striking any metal with the rod can invoke the effects of a rust monster unless the target makes its save.
- Flame burst:* any non-living, organic object can be caused to burst into flames unless it saves.

Experience Point Value: 4,000 **G.P. Value:** 15,000

Flask of Dala: A small silver flask with an innocent sigil on each side, the flask of dala is a favored tool among bar wenches, courtesans and prostitutes. Each sigil performs a separate task. If the first sigil is firmly pressed with a finger while the flask's contents are imbibed, then the contents will have no physical effect on the drinker. If both sigils are pressed at the same time, the contents will take on a poisonous aspect for the next turn. The poison will not effect the person pressing the sigils, but will affect those who drink from the flask for the next turn. Normal save versus poison applies for those exposed to the poison. **Experience Point Value:** 1,000 **G.P. Value:** 5,000

Ring of Rotting: This cursed item is a ring of dark coppery color with no adorning stones. A single intricate engraved mark travels the interior circumference of the ring. Placing the ring on a finger will doom the character to a rotting disease that removes one point of Charisma and 1-6 HP per day until one or the other reaches zero (at which point the character is dead). Once put on, the ring cannot be removed short of severing the finger or a *remove curse* cast by a cleric or magic user of at least 12th-level. Conversely, 1 in 12 of these items are reverse magicked so that the rotting disease does not affect the wearer but any living creature he touches. In these rare cases, a touched victim will suffer the same effects as if wearing the ring unless the curse is removed as described above.

Sapirik: Only a very limited number of these evil-aligned daggers are known to exist. The Sapirik's blade is long and thin; a typical specimen measures roughly 8 to 12 inches, not counting the hilt. A small hole is in the tip, and a thin tube extends into the hilt ending at a cap built into the pommel. The magic of the weapon will start a suction effect drawing blood out of a victim if he is stabbed by the weapon on a total combat roll of 5 or more above the number required to hit. Once the suction begins, the victim must save vs. poison at -2 or be paralyzed for 1d6 combat rounds while blood is drawn. Loss of blood will inflict 1d4 HP per round. The wielder of the weapon may open the cap in the pommel and consume the victim's blood; the Sapirik will convert the raw blood into a palatable elixir capable of restoring 1-3 HP per combat round of drinking. A victim not paralyzed, or has recovered from paralysis, can easily extract the dagger and end the effect.

Good aligned PCs who so much as touch the item must save vs death magic or take 2-12 HP of damage. Neutral PCs may handle it with no effect. Only evil aligned PCs can use the blood conversion effect to their advantage. **Experience Point Value:** 1,000 **G.P. Value:** 4,000

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