

ADVANCED ADVENTURES MODULE #33

The Halls of Lidless Shabbath

by Stuart Marshall & Joseph Browning

AN ADVENTURE FOR CHARACTER LEVELS 12-15



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THE HALLS OF LIDLESS SHABBATH

Rolled into a yard-tall, ivory scroll tube, the worn charcoal rubbing of a giant map etched into an ancient monolith hints that travel between worlds was once easy. More enticingly, the map pinpoints the entrance to the eldritch pathway. The crude rubbing shows nothing but the location of the ancient and legendary dungeon known as the Halls of Lidless Shabbath!

Notes for the Game Master: The Halls of Lidless Shabbath is an adventure designed for 6-10 adventurers of 12th-15th level. It is recommended that you read through the adventure at least once (preferably twice) to fully familiarize yourself with the contents and surrounding themes of the encounters.

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

Background: This module assumes the characters have either discovered the map leading to The Halls of Lidless Shabbath or have been hired by a third party in possession of the map as an adventuring band. The GM should determine which option works best for his group or create a better third option.

The Halls are situated in a remote location and are the home of the evil sorceress Shabbath. She was famed for having researched many new spells and created many unique magic items, as well as possessing fantastic treasures of gold and jewels, and the caves are also suspected to be a nexus of the planes.

Little about the contents of the Halls themselves can be learned, save that Shabbath is rumored still to be alive, the Halls are reputedly haunted by demons, and a large warband or small army of trolls has been seen thereabouts. The journey to the Halls is left as an exercise for the GM. This module begins when the player characters arrive at the site.

The Halls are situated in a rocky, shrub-strewn valley. The players can easily locate the main entrance to the Halls (the staircase which leads down towards AREAS 16-19 of The Troll Holds), as it is in plain sight. A ranger will observe the spoor of many trolls going backwards and forwards through this entrance.

There are two other entrances to the Halls, although the player characters are unlikely to find either of them initially. A second staircase leads down into the second level (AREA 71, The Troll Holds) but it is well hidden by brush and bushes and never used by the trolls, so no trail leads to it and tracking attempts will not reveal it. If the entire valley floor is searched, this entrance may be found with the same chance of detection as a secret door.

The third entrance lies among several huge boulders littering the valley floor—one of these covers a hole in the ceiling of AREA 45, The Troll Holds. This leads to the red dragons' lair. The large boulder over the dragon's lair shows a history of past movement (some nearby scrubs show damage) and a clever player may decide to cast reduce upon it. If so, this causes the boulder to fall into the lair and upon one of the dragons. The dragon beneath suffers 3d6 damage as the reduced boulder is still large enough to inflict serious injury, and the party gains the full and immediate attention of the creatures.

If the player characters stop outside and observe the Halls for a while, they will see various trolls (from the roster) coming and going via the main staircase, bringing food and supplies into the dungeon. Capturing and interrogating these trolls will be difficult, since the trolls generally fight to the death, and even if they are somehow caught, the players will find that the trolls know little of the deeper levels of the dungeon (beyond the Troll Holds), being forbidden to venture down there by Lidless Shabbath's command. If interrogated, there is a 5% chance a captured troll knows that Lidless Shabbath is made of stone, a 25% chance to know that fiendish creatures serving Lidless Shabbath lurk below, and a

90% chance to know that medusa factotums (see AREA 5, The Carnelian Cyst) give the majority of the orders to the trolls.

Beneath the Troll Holds are two unconnected levels, the Cavort of Halphas and the Chittering Haunts. The former gains its name from the dancing demon lord Halphas, tricked by Lidless Shabbath into servitude, although it also contains a menagerie, and a diplomacy area currently occupied by efreet and fire giants. The latter is a hellish cavern that drips blood, feeding a seemingly endless mass of venomous vermin in which uneasily rests four ghosts—Shabbath's former elite guard.

The deepest level, reachable through the Chittering Haunts, is called The Carnelian Cyst. Lidless Shabbath spends most of her time here, reading through her library, working in her laboratory, or meditating in her glittering spell book cave. Shabbath is continually under a mind blank spell and enjoys the protections it provides.

THE TROLL HOLDS

The Troll Holds are the first two levels of the Halls, connected via two long staircases. The Holds were hewn out of bedrock by earth elementals. They are made of well-dressed stone, and largely dark, although dimly lit in places by occasional **continual light** spells. Ceilings are generally at least 15-foot-high throughout.

Doors in the Holds, unless stated otherwise, are made of wood, bound with iron, and easy to open (no roll required). There is a 15% chance that any given door is infested with **ear seekers**. Locked doors can be chopped through in 1-6 rounds with an axe, mace, or similar weapon, but this will certainly attract attention from nearby monsters.

The walls of the Holds are engraved with runic writing which the player characters will not recognize, although any Good character with a Wisdom score of 14 or more will find some of the inscriptions vaguely disturbing. If any of the writings are read (presumably by magical means) by a Good or Neutral-aligned character, the reader must save vs. magic or be affected as if by a **feblemind** spell. Even if the saving throw is passed, the reader will react as if they had read **illusory script**. Nothing of what is read will be remembered, save that the writings are very evil in nature.

If the writings are read by an Evil-aligned character, the reader must save vs. magic or be immediately plane shifted to the Abyss (on the first level) or Hell (on the second level) to face the judgment of the demon or devil Lords. His or her equipment will remain on the Prime Material Plane, however, i.e. the character will arrive naked. If the saving throw is passed, the reader gains 1,000 experience points and there is a 1% chance that he or she will learn the True Name of a greater devil or a type III-V demon (equal chance of each). The experience point and true name awards for evil characters can only be earned once in a given campaign, but the penalties for good-aligned characters can be suffered as often as the party wants to continue reading.

ENCOUNTERS: The players' biggest single advantage in the Troll Holds is the disorganized nature of the creatures encountered therein, for the creatures here are generally Chaotic Evil, aside from some Neutral Evils who tend towards Chaos in their outlook. The monsters will react to protect themselves and their treasure first, and to defend the dungeon complex second. While this will not prevent the creatures from cooperating with one another to defeat the player characters, they will not raise the alarm unless to do so would be to their personal advantage, preferring not to share the loot and magic items the party carries. They will not betray their kind, but can be bribed not to attack.

WANDERING MONSTERS: Wandering monsters in the Holds appear with standard chances (1 on a d6, check every 3 turns). If an encounter is shown, roll 1d6 on the following table to determine what creature appears. If the characters have roused the dungeon via a previous attack, substitute one of Lidless Shabbath's medusa

factotums (AREA 5, The Carnelian Cyst) in place of a creature from a nearby room. The veiled factotum is relaying a message or organizing a response to the PCs' prior foray. If killed, remove the medusa from those found serving Shabbath.

- 1 – 2d4 trolls (from the troll roster, see below)
- 2 – 2d6 trolls (from the troll roster, see below)
- 3 – 1d3 giant trolls (from the giant troll roster)
- 4 – 1d3 ettins (from the ettin roster)
- 5 – 3d4 minotaurs (from the minotaur roster)
- 6 – Creature from a nearby room (or medusa factotum)

MONSTER ROSTERS

GIANT TROLLS: There are 45 giant trolls on the level. The following roster lists their hit points; cross them out as they die:

61 • 53 • 46 • 41 • 36 • 60 • 51 • 45 • 40 • 35 • 59 • 50 • 42 • 51 • 27 • 32 • 47 • 36 • 44 • 42 • 34 • 35 • 39 • 49 • 45 • 40 • 35 • 59 • 49 • 44 • 39 • 33 • 57 • 48 • 43 • 38 • 32 • 56 • 47 • 42 • 37 • 31 • 54 • 47 • 42

MINOTAURS: There are 30 minotaurs on the level. The following roster lists their hit points; cross them out as they die:

50 • 41 • 33 • 29 • 25 • 47 • 40 • 32 • 29 • 24 • 45 • 39 • 31 • 28 • 22 • 44 • 37 • 31 • 27 • 20 • 43 • 35 • 30 • 26 • 19 • 42 • 34 • 30 • 26 • 17

ETTINS: There are 55 ettins on the level. This roster lists their hit points; cross them out as they die:

77 • 69 • 48 • 44 • 33 • 75 • 60 • 47 • 44 • 39 • 73 • 58 • 47 • 40 • 30 • 70 • 56 • 46 • 40 • 30 • 69 • 55 • 45 • 39 • 29 • 68 • 55 • 45 • 38 • 27 • 66 • 54 • 45 • 38 • 26 • 65 • 53 • 44 • 36 • 26 • 65 • 52 • 44 • 35 • 24 • 64 • 50 • 43 • 34 • 22 • 62 • 49 • 41 • 33 • 19

TROLLS: There are 200 trolls on the level. This roster lists their hit points; cross them out as they die:

27 • 36 • 26 • 36 • 22 • 32 • 31 • 34 • 36 • 32 • 31 • 27 • 32 • 27 • 37 • 29 • 37 • 31 • 31 • 26 • 35 • 35 • 38 • 38 • 36 • 29 • 30 • 37 • 38 • 21 • 26 • 33 • 40 • 23 • 33 • 31 • 36 • 23 • 30 • 25 • 31 • 26 • 20 • 27 • 32 • 34 • 38 • 34 • 36 • 37 • 30 • 31 • 36 • 36 • 20 • 27 • 29 • 30 • 32 • 31 • 36 • 39 • 33 • 34 • 32 • 34 • 30 • 25 • 46 • 25 • 30 • 28 • 37 • 25 • 41 • 39 • 36 • 34 • 39 • 37 • 26 • 38 • 37 • 38 • 34 • 33 • 40 • 37 • 26 • 26 • 42 • 29 • 31 • 31 • 27 • 37 • 30 • 34 • 30 • 41 • 27 • 39 • 27 • 32 • 27 • 26 • 32 • 48 • 41 • 36 • 37 • 38 • 34 • 36 • 36 • 26 • 27 • 33 • 32 • 41 • 25 • 28 • 39 • 31 • 34 • 31 • 42 • 32 • 25 • 32 • 33 • 40 • 22 • 29 • 25 • 30 • 36 • 36 • 32 • 25 • 37 • 29 • 26 • 26 • 44 • 42 • 33 • 36 • 39 • 39 • 29 • 22 • 29 • 34 • 46 • 46 • 34 • 32 • 34 • 27 • 38 • 38 • 24 • 44 • 32 • 32 • 20 • 20 • 36 • 29 • 39 • 38 • 30 • 30 • 27 • 34 • 33 • 25 • 37 • 37 • 30 • 38 • 32 • 37 • 31 • 34 • 34 • 33 • 38 • 35 • 30 • 36 • 39 • 31 • 27 • 25 • 33 • 31 • 25 • 7

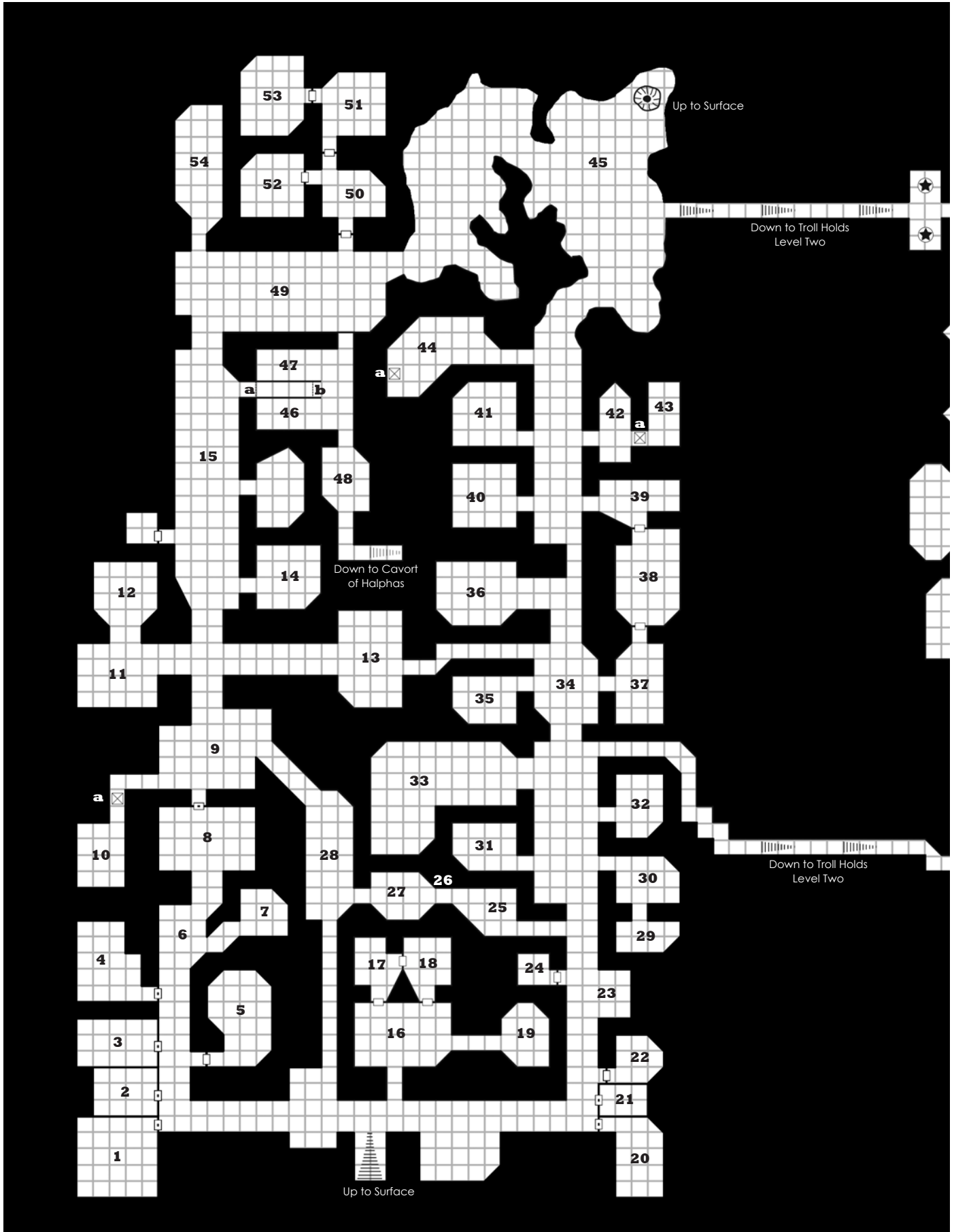


TROLL HOLD LEVEL ONE

1. STOREROOM: There is a 25% chance that the party will meet **1d3 trolls** from the roster in this room if any remain; if the trolls are not there, the door will be locked. It contains barrels of water and ale, hanging sides of meat, and trollish knickknacks of various kinds (bone and bronze jewelry and the like.) There is also a chest of 3,880 cp, 2,920 sp, 895 ep, 1,010 gp and 444 pp in one corner. The chest is not locked nor trapped. The chest is covered with several folded woolen cloaks so it is not obvious to casual inspection.
2. STOREROOM: There is a 25% chance that the party will encounter **1d3 trolls** from the roster in this room if any remain; if the trolls are not there, the door will be locked. It contains barrels of water and wine. One of the barrels also contains an **ochre jelly** (hp: 29) which had crawled in here to rest; it will attack by surprise 50% of the time.
3. STOREROOM: There is a 25% chance that the party will encounter **1d3 trolls** from the roster in this room if any remain; if the trolls are not present then the door will be locked. It contains racks filled with dozens of polearms and barrels full of arrows looted by the trolls. A few magical varieties are in the loot: a **spear +1**, a **spear, cursed backbiter**, a **halberd +1**. Mixed throughout the arrow-filled barrels are **3d6 arrows +1**.
4. STOREROOM: The door to this room will always be locked. It is also trapped to cast a **dispel magic** on the area in front of the door; the trap is magical in nature, so a thief is at -15% on his or her detect traps roll if searching for traps is attempted. **Detect magic** will reveal the presence of magic but not the nature of the trap. Within the room is a chest containing 4,131cp, 889 sp, 2,330 ep, 2,777 gp and 710 pp; the chest also contains a lady's hand mirror with an inlaid golden frame worth 800 gp and a small box of exquisitely-carved ivory worth 1,000 gp.
5. WEREWOLF ROOM: This room contains 12 apparent brigands or berserkers; in fact they are **werewolves** (hp: 30, 28, 27, 25, 24x3, 23x2, 21, 19x2). The 28hp werewolf is also a 5th-level cleric with 14 WIS (spells: **command**; **cure light wounds** (x4); **hold person** (x3); **silence 15-foot-radius** (x2); **dispel magic**). The werewolf cleric has a **clerical scroll** of three spells (**restoration**, **cure serious wounds**, **neutralize poison**) and the 30hp werewolf has a **potion of extra healing** with 2 doses remaining.
6. GIANT TROLL ROOM: There will always be **1d4 giant trolls** from the roster in this room if any remain. Their treasure is in area 7.
7. TREASURE ROOM: The giant trolls have gathered 331cp, 1,880 sp, 12 ep, 5,634 gp and 391pp which they have piled up in one corner of this room.
8. TROLLS: There will always be **2d6 trolls** from the roster in this room if any remain. They have no treasure. The floor of the room is littered with bones and the walls are covered with trollish graffiti which sometimes obscures the ubiquitous runes engraved therein (samples: "Ut Shenhle cooks his meat," "Log Hnlel is an elfkisser," etc.)
9. TROLLS: There will always be **2d6 trolls** from the roster in this room if any remain. They are spitroasting a dwarf (dead, skinned, gutted and shaved) over a slow fire. They have no treasure.
10. FALSE VAMPIRE LAIR AND PIT: The pit at 10a is open and obvious, there is no chance of a character falling into it unless the party is running blindly through the dungeon. Nevertheless it is too wide for the characters to cross easily. A careful inspection will reveal a thin mist hovering at the bottom of the pit; this is **Kvil Tnexihaut**, a vampire (hp: 41) in gaseous form. He will rise up out of the pit and attack the party from behind the first time they are in melee, choosing an apparent PC cleric as his first target

THE TROLL HOLD LEVEL ONE

EACH SQUARE EQUALS 10 FEET



if possible, but he will assume gaseous form and flee to AREA 87 immediately if he sees a PC with a wooden stake. Kvil's coffin, and his treasure, are situated in AREA 87.

Twelve coffins on pedestals fill the chamber beyond the pit. There is nothing in them except a few inches of soil. Buried in the soil of one is a **ring of mind shielding**.

11. ETTINS: There will always be **1d4 ettins** from the roster in this room if any remain. One wields a **broadsword +2**. Concealed behind a loose flagstone in the wall is a cavity containing their treasure: a **bag of holding** (2,500 gp weight capacity) which holds 608 pp, a **magic-user scroll** of **polymorph other**, an **illusionist scroll** of **demi-shadow magic**, a **cleric scroll** of **neutralize poison** and **cure critical wounds**, and a largish (1-foot-tall) jet statue of a woman with a tail worth 1,500 gp.
12. ETTIN SHAMAN: The **ettin shaman** dwells here (not on the roster). He has 61hp and can cast the following spells: **cure light wounds** (x2); **augury**. He carries a **wand of darkness** (SEE APPENDIX A: NEW MAGIC ITEMS) with 26 remaining charges, and he will use it to try to cover his escape if possible. Dotted around the room are various books worth 525 gp to a collector. All are non-magical in nature (unholy books connected with the rudimentary ettin religion, detailing rituals and prayers etc.) but one is a **manual of bodily health**.
13. TROLLS: There will always be **2d6+4 trolls** from the roster in this room if any remain. Two of the trolls are wrestling one another, and any others will be looking on, placing bets etc. These trolls are poor, having only a total of 301sp between them.
14. THE BEAST: This **giant slug** (hp: 67) is kept by Lidless Shabbath; she routinely harvests it for acid (she likes to keep lots of this on hand in case it becomes necessary for her to put down an over-rowdy troll). It is feasting on a pile of refuse, but will attack the player characters on sight. The slug's room is liberally coated with slug slime (harmless, if unpleasant, but there's no need for the player characters to know that it won't hurt them).
15. SHRIEKERS: There are five **shriekers** in this room (hp: 18, 16, 15, 14, 11), along with other, non-vocal giant fungi here as food for the purple worm (AREA 49). The shriekers also function as an impromptu alarm system, attracting creatures from all the surrounding areas with their shrieks: most notably the **Behir** in AREA 28.
16. ETTINS: There is always an **ettin** from the roster in this room if any remain. It is currently engaged in a staring competition. It has turned its heads to face one other and is attempting to outstare itself. This is keeping it totally silent. Any nearby noise will alert it.
17. TROLLS: There is a 75% chance of encountering **2d4 trolls** from the roster in this room if any remain. They have no treasure. If the alarm has not been sounded, they will be sitting around swilling ale and telling dirty jokes in trollish; raucous laughter spreading from the room will in this case alert the players to their presence.
18. TROLL: A lone **troll** (13 hp) is in this room. It was seriously burned in an encounter with a party of adventurers about a week ago, and its skin is still blackened and charred in many places. Unlike most trolls, this one will surrender if given the opportunity (it remembers the pain and does not wish to be burned again). It is more than usually stupid for a troll, and has been driven insane by its experiences besides, but if interrogated it will still be able to warn the players that there are many powerful monsters on the first level (it will mention the two red dragons specifically, because it is terrified of them.) It will also mention that there are several vampires, at least one lich, and "many" trolls, ettins, and giant trolls.
- This troll has also seen devils in The Cavort of Halphas; although it does not know what they are, it will be able to describe these monsters accurately.
19. CHIMERAS: Two **chimeras** (hp: 46, 44) dwell in this room. They are a mated pair, two of Shabbath's favorite pets, and she feeds them primarily on a diet of halfling, for which they have acquired a taste. They have 18,303 cp, 9,412 sp, 38 ep, and 7,310 gp in a pile in the center of the room. Also in this pile is a silver scroll case worth 300 gp containing three scrolls: a **druidic scroll** of **conjure earth elemental**, a **clerical scroll** of **cure disease** (x3) and a **magic-user scroll** of **transformation**.
20. BASILISKS: The doors to this room are kept locked and an inscription on the door in the trollish language reads "Keep out!" The room is kept in permanent darkness for the safety of those who feed the occupants: four **basilisks** (hp: 40, 37, 31, 22). They have no treasure.
21. TRAPPED DOOR: This door is kept locked. There is a trap on the door which will fire three poisoned spears (roll "to hit" as a 10HD monster, damage 1d6 plus a save vs. poison or die) down from the ceiling on anyone who opens it. Inside is a storage room containing an assortment of weapons and armor (mostly non-magical, but there is a **shield +3**, a man-sized suit of **leather armor +3**, a gnome-sized suit of **plate mail +2**, and a **helm of mental protection** (SEE APPENDIX A: NEW MAGIC ITEMS).
22. TROLLS: There is an 85% chance of encountering **2d4 trolls** from the roster in this room if any remain. They have no treasure.
23. TROLLS: There is a 50% chance of encountering **2d4 trolls** from the roster in this room if any remain. They believe they have no treasure, but if the room is thoroughly searched, a loose stone in the floor will be found to conceal a **ring of protection +2**.
24. LATRINE: This room is the latrine for the trolls and it smells disgusting. There is a 80% chance of encountering a **troll** from the roster here. The troll has no treasure. Searching the contents of the latrine will reveal nothing. Anyone who searches has a 15% chance to contract a random disease. If the searcher has an open wound (i.e. has taken un-healed damage) he has a 90% of picking up a disease.
25. MINOTAURS: There will always be **3d6 minotaurs** from the roster in this room if any remain. One of the minotaurs wears a jewelled girdle worth 250 gp which radiates magic (merely a **magic aura**).
26. TRAP: A tripwire stretches across the corridor at shin-height here (the dungeon denizens know about it and step over it carefully). It releases a scything blade which will swing across the corridor with tremendous force (rolls "to hit" as a 12 HD monster, damage 3d6).
27. GIANT TROLLS: There is an 85% chance of encountering **1d3 giant trolls** from the roster here if any remain. These trolls have no treasure.
28. BEHIR: This room contains a **behir** (hp: 78). The creature is another of Shabbath's many pets, and it knows its job is to guard this room. It will not normally leave its post, although it will certainly investigate any noise made by the **shriekers** in room 15. The behir has a "gem" which it prizes highly, although in fact this is merely a gaudy piece of rock crystal (value: 75 gp).
29. TREASURE CHAMBER: This room contains the property of the NPC character party found in AREA 30, apart from the gear which they keep on hand (which is listed with the individual party member.) It contains a locked chest protected with a **glyph of warding** (energy drain) which holds 41,007 gp, 8,948 pp, a golden crown set with sapphires worth 5,000 gp, a 1,000

gp emerald, a **clerical scroll** of **resurrection**, **remove curse** and **heal**, and a **halberd +2**. Concealed in a false bottom to the chest is a **magic-user spell book** containing the following spells: **affect normal fires**, **burning hands**, **charm person**, **detect magic**, **enlarge**, **identify**, **magic missile**, **magic aura**, **read magic**, **sleep**, **continual light**, **false trap**, **invisibility**, **mirror image**, **strength**, **web**, **dispel magic**, **fireball**, **fly**, **haste**, **lightning bolt**, **slow**, **ice storm**, **polymorph other**, **polymorph self**, **wall of fire**, **animate dead**, **cone of cold**, **conjure fire elemental**, **teleport**, and **disintegrate**.

30. NPC PARTY: This room is temporarily being used by a powerful party of evil NPC mercenaries who have recently been hired by Shabbath. They will shortly depart on a quest on her behalf. They comprise:

Garlath, a male half-orc fighter/assassin wearing a **girdle of stone giant strength** - S20 (+3/+8), I13, W8, D14, C19, Ch7, alignment NE, level 10/10, AC 3, hp 77. Garlath wields a **longsword +3**, **frost brand**, INT 15, alignment Neutral Evil, which casts a **cure serious wounds** on the wielder on any natural "to hit" roll of 20 in his right hand and a **dagger of venom** in his left. He wears **studded leather +4**, has a **ring of invisibility**, and is double-specialized with his longsword if the weapon specialization rule is in play.

Peniver, a male human cleric - S14, I15, W18, D15, C16, Ch12, alignment NE, level 11, AC -4 (counting DEX bonus), hp 60. Peniver wields a **flail +3**, wears human-sized **plate mail +2** and carries a **shield +3**. He has a **staff of curing** (fully-charged), a **potion of longevity**, and knows the following spells: **cure light wounds** (x7), **hold person** (x3), **silence 15-foot-radius** (x3), **animate dead** (x2), **dispel magic** (x2), **prayer**, **cure serious wounds** (x4), **cure critical wounds**, **slay living**, **word of recall**.

Shatria, a female human magic-user - S9, I17, W13, D15, C9, Ch10, alignment CE, level 11, AC 4 (counting DEX bonus), hp 29, MR 5%. Shatria wears an evil-aligned **robe of the archmagi** and a **ring of wizardry** (doubles first level spells) and carries a **wand of conjuration** (71 charges). She has an **elixir of health**, a **scroll of stone to flesh** and **power word, stun** and the following spells memorized: **magic missile** (x8), **invisibility**, **mirror image**, **web** (x2), **haste**, **lightning bolt**, **slow** (x2), **polymorph other**, **polymorph self**, **wall of fire**, **cone of cold**, **conjure fire elemental**, and **teleport**.

Liafra, a female human fighter wearing **gauntlets of ogre power** - S18/00 (+3, +6), I12, W10, D16, C18, Ch14, alignment CE, level 12, AC -6 (counting Dex bonus), hp 102. Liafra wields a longbow with a **dozen arrows +2** or a **longsword of sharpness**, wears **plate mail +3** and carries a **shield +3**. Liafra wears a **vampiric regeneration ring** and an **amulet of life preservation**. She will be double-specialized with her longsword if the weapon specialization rule is in play.



There are also five **minotaurs** (from the roster) in the room acting as personal servants and guards to the NPCs. The minotaurs will obey their orders and fight to the death, believing that their masters are invincible, and will certainly punish them horribly if they do not fight to the best of their ability.

The NPC party will realize that a party of player characters who have made it this far are a serious challenge, and will attempt to talk rather than fight at first. If brought to battle they will open with the most powerful attacks available. If possible, the half-orc will activate his **ring of invisibility** and attempt to move into position to backstab the player character wearing the least armor, while the cleric will begin a **silence** spell and the magic-user reads her **scroll of power word, stun**. The fighter will fire her bow at any PC who begins spellcasting in the first round, preferring targets who are wearing less armor if given a choice, before moving into melee with the most heavily-armed character in the party.

If the battle turns against them, these NPCs will not hesitate to shout for help, surrender, flee, or negotiate for their lives, but they know little of the dungeon and cannot reveal any useful information about it as Lidless Shabbath came up from the lower levels to speak with them. If one of their group is killed or taken prisoner, they will go to virtually any lengths to recover/ransom the character or his/her body. They have at least another 50,000 gp available to them in their stronghold, which lies many miles away.

31. GARGOYLES: There are **12 gargoyles** in this room (hp: 25, 23, 22x2, 21, 20x3, 19x2, 18, 16) They have no treasure.
32. TROLLS: There is an 85% chance of encountering **2d4 trolls** from the roster in this room if any remain. They have no treasure.
33. FIRE LIZARDS: Two **fire lizards** (hp: 56, 51) will be found here. They have what appears to be a huge heap of gold coins, but closer inspection will show that they are mostly copper and silver, with the gold only around the outside of the pile (34,651cp, 7,991sp, 603ep, 541gp and 2pp). Concealed at the very bottom of the pile is a pair of **gauntlets of dexterity** and a pot of a **magical unguent** (sufficient quantity to smear over the body of one human, elf, half-elf, half-orc or dwarf, or two halflings or gnomes) which will turn stone to flesh.
34. TROLLS: There will always be **2d6 trolls** from the roster in this room if any remain. They have no treasure.
35. GIANT TROLLS: There will always be **1d4 giant trolls** from the roster here if any remain. They have 31cp, 2,213 sp, 576 ep and a pouch containing two dozen **sling stones of blindness** (SEE APPENDIX A: NEW MAGIC ITEMS).
36. ROPERS: This room contains two **ropers** (hp: 57, 48). Both speak Common and they will attempt to negotiate, surrender or flee if their hit points are reduced to 15 or less. They have 3,101cp, 1,811sp, 998ep, 209gp, a **potion of levitation** (4 doses remaining) and a **magic user scroll of maze** which they will offer in return for their lives if necessary. The ropers have recently arrived and know relatively little of the surrounding dungeon, although they have seen the two dragons (see area 45.)
37. TROLLS: There will always be **2d6 trolls** from the roster in this room if any remain. One of the trolls believes itself to be highly intelligent and owns a "book" (actually a collection of scrolls incompetently stitched together, including some non-magical writings on philosophy and the principles of taxation as well as the illusionist spells **improved phantasmal force** and **phantasmal killer**, the magic-user spell **wall of force** and the cleric/druid spell **insect plague**.) The other trolls aren't fond of this troll.

38. NAGAS: This room contains two **spirit nagas** (hp: 33, 31) and seven **ogres** (hp: 19, 18x3, 16, 15, 13) as guards and servants. The 33 hp naga has the following spells: magic user – **affect normal fires, magic missile, mending, message, darkness 15-foot-radius, mirror image, slow**; cleric – **cure light wounds (x2), sanctuary, augury, chant**. The 31 hp naga has the following spells: magic user – **detect magic, magic missile (x2), write, ray of enfeeblement, web, dispel magic**; cleric – **command, cure light wounds (x2), silence 15-foot-radius, slow poison**. The nagas have 331 ep, 475 gp, a gold-chased goblet worth 300 gp, 4 doses of a **potion of delusion**, a **periapt of proof against poison +3**, and a **rope of climbing**.

39. TROLLS: There will always be **2d4+3 trolls** in this room if any remain. They have 1,011cp, 791sp, 76 ep, 885 gp, and a beautiful platinum earring set with a fire opal worth 1,000 gp.

40. ILLUSION/TRAP: This room contains a **permanent illusion** of a black-scaled, snake-like creature with a poison stinger tail, coiled around a pile of treasure and apparently slumbering. If the player characters pause to observe the creature for a round or two, they will notice that it is apparently not breathing or moving in any way. The illusion covers a mechanical trap which will cause jets of flaming oil to shoot out from concealed vents in the walls (2d6 damage, save vs. breath weapon for half damage, and causing the target character's equipment to require a save vs. fire.)

41. ETTINS: There is an 85% chance of encountering **1d6 ettins** from the roster in this room if any remain. They will have 458 cp, 481sp and 22 ep between them and one of them has 3 doses remaining of a potion of super-heroism.

42. COEURLS: 5 **coeurls** (hp: 47, 45, 42, 38, 37) dwell here. They are more of Shabbath's pets, and they know their job is to guard this room. They are exceptionally good at this, and they will not leave their posts. They have no treasure.

The pit trap at 42a is safe to walk across for one creature; it takes the weight of three characters to open it. Since there are poisoned spikes at the bottom of the pit, the fall inflicts 3d6 damage and the poison will be fatal unless a successful saving throw vs. poison is made.

43. VAMPIRE: This room is dark and quiet. There are three chests here. All three are locked but not trapped, and each contains 1,000pp. The second chest opened will contain a **vampire** (hp: 43) in gaseous form. Her name is **Leixxa Ujanquil**, and she is a former 8th-level illusionist (spells: **change self, color spray, hypnosis, phantasmal force, blindness, hypnotic pattern, invisibility, fear, non-detection, confusion**.) Her coffin, spell book and remaining treasure are in AREA 87.

The moment she coalesces into vampire form, Leixxa will attempt to charm any player character who appears to be a cleric. She will then fight as seems best to her, but if she sees a player character with a wooden stake, she will immediately assume gaseous form and flee to AREA 87.

44. FORGE: This room contains a **fire elemental** (16HD, hp 112) which is bound into a thaumaturgic triangle. It is compelled by Shabbath constantly to work the forge here, producing metal goods of all kinds for the use of her minions. At the moment it is making an enormous pile of chain mail links. If the player characters do not attack it, it will ignore them.

The pit at 44a is a flame and fed by unexplained but vast magical energy. It has amused Shabbath to keep two **salamanders** (hp: 34, 29) in the pit; these creatures will attack the player characters, hoping by killing them to win Shabbath's favor and earn the right to return to their home plane.

Various items of iron and steel lie around this room having been fashioned by the fire elemental, but these are of no value or importance. The fire elemental's smithy hammer is made of adamantite and would be of enormous value to a master smith (10,000 gp or so.) It weighs around 15 lbs.

45. DRAGONS: Note that the ceiling of this room contains a secret entrance to the surface, see the Background section in the introduction for details.

The room contains a mated pair of **red dragons**: one average-sized, very old (70 hp) and one average-sized, old (60 hp). Both of these dragons can talk, and the 60 hp one can cast spells (memorised: **enlarge, reduce, ESP, detect good, dispel magic, slow**.) The moment they become aware of the player characters, the 70 hp red dragon will breathe and the 60hp one will cast **slow**. Both will breathe on the second round if circumstances permit.

The female dragon has recently laid a clutch of eggs. There are four eggs, each of which is worth 5,000 gp if a buyer can be found, but they must not be allowed to grow cold lest they die. If the eggs are taken the DM will need to adjudicate the chances of keeping the embryonic dragons alive according to the player characters' actions.

The lair contains a full-sized dragon's hoard, comprising: 54,313 cp, 67,013 sp, 14,974 ep, 42,888 gp, 3,766 pp, 67 gems worth a total of 7,813 gp, 22 assorted items of jewelry worth a total of 3,225 gp, a beautifully-made bronze statuette worth 1,000 gp, a **rod of resurrection** (47 charges remaining), a **pearl of wisdom**, a **girdle of frost giant strength**, a **dagger +1**, a **longsword +3**, **+5 vs. undead**, a **potion of diminution** (2 doses remaining), a **potion of climbing** (6 doses remaining), a **magic-user scroll of faithful hound** and **anti-magic shell**, an **illusionist scroll of chaos**, a **druidic scroll of transmute rock to mud**, and a **scroll of protection from elementals**.

46. TROLLISH TRAP: This room is constantly guarded by 3 **trolls** from the roster. Each troll is armed with a specially-manufactured trollish great bow (permits the application of the trollish strength bonus to bow damage – i.e. +3 damage per arrow.) These bows can only be used by a character of 18/01 or greater Strength who stands over six feet tall. Each troll is equipped with a dozen arrows +2 and two dozen normal arrows.

The party may detect the raised portcullis at 46a as they pass it, although it is well concealed (detect as a secret door.) When the lead member of the party is halfway between 46a and 46b, a troll in room 46 will throw a lever, causing the portcullis to fall. Any player character underneath the portcullis at this time must save vs. death or be struck for 3d6 damage by the falling portcullis. Characters trapped between the portcullises will then be subject to missile fire from the trolls in rooms 46 and 47.

Note that the arrow slits through which the trolls are firing are only about 6 inches wide and they provide the trolls with 90% cover against any attempt by the characters to return fire. The trolls have no treasure.

47. TROLLISH TRAP: This room is constantly guarded by 3 trolls from the roster. They are armed with great bows and a mixture of magical and normal arrows, just as are the trolls in room 46. They have no treasure.

48. RUTTERKINS: Here dwell seven **rutterkin demons** (hp: 29, 27, 25, 24, 22, 21, 20). All are armed with cruelly-hooked, serrated polearms (treat as halberds.) Three of them will engage the party in melee, one will use its **telekinesis** to fling small objects at any character who appears to be casting a spell (preferring targets with less armor if there is a choice), and the remaining three will attempt to **gate** in assistance. These rutterkins have

little stomach for pain, and any that take damage will teleport away instantly. If more than three teleport or are slain, then all the remaining rutterkins will escape on the next round.

The rutterkins have no coin or magic items, but they have two huge ivory tusks leaning against the southern wall, each of which is worth 1,200 gp on the open market.

49. PURPLE WORM: This **purple worm** (hp: 98) is yet another of Shabbath's pet creatures. It is so large that it will only just fit through the doors in this dungeon (50-feet long, 9-feet wide) and Shabbath delights in overfeeding it, so it has grown very fat and strong.

The purple worm has no apparent treasure. However, if it is cut open, its intestines will prove to contain a large but poorly-cut sapphire (value at present 1,000 gp, potential value if re-cut 10,000 gp.)

50. DERRO LAIR: This is the entrance chamber to the derro lair, which also includes rooms 51, 52 and 53. The room will initially contain 14 **derro** with 4HD each (hp: 25, 24x2, 22x2, 21, 20x3, 19, 18x2, 17, 15) who are alert and watchful. Each of these derro is armed with hook fauchard and dagger and armored in studded leather. Each has DEX 15 for the purposes of AC determination. Immediately when the player characters are observed, the derro cry out in their alien tongue. If **silence 15-foot-radius** or similar magic is cast into the room, one of the derro will run as fast as he can to get help from the remainder of the tribe.

On the second round after the alarm is sounded, reinforcements will begin to arrive from rooms 51-53, as follows:

Round 2: 12 **derro** with 3 HD each (hp: 17, 16x2, 15x3, 14x3, 13, 12, 10). These derro are armed with repeating light crossbows with poisoned bolts, armored in studded leather, and should be treated as having DEX 16 for the purposes of AC determination, reaction speed and bonus "to hit" with missile weapons.

Round 3: 10 **derro** with 3 HD each (hp: 18, 17, 15x3, 14, 13x2, 11, 10) with a **savant** (hp 15, spells: **blink**, **cloudkill**, **hypnotic pattern**, **paralyzation**, **spider climb**, **wall of fog**; magic items: **bracers of defence AC4**, **ring of fire resistance**.) These derro are armed with spear, buckler and military pick, armored in scale, and should be treated as having DEX 17.

Round 4: 10 **derro** with 3 HD each (hp: 17, 16x2, 15, 14, 13, 12x2, 11x2) plus the **derro chieftain** (7 HD, hp 39.) These derro are armed with aklys, spiked buckler, and dagger and armored in scale, and should be treated as having DEX 18. The chief is an exception: his armor is **scale mail +1** and his **buckler +2** (both to AC and "to hit" if used as a weapon) giving him a total AC of -2 factoring in his DEX, and he fights with a **magical shortsword +2** (NSA).

Round 5: 10 **derro** with 3 HD each (hp: 17, 16, 15x2, 14x3, 13, 11, 10) with a **savant** (hp 14, spells: **anti-magic shell**, **ice storm**, **light**, **repulsion**, **shadow magic**, **wall of force**; magic items: **scroll of stone shape**, **ring of protection +1**.) These derro are armed with repeating light crossbows with poisoned bolts, armored in studded leather, and should be treated as having DEX 16 for the purpose of AC determination, reaction speed, and bonus "to hit" with missile weapons.

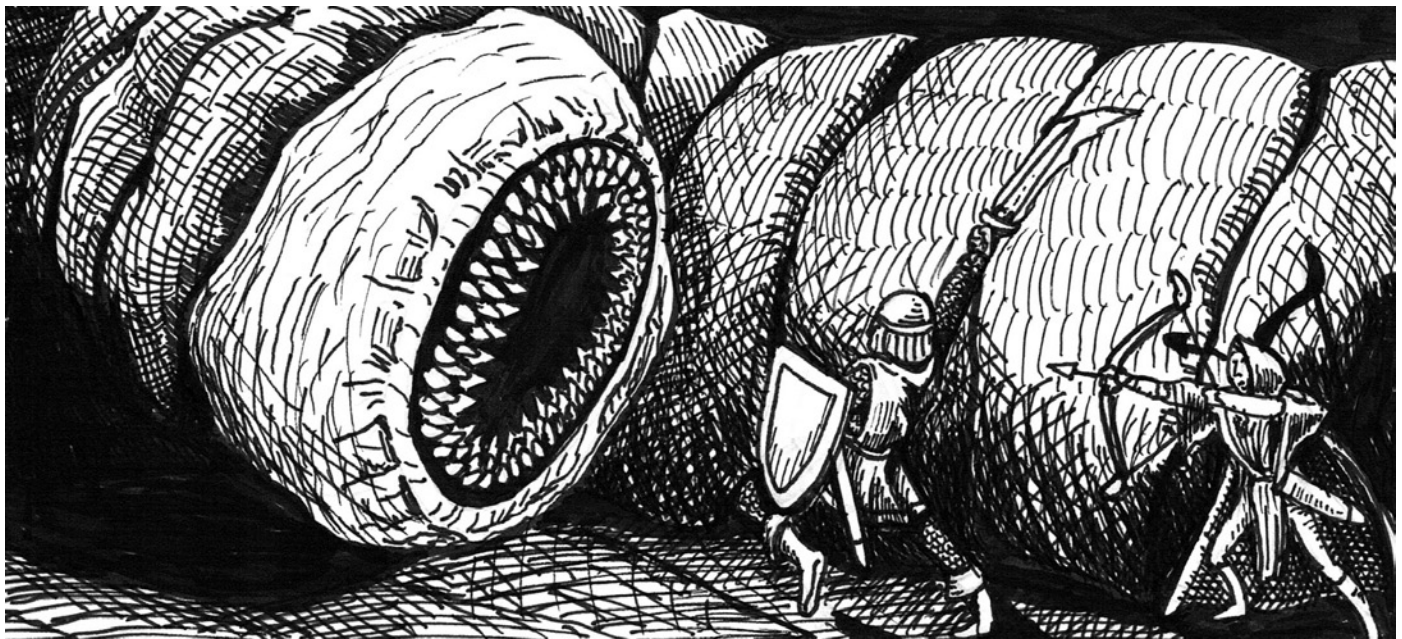
Round 6: 7 **derro** with 5 HD each (hp: 27, 25, 24, 23, 22x2, 21) plus the **derro lieutenant** (6 HD, hp 35.) These derro are armed with polearms and daggers and armored in studded leather and should be treated as having DEX 17.

Round 7: The **lamia** (hp: 44).

Room 50 contains little of value. Each dead derro will have 2d6 gp, and the chieftain has an amber pendant worth 150 gp in addition. The derro savants, lieutenant and chief all have 1d6+1 keys, one of which is a key for their individual chest in AREA 53.

51. DERRO LAIR: This is the common room for the derro. It contains their furniture, spare weapons, and personal treasure, including a 20-gallon tun of derro usquebaugh worth 300 gp and a silver-inlaid warhammer-head (unhaffed) which is of fabulous workmanship and worth 500 gp.

52. LAMIA LAIR: The **lamia** (hp: 44) lives here. She has thirteen assorted **human body-slaves** (hp: 3 each), each of whom has a wisdom score of 1 or 2. One of them is a **wealthy merchant's daughter** (hp: 2), and the merchant will pay 1,000 gp for her safe return. The lamia's luxuries—tapestries, silken bed and embroidered silk cushions, and exquisite glass phials of rosewater—are worth a further 1,200 gp if brought safely to the surface. Hidden in a secret compartment in the headboard of the bed are an **elixir of life**, a **potion of storm giant strength**, and a **potion of longevity**.



53. **LEADERS' ROOM:** The derro savants, lieutenant and chief all live here. Each of the leaders has a personal chest of gems. The chests are all locked and trapped—the keys can be retrieved from the derro leaders' corpses, but each leader is suspicious enough to carry several false keys and using the wrong key will trigger the trap. In each case the only safe way to open the chest is to disarm the trap and pick the lock.

Chest 1 is rigged to spray jets of burning naphtha in all directions (3d6 damage, save vs. breath weapon to halve). It contains 223 assorted semi-precious stones (lapis lazuli, hematite, chrysoprase and malachite) worth a total of 1,525 gp.

Chest 2 fires poisoned needles out of the lid in a 30 ft. radius (roll to hit once against everyone in the area of effect, as a 6 HD monster. A hit inflicts 1 hp damage and save vs. poison or die). It contains 134 assorted semi-precious stones worth a total of 1,203 gp, and a single sapphire which is worth 3,550 gp.

Chest 3 has a pivot/balance trap that makes a stone block drop from the ceiling and land directly in front of the chest. The falling block does 2d10 points of damage to anyone standing there (no save). The chest holds 101 assorted semi-precious stones worth a total of 947 gp and a matching pair of amethysts worth 445 gp each.

Chest 4 has a pottery jar full of a dozen **red hornets** (hp: 1x2, 2x4, 3x3, 4x3) (SEE APPENDIX C: NEW MONSTERS) in the lid. Opening the chest without disarming the trap releases the red hornets. These hornets are pledged to the chieftain.

Chest 4 contains only one gem, a 5,000 gp ruby. This is the Sun's Tear, a jewel which is of major religious significance to an order of assassins based in the nearby rocky waste. If they learn it has been discovered, then they will wish to acquire it, preferably without having to pay.

54. **TROLLS:** There will always be **3d6 trolls** from the roster in this room if any remain. They have no treasure. They can respond to sounds of the the **shriekers** in area 15, or sounds of battle from area 46-49, in 1d4 rounds.

TROLL HOLD LEVEL TWO

55. **STATUES:** These four statues are made of bronze. They appear to be of giantesses, hags, annises or creatures of that ilk. Each statue clutches a femur, holding it like a wand, and has man-skulls depending from her belt. The statues radiate magic if detected for, but otherwise have no special properties.

If Shabbath knows the players are at large in her complex, she will have placed a summoned **invisible stalker** (hp: 33) that clings to the ceiling overhead the statues. It is tasked with following the player characters and finding out who they are, what capabilities and magic items they have, and what tactics they use. The stalker will not attack while the party is in the Troll Hold, seeking instead to slip away and report to Shabbath as soon as it has learned anything of value, and then come back and learn more. If the invisible stalker is still around when the party reaches a level deeper than the Troll Holds, it waits until the party gets into a serious fight and then tries to throttle a spellcaster, ideally a magic-user.

56. **TROLLS:** There will always be **4d6 trolls** from the roster in this room if any remain. If they are unaware of the party, then they will be singing. Troll-song is in the deep bass register, cavernous and hollow-sounding, to the accompaniment of their rhythmic stamping. Otherwise, they will be on the alert.

57. **WELL:** This corridor leads to the well which is the only source of potable water for the Troll Hold. As a result the corridor is very well-travelled. Triple the frequency of wandering monster checks everywhere in this corridor to room 56, so roll the d6 every turn.

As might be expected in a nexus of the planes, the well opens directly into the Elemental Plane of Water. The water supply is thus inexhaustible and cannot be poisoned, polluted or corrupted. If any character tries to poison or pollute the water, there is a 10% chance per turn of attracting the attention of a **water elemental**. This will be a free-willed creature of 16 hit dice, and it will be very angry.

58. **TANGLE-HAIR'S FOUNTAIN:** The enchanted water gushing from this fountain has a greenish tint to it, and inspection will reveal that there is what appears to be a small green gem (emerald of 1,000 gp value) lodged in the spout.

In fact the gem is a **magic jar**. It contains the soul of **Thora Tangle-Hair**, a 9th-level chaotic evil magic-user. (Thora's body is in AREA 87. The gem was carried here by a helpful minion.) She will try to possess a randomly-chosen creature within 20 feet of the jar each round when the gem remains in the enchanted water, outside of the water, she can reach 90 feet—the water interferes with her normal range.

Thora has INT 17, WIS 15 and has the following spells memorized which she can only use if she is in a humanoid body: **hold portal, jump, push, unseen servant, invisibility, mirror image, strength, web, blink, haste, protection from normal missiles, fire shield, wall of fire**.

Thora would ideally like to take over a party member or henchman and try to infiltrate the group. If she gets a troll instead (which would be rare, as the trolls know to avoid the fountain's radius by travelling pillar to pillar), then she will try to use **fire shield** (cold flame variant), **strength** and **mirror image** on herself before attacking.

The enchanted water from the fountain **cures disease**, but is not potable, even by trolls. It is greenish in color irrespective of whether the emerald is removed, tastes faintly of tin and if drunk in any quantity (more than a sip or so) causes horrendous intestinal disturbances 1d6 turns later; an affected character will be unable to do anything except sit on the privy and wish he or she was dead for 1d3 hours. A successful saving throw vs. poison will halve the duration of this effect.

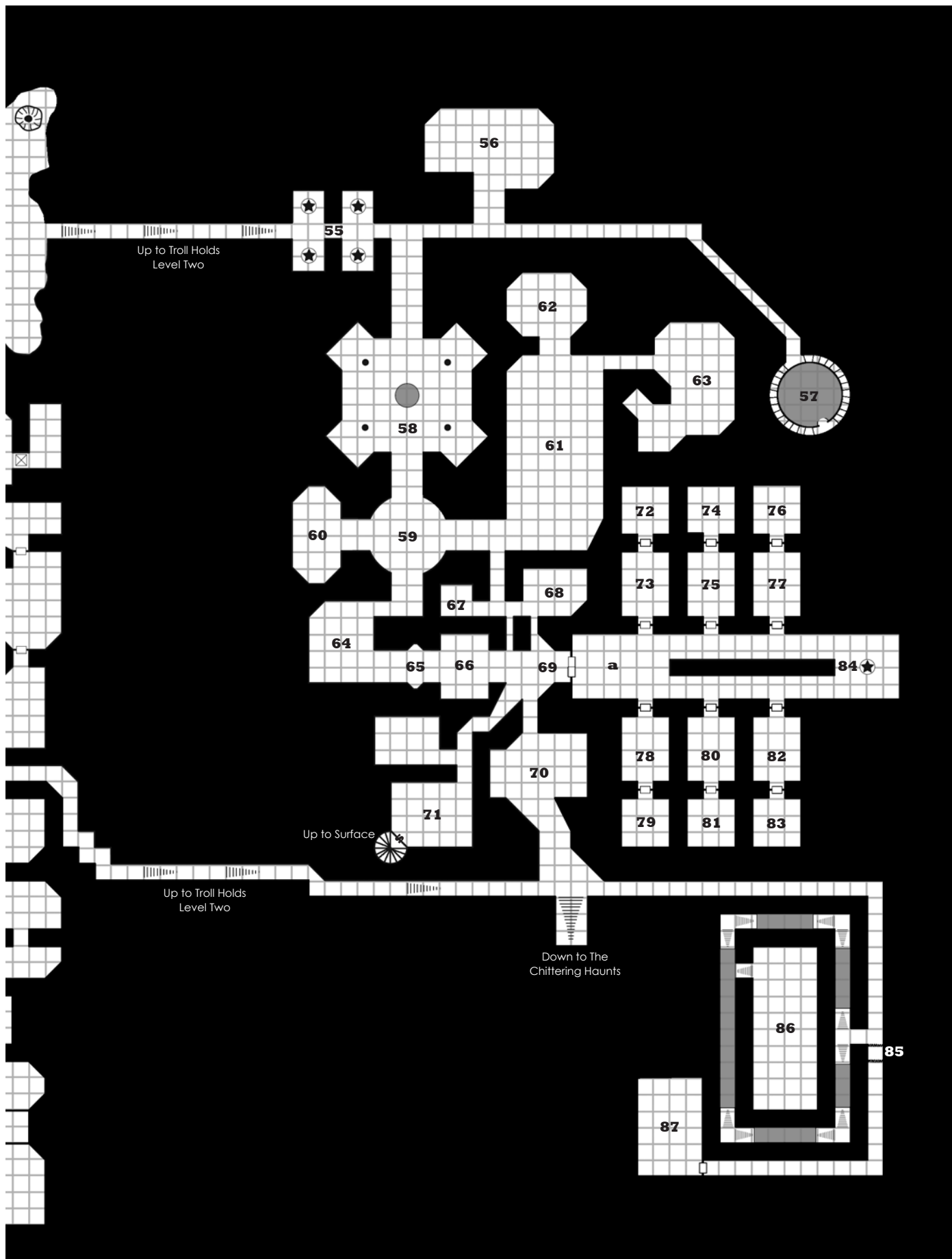
59. **TROLLS:** There is a 65% chance of meeting **2d4 trolls** (from the roster) here if any remain. If encountered, the eldest troll is telling the trollish origin myth, and the others are sitting cross-legged looking up at him. One of the trolls is wearing a boar-tusk amulet on a leather thong that radiates magic. This troll's AC is 6, since it is an **amulet of the target** (SEE APPENDIX A: NEW MAGIC ITEMS).

60. **TROLLS:** There will always be **2d6 trolls** from the roster in this room if any remain. They have 5,310 cp, 3 ep, 1,282 gp and an ivory and enamel brooch worth 600 gp.

61. **TROLL KITCHEN:** There will always be **3d4 trolls** from the roster working in this room, plus the cook who is a giant two-headed troll (not on the rosters, hp 57) armed with a huge cleaver (treat as a two-handed sword); the cook gets +4 "to hit" and +8 damage owing to his huge strength. Over a fire in the center of the room, a great cauldron simmers. Hanging from hooks are a further seven troll torsos. They are always regenerating, and the cook lops bits off them from time to time to toss into the cauldron. If the party kills the cook and then waits a couple of hours, whole trolls will be hanging from the hooks. They are being punished and will be released in a few days (to be

THE TROLL HOLD LEVEL TWO

EACH SQUARE EQUALS 10 FEET



replaced by other wrongdoers), and will of course attack at once if released. The stew tastes foul, but will not do the eater any serious harm.

There are trollish cooking implements here: a spit-roast over a charcoal grille, sized for cooking man-flesh; 9 sharp-pointed bronze skewers; a pair of steel tongs 3-feet-long; a huge fork that can be used as a polearm; and a 5-foot-long poker.

62. TROLL LARDER: Trolls are usually hungry so there is a 65% chance of meeting **1d4 trolls** from the roster here. The larder contains a 40-gallon tun of mead, two 40-gallon tuns of ale and a 20-gallon cask of cider (all recently-made and too young for a human to find drinkable). A dozen bottles of wine, looted from a human settlement, are of good quality and could sell for 4 gp each. There are shelves and racks of smoked cheese and meat. There is also some evidence that giant rats have been in here.
63. TROLL SMOKE-HOUSE: The trolls are in the course of smoking a score of human corpses. These have been stripped and shaved, and in some cases a finger or a foot has been devoured by the trolls carrying them here, but they are less than a week dead and the corpses could still be raised and healed. If this is done, 14 are normal humans. 6 are clerics who were on a pilgrimage: a 9th-level high priest, his 5th-level assistant and 4 acolytes of levels 1-3. All are lawful neutral. The high priest is the former owner of the **mace of the gorgon** which the lich now holds (AREA 84) and will want to retrieve it.
64. GIANT TROLLS: There is a 75% chance of meeting **1d4 giant trolls** from the roster in this room if any remain. They have no treasure.
65. ETERNAL TORCHES: Set in recesses in each wall here are lit torches in metal torch-holders. These **eternal torches** (see APPENDIX A: NEW MAGIC ITEMS) are trapped if removed without first twisting the torch-holders to the left—acid drops from holes in the ceiling causing 3d6 hit points of damage.
66. TEMPLE OF THE BEETLE: Here the trolls worship their insect-god, which they believe is revealed to them in her aspect of a great beetle. It is, in fact, a huge and bloated **giant rhinoceros beetle** (hp: 69) that wandered up from the Chittering Haunts. There will always be **2d6 troll worshippers** (from the roster) here if any remain. The vestments and paraphernalia of the anthropophagous trollish religion have no resale value.
67. SPECTRE: The spectre of **Vixor Long-chin** (hp: 34) lives here. Like the other spectres in the dungeon, it is chaotic evil rather than lawful. It will sense characters within 60 ft. of its room—even if they are invisible, inaudible or otherwise cloaked from natural senses, since the spectre has neither eyes nor ears and relies on a supernatural ability to detect the life force for which it hungers. On detecting the party's approach it will rush to warn its master, the lich in AREA 84, and it will normally be encountered in AREA 84A. It has no treasure.
68. TROLL SHAMAN: The **troll shaman** (hp: 43, not on the roster) has the following spells: **protection from good**, **protection from fear**, **resist fire**. It has tested its own regenerating powers to the limit by embedding daggers into its body, hilt-inwards, and healing around them, so embedded blades project from its chest and arms; it likes to bear-hug unarmored characters, inflicting 1d6 dagger-wounds on them (1d4 damage each). There will always be 1d4 trolls from the roster with it. It will try to cast resist fire before fighting, if possible.
69. TROLL CHIEFTAIN: The **troll-chieftain** (hp: 49), his **wife** (hp: 46) and their **champion** (hp: 50) are not on the roster. There will be **2d6 trolls** from the roster attending them, if any remain. The chief is armed with a **felling axe** (SEE APPENDIX A: NEW MAGIC ITEMS), and wears a **ring of fire resistance**. His wife has six **spell-thief darts** (SEE APPENDIX A: NEW MAGIC ITEMS). The champion wields a **two-handed sword +1**. He is wearing a splendid sabretooth tiger hide which is worth 500 gp but can easily be ruined by fire.
- Beneath his wooden throne the chief keeps his sack of treasure: 1,279 cp, 994 sp, 34 ep, 453 gp, 890 pp, an etched bone pipe worth 350 gp, a bronze chalice set with jade worth 250 gp, a very deep blue spinel worth 500 gp, and a golden yellow topaz worth 500 gp. In a velvet-lined wooden box (worth 15 gp) within a sack is a **philter of stammering and stuttering**, an **elixir of health**, and a **potion of fire giant control**.
- The chief is megalomaniac. He refers to the three vampires as his "advisors" and the lich as his "grand vizier", although this is far from being their true relationship...
70. TROLLS: There will always be **3d6 trolls** from the roster in this room if any remain. They have no treasure. They are the chieftain's personal guard, and all but one will rush to his aid at the first sign of trouble. A lit brass brazier along with two lit torches (and a supply of 20 more) are kept in this area to deter any of the giant insects found below in the Chittering Haunts from ascending.
71. FALSE TOMB: This chamber contains seven marble sarcophagi. Four hold ancient human cadavers with wooden stakes lodged in their chest cavities, and the other three are empty. About thirty large bats roost at ceiling level, and in the southwest corner a long-disused spiral staircase hidden behind a secret door leads to the surface. The cadavers and sarcophagi radiate magic if detected for, but in fact this is merely a magic aura. There is a 1-foot-wide crack in the top of the wall with the secret door that the bats traverse to reach the outside.
72. SPECTRE TREASURE: This room contains Isael's treasure: a scroll of protection from elementals and 969 sp.
73. SPECTRE: This is the spectre of **Isael Child-sparer** (hp: 30). It is chaotic evil, and always attacks the strongest life force—the highest-level character—it can find among its foes. If the lich has any warning of the party's presence Isael will move to AREA 84A.
74. SPECTRE TREASURE: This room contains Chanu's treasure: a set of gnome- or halfling-sized **chain mail +1** and 3,022 ep.
75. SPECTRE: This is the spectre of **Chanu of the Thistle** (hp: 35). It is chaotic evil. If the lich has any warning of the party's presence Chanu will move to AREA 84A.
76. SPECTRE TREASURE: This room contains Zasla's treasure: a **ring of weakness** and a **scroll of protection from wererats**.
77. SPECTRE: This is the spectre of **Zasla Poem-piece** (hp: 37). It is chaotic evil. In life, Zasla was a famous beauty and the spectre is now jealous of living women. It will attack the highest-charisma female among its foes over all others. If the lich has any warning of the party's presence Zasla Poem-piece will move to AREA 84A.
78. SPECTRE: This is the spectre of **Kearres Pec** (hp: 39). It is chaotic evil. If the lich has any warning of the party's presence Kearres will move to AREA 84A.
79. SPECTRE TREASURE: This room contains Kearres' treasure: a **potion of super heroism** and 4,119 ep.
80. SPECTRE: This is the spectre of **Teles Mo** (hp: 35). It is chaotic evil. If the lich has any warning of the party's presence Teles Mo will move to AREA 84A.

81. SPECTRE TREASURE: This room contains Teles' treasure: a 50 gp citrine, a 50 gp onyx, a 10 gp eye agate, a **potion of healing**, and a **scroll of blade barrier**.
82. SPECTRE: This is the spectre of **Tan Drazea** (hp: 34). It is chaotic evil. If the lich has any warning of the party's presence Tan will move to AREA 84A.
83. SPECTRE TREASURE: This room contains Tan's treasure: 986 sp and a **scimitar +2**.
84. LICH: The lich, **Alaeolah Latimai** (hp: 59) resides here. Latimai is an old friend of Shabbath's, having experienced many adventures together. The lich informs Shabbath of any assaults upon the areas "controlled" by the undead as soon as possible. Latimai is an 18th-level magic-user with the following spells:-

1st level: **Detect magic, enlarge, magic missile** (x3)
 2nd level: **Darkness 15-foot-radius, ESP, invisibility, mirror image, web**
 3rd level: **Blink, fireball, lightning bolt, slow, tongues**
 4th level: **Confusion** (x2), **fear, minor globe, wall of fire**
 5th level: **Conjure earth elemental, teleport** (x2), **wall of force** (x2)
 6th level: **Disintegrate** (x2), **project image, repulsion**
 7th level: **Power word stun** (x2), **vanish**
 8th level: **Maze, monster summoning VI**
 9th level: **Gate**

The lich is armed with the **mace of the gorgon** (SEE APPENDIX A: NEW MAGIC ITEMS), gaining a +3 to hit with it. If it knows of the party's approach, then it will prepare by setting its minions to attack the party at area 84A while it casts certain additional spells.

At area 84A there are 28 **skeletons** which are the standard animated type (hp: 5 each). They will attack, but the lich expects them to die quickly and easily; their purpose is to absorb the party's turn undead power for a couple of rounds while the spectres attack. The spectres have been ordered to attack targets wearing heavy armor and wielding blunt weapons, although two will disobey this, having their own priorities.



When the party makes short work of the skeletons and starts killing spectres, the lich realizes it needs to get serious. It turns itself **invisible**, casts **project image** and sends that out to call new minions (**monster summoning VI, conjure earth elemental**) to kill the party. It then **gates** in Abyzou, a Type V demon (hp: 44). If it becomes aware of a magic-user item that it wants during the combat (**staff of power, staff of wizardry, ring of wizardry, etc.**) then the lich will use its **vanish** spell to take it. Finally, it blocks the corridors leading from AREA 84A to AREA 84 with **walls of force**. If the **walls of force** are somehow bypassed, it **teleports** away to AREA 2 of the Chattering Haunts ensuring no ill effects of an unlucky high or low result.

The lich has a **scroll of fumble, polymorph other, remove curse and wizard eye, a brazier of sleep smoke and a bag of holding** (a rare 10,000 gp weight capacity) containing: an ornate electrum breastplate inlaid with mithril worth 12,000 gp, a silk robe trimmed with ermine worth 2,000 gp, a rosewood scroll case set with chrysoprase worth 850 gp, a platinum statuette of a kitten with chalcedony eyes worth 700 gp, a fox-fur hood with tourmaline clasp worth 450 gp, a black star sapphire worth 5,000 gp, 5 zircons worth 50 gp each, and 2,336 pp.

The statue at the eastern end of AREA 84 is made of green-tinted marble. It depicts an unpleasant creature that appears to be part-jellyfish and part-bloodworm—the species is native to the plane of Tartarus.

85. ILLUSORY WALL: There appears to be a solid wall here. It is a **permanent illusion** concealing the vampire lair. From off to the west, the party will be able to smell the stagnant water filling the areas between the staircases.
86. WATER ROOM: This area is accessed via corridors which are partly knee-deep in stagnant water. If the whole corridor is carefully searched, there is a 1 in 6 chance that one of the searchers will find a 500 gp peridot in the water. The room contains a pair of **catoblepas** (hp: 33, 34). Owing to the fact that the party enters the room from a staircase going up, the catoblepas have less trouble lifting their heads sufficiently to gaze at them, so each monster has a 35% chance on the first round. Once a character is in the room the chances return to normal. There is no treasure.
87. VAMPIRE LAIR: This room contains three coffins around the room's edges and a sarcophagus in the center. The coffins are those of three vampires, **Kvil Tnexihaut** (see AREA 10), **Leixxa Ujanquil** (see AREA 43), and **Jurd Thingle** who will always be here. Thingle (hp: 51) is a former 10th-level cleric with WIS 17. He retains his spellcasting powers:

1st level: **Cure light wounds** (x4), **protection from good, sanctuary**
 2nd level: **Hold person** (x3), **silence 15-foot-radius radius** (x3)
 3rd level: **Animate dead** (x2), **dispel magic** (x2)
 4th level: **Cure serious wounds** (x4)
 5th level: **Slay living, true seeing**

The sarcophagus contains the still-living body of **Thora Tangle-Hair** (see AREA 58). **Thora Tangle-Hair**, a female human magic-user – S13, I17, W15, D12, C13, Ch15, alignment CE, level 9, AC 7, hp 25. Thora Tangle-Hair wears a **ring of protection +3**, and carries a **staff of striking** (8 charges), a **dagger +1**, and scrolls of **levitate, lightning bolt, gust of wind**. She has the following spells memorized: **hold portal, jump, push, unseen servant, invisibility, mirror image, strength, web, blink, haste, protection from normal missiles, fire shield, wall of fire**.

The vampires have a 2,000 gp white opal, a 500 gp alexandrite, a 50 gp bloodstone, a 50 gp hematite, a 500 gp peridot, a 50 gp smoky quartz, a 10 gp hematite, a 10 gp turquoise, 433 platinum pieces, and an **elixir of life**.

THE CAVORT OF HALPHAS

This level is composed of three distinct areas: the guest and negotiations area (AREAS 1-14), the menagerie (AREAS 15 & 19), and the Cavort of Halphas (AREAS 16-18). The first two areas are self-explanatory, but the Cavort itself requires a bit of background.

Decades ago, Lidless Shabbath tricked Halphas, a demon lord, into what is almost a never-ending dance. Halphas is doomed to dance in a large circuit around Lidless Shabbath's multi-dimensional portal until he cannot help but make a move that is a duplicate of a move he's done before: he must dance until forced to repeat himself. How long this will be is unknown, but Lidless Shabbath believes it will be several millennia given Halphas' many limbs. Lidless Shabbath takes daily walks beside Halphas as he dances, asking questions and gaining knowledge: much of which she is sure is false, but some of which is true.

Currently, two negotiating parties (fire giants and efreet) have just occupied the guest and negotiation area. They're just beginning the hammering out an extensive treaty regarding occupation rights in the City of Brass for the giants.

Like the Troll Holds above, the Cavort of Halphas is hewn out of bedrock by earth elementals. The Cavort is made of well-dressed stone, and is largely dark, being only dimly lit in places by occasional **continual light** spells. Ceilings are generally at least 25-foot-high throughout.

Doors in the Cavort, unless stated otherwise, are made of wood, bound with iron, and easy to open (no roll required). Locked doors can be chopped through in 1-6 rounds with an axe, mace or similar weapon but this will certainly attract attention from nearby creatures. The keys to the doors are kept by the appropriate creature (for example, the keys for AREA 5 are kept upon the occupants' person) and additional copies are held by the barbed devil guards in AREA 15.

ENCOUNTERS: Almost all of the inhabitants on this level will work in concert against the players: the giants and efreet to demonstrate to each other their mutual worth and to increase their bargaining position; the demons to avoid punishment from Lidless Shabbath. If confronted by a strong opponent, they will attempt to rouse others to assistance. The exception to this is Thelispia in AREA 16 who is willing to negotiate with invaders.

WANDERING MONSTERS: Wandering monsters may appear in AREAS 1-15, and AREA 19 with standard chances (1 on a d6, check every 3 turns). If an encounter is shown, roll 1d4 on the following table to determine what creature appears (and subtract those encountered from nearby rooms):

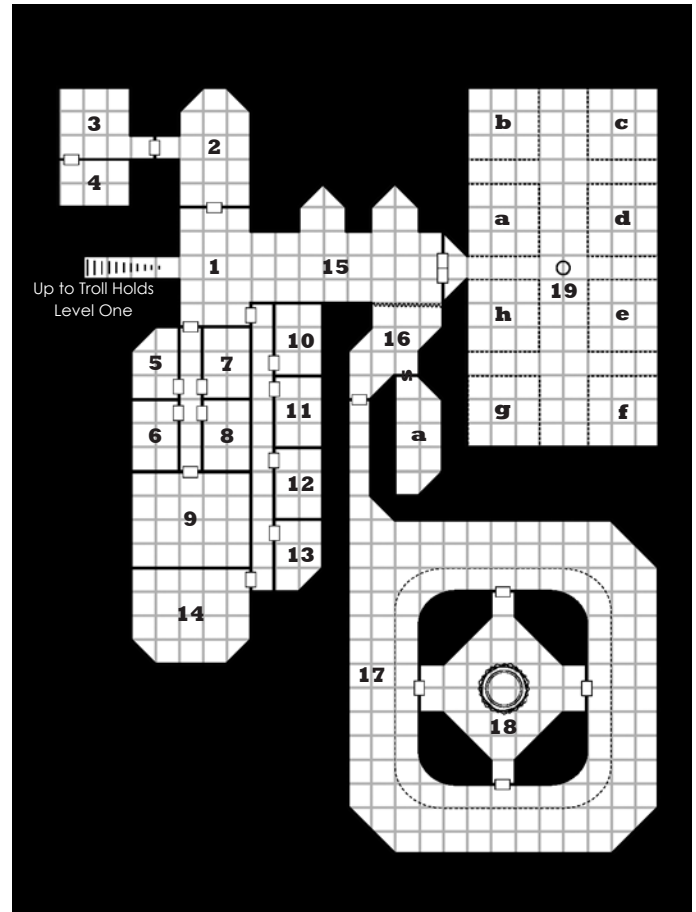
- 1 – 1 efreeti
- 2 – 1d2 efreet
- 3 – 1 fire giant
- 4 – 1d3 fire giants

1. **GUARDED VESTIBULE:** The long and curved staircase from AREA 48 (The Troll Holds) eventually lands here. The vestibule is guarded by 2 **babau** (hp: 52, 43) and a **chasme** (hp: 24) tasked as a messenger. The two babau have wedged themselves between the wall and the ceiling over the stair well and attack with surprise (1-4) any that enter unescorted by a rutterkin from AREA 48 or Lidless Shabbath herself. If wounded more than 75%, the babau **teleport** away, first to AREA 6 (The Carnelian Cyst), and then to AREA 69 (The Troll Holds). It will take 2 turns for the creatures in AREA 69 (The Troll Holds) to finally arrive in the vestibule.

If combat occurs, the GM should determine if the diplomacy room (AREA 2, The Cavort of Halphas) is occupied. If it is, the occupants arrive here in 3 rounds to join in the fray over a two round period (i.e. 7 arrive on the 3rd round, 7 more on the 4th).

THE CAVORT OF HALPHAS

EACH SQUARE EQUALS 10 FEET



The three doors in this area are always locked: keys to all of the doors are found on each babau and on the chasme. The giant envoy currently has a key for the southernmost door, while the efreet envoy has a key for the southeastern door.

2. **DIPLOMACY ROOM:** A **table of necessity** (SEE APPENDIX A: NEW MAGIC ITEMS) fills the majority of this room. There is a 1-2 in 1d6 chance that the room is occupied by a group of 6 **fire giants** (hp: 82, 61, 59, 58, 56, 52) led by **Surtshellir** (hp: 90), and 6 **efreet** (hp: 67, 53, 51, 49, 43, 40) led by **Barzham Bahlol** (hp: 80) discussing the terms of a fire giant outpost in the part of the City of Brass under the control of his Pasha. On the north side of the room is a raging fireplace, fed by chairs occasionally thrown into the conflagration.

3. **KITCHEN:** A grossly obese **bar-igura chef** (hp: 36) and his dozen **dretch** factotums (hp: 24, 21x2, 20, 18x2, 17, 16x2, 14, 11, 7) provide food and drink for those in negotiation. Unusually for demons, this bar-igura is serving Lidless Shabbath willingly, as she provides him an almost unending supply of new and unusual things to butcher.

4. **LARDER:** Among more mundane stocks (beans, wheat berries, dried fruits and meats, etc.) sits a **pandimensional larder** (SEE APPENDIX A: NEW MAGIC ITEMS). It is this object, and the creatures it delivers, that holds the attention of the creative bar-igura chef.

5-7. **GIANT ENVOY'S ENTOURAGE:** Each of these rooms is occupied by 2 **fire giants** (for hp, see AREA 2, The Cavort of Haphas). The giants have brought only their personal belongings and a small amount of coin with them. In total, divided between the three rooms, is 253 cp, 423 sp, and 328 gp.

8. GIANT ENVOY'S ROOM: **Surtshellir** (hp: 90), the fire giant envoy of King Snurtal, resides in this room on a 1-2 in 1d6. He is a dour and taciturn fire giant, finding even little enjoyment in combat and torture. In a locked chest (he has the key) rests 254 cp, 233 sp, 375 gp, 48 pp, and 21 10 gp gems. Unbeknownst to Snurtal, there is a secret compartment in the bottom of the chest containing a **ring of air elemental command**. The ring currently only turns its wearer **invisible**, but were its owner to slay an air elemental, its full power would be revealed. The ring was left by a previous occupant who didn't make it through the negotiation process.
9. GIANT'S RELAXATION AREA: When the 6 **fire giants** (hp: 82, 61, 59, 58, 56, 52) and **Surtshellir** (hp: 90), are not in the diplomacy room (AREA 2, The Cavort of Halphas), or in their chambers (AREAS 5-8, The Cavort of Halphas), they are found in this large common area (a 1-2 in 1d6 chance) decorated with heavy wooden tables and chairs.
- 10-12. EFREETI ENVOY'S ENTOURAGE: Each of these rooms is occupied by 2 **efreet** (for hp, see AREA 2, The Cavort of Haphas). The efreet have brought only their personal belongings, carved and intricately worked brass items worth 50 gp per efreeti.
13. EFREETI ENVOY: **Barzham Bahlol** (hp: 80), the efreeti envoy of Pasha Kazazian Hagop Piyale, resides in this room on a 1-2 in 1d6. Barsham is a cunning leader and negotiator; he believes he can earn great favor with his Pasha if he performs well. Around his neck on a golden chain is a **medallion of ESP** which he intends to use to full effect.
- 14 EFREET'S RELAXATION AREA: When the 6 **efreet** (hp: 67, 53, 51, 49, 43, 40) and **Barzham Bahlol** (hp: 80), are not in the diplomacy room (AREA 2, The Cavort of Halphas), or in their chambers (AREAS 10-13, The Cavort of Halphas), they are found in this large common area (a 1-2 in 1d6 chance) decorated with heavy wooden tables and chairs.
15. MENAGERIE GUARDIANS: The hallway to the menagerie is constantly guarded to ensure guests of Lidless Shabbath don't misbehave. There are always 4 **barbed devils** (hp: 52, 36, 33, 24) found here (two per alcove) minus any barbed devils escorting guests through the menagerie (AREA 19, The Menagerie). These four devils have been bound to Lidless Shabbath for centuries (without reward!) and welcome battle, having decided nine decades of servitude in Hell as a lure may be the only way out of their binding. The toughest devil bears a simple belt of chain upon which rests a key ring containing keys for all the doors on this level.
16. CAVORT GUARDIAN: Hidden behind an illusory wall, **Thelispia** the type V demon (hp. 47) coils around an ornately carved bench. Thelispia has been bound to Lidless Shabbath for several centuries now, and her body bears the results of her two previous attempts at escape: she is missing two of her six arms, ripped from her by the binding curse she is under that joins her to the Halls and prevents her from leaving even via death. Thelispia wants nothing more than the destruction of dread Shabbath.
- Unbeknownst to Lidless Shabbath, Thelispia has recently engaged Halphas (AREA 17, The Cavort of Halphas) in conversation and he has convinced Thelispia to yet again risk an arm to try betrayal, but this time by helping the next group of adventurers that attempt Shabbath's destruction—an event that happens every few years or so. She has taken his council to heart and immediately offers her service to the PCs if they will have her.
- Thelispia doesn't want a share of treasure, and she offers a ruse to bypass the creatures of The Troll Holds on the way to The Chattering Haunts: she'll say that she's **charmed** the party and is taking them to Shabbath for her to deal with directly. This ruse will work as none of the trolls are willing to confront Thelispia. Since deciding to help the next adventuring group, she's started picking out individual trolls at random to dismember and consume in front of the other trolls. They now stay well out of her way whenever possible.
- Thelispia honors her end of the bargain, but remains extremely suspicious of the PCs and ready to defend herself from treachery on their part. She immediately shifts to the Astral plane at the death of Lidless Shabbath.
- Thelispia's help could greatly benefit a party if they're willing to dare it, for she is fully aware of the entire complex, having had centuries to explore it. Perhaps more importantly, hidden in her room (under her fur nest) is a **necklace of protection from arthropods** (SEE APPENDIX A: NEW MAGIC ITEMS) that would ward against most of the creatures found in the deadly Chattering Haunts.
- A. A secret door leads to Thelispia's simple private chamber and treasure room. She's built a giant nest of furs (worth 2,450 gp, but quite bulky and hard to carry) where she rests and reads from the small collection of poetry she's collected over the years. Hidden in her nest is a **necklace of protection from arthropods**. Littered throughout the southern part of the room are dozens of skeletal bodies, tossed there when Thelispia tired of the entertainment they provided. She has no other treasure; the rest was claimed as punishment by Shabbath for Thelispia's last treachery.
17. THE CAVORT OF HALPHAS: The walls of this room are covered with runes, preventing any conjuration/summoning magic and gate/teleport/dimension door/planar travel magic as well. Shabbath created this warded room long before tricking Halphas to ensure that Halphas could not summon assistance when trapped.
- There is a 5% chance that Lidless Shabbath is present, talking with **Halphas the Many-Limbed** (SEE APPENDIX C: NEW MONSTERS) who dances here, bound to stay within 10 feet of the walls surrounding AREA 18. He must forever dance unless attacked or unless a creature other than Lidless Shabbath enters within his 10 feet of freedom. Those that do find Halphas has immediately teleported next to them, seeking to rend the flesh from their bones through pure physical prowess. If combat with Haphas occurs, he is free to move about all of AREA 17, but cannot enter AREAS 16 & 18, until his target is dead or outside those areas. He quickly augments his physical attack with his magic should foes prove even somewhat formidable.
- If the PCs keep a respectful distance, Halphas is willing to say or promise to do anything to gain his freedom. He is incredibly intelligent and charismatic.
18. LIDLESS SHABBATH'S PORTAL: In the center of this oddly shaped room is spherical, swirling mass of shimmering magic—a portal to whatever plane the user concentrates upon before entering. On the other side, the portal is visible only to the user, and is destroyed once the user returns. Shabbath uses this powerful magical sphere to further her knowledge of the planes.
- The user of this portal can place it correctly upon a desired plane based upon Intelligence. Those with less than 15 Intelligence arrive within 250 miles of the desired location; 16-17 arrive within 50 miles; 18-19 within 25 miles. Creatures with 20+ Intelligence arrive within 5 miles.
19. THE MENAGERIE: Eight holding cells fill the majority of this large chamber. The metal walls of each cell are 4 inches thick, and each has been rendered permanently transparent via **glassees** spells. Because of this, when characters enter, they will assume

that the 8 captives here are actually free-moving. Each cell features small breathing holes near the ceiling, and a food/water-service sliding door near the floor. The latter can be noticed via the extensive wear on the stone from decades of use. Each cell has a locked door, the key is kept in an iron coffer in AREA 8, The Carnelian Cyst.

In the center of the room, there is a large metal rod placed within a huge metal gear that, when rotated, slowly moves the walls, forcing each inhabitant into the next cell down the line (A to B, B to C, etc.) Every day around noon, the 4 barbed devils in AREA 15 join together to move the gear, a process that takes 10 minutes, filling the entire level with a deep grinding sound, and summoning a bound **djinni** (hp: 42) that feeds and waters the captives once they arrive in their new cell.

When the PCs first enter, the cells are occupied by the below inhabitants. The GM should progress them on a daily basis.

- A: **Gelatinous Cube** (hp: 12): This creature acts as a waste remover for the moving cells.
- B: **Grafixis**, a magic-using, young-adult, small bronze dragon (hp: 32). Grafixis was captured less than a year ago and has fallen into a deep despair regarding her situation. She will do her utmost to gain her freedom.
- C: **Roper** (hp: 29): This creature is a rather spindly example of his species.
- D: **Gorbel** (hp: 7): This unfortunate floats in a far corner, terrified by all who approach.
- E: **Flail Snail** (HD 6; hp 44): This creature also acts as a waste remover.
- F: **Tirapheg** (hp: 5): This extremely strange creature is very old. It has been the highlight of Shabbath's menagerie for over 75 years.
- G: **Pentadrone** (hp: 28): This creature greatly desires to return to Nirvana. It has been a captive for 5 years.
- H: **Enveloper**: (HD 9; hp 47): This doughy-looking creature's most recent absorption has rendered it CG with the abilities of a 9th-level thief. It is extremely frustrated by its lack of thieves' tools—a situation that Lidless Shabbath finds humorous.

THE CHITTERING HAUNTS

Composed of a giant multi-lobed cavern, the Chittering Haunts are the third level in the dungeon. The cavern is warm (81°F) and so humid a fog resides throughout the level, limiting vision to 60 ft. The ceiling height varies from roughly 50 ft. above the spongy ground to over 100 ft. in some locations. The ground is mounded and spongy from centuries of detritus. It is carpeted by small bugs of all sorts feeding off the never-ending food supply that drips from the very walls themselves: warm blood. The walls and ceiling of the Chittering Haunts continuously bleed like other caverns drip water. Unnervingly, the walls also bleed if injured (via picks, pry bars, etc.).

The cavern has a dim and shifting aurlent glow from the mixing of the green bioluminescence of the various small lichen and fungi coupled with the red glow from the many fire beetles crawling over the floor. Cobwebs of all sizes fill the caverns, some occupied and fresh, others old and tattered. The dripping blood coats many of these webs, providing an extinguishing factor if they're set on fire. Such fires burn only a small area (roughly 10 square feet) before sputtering out. Although the blood reduces burning risks, it does make the webs a little easier to break; trapped creatures are treated as if their STR was 2 points greater for such purposes.

The detrital layer makes walking in the Haunts difficult. PCs will sink up to their ankles in the best of situations and up to their knees in most locations. If the characters stick to the path tread by Lidless Shabbath (the dotted line on the map, which is easy to see), their movement is reduced by 25%. However, movement in other parts of Chittering Haunts is reduced by 50%. The many-legged creatures that dwell within are unaffected.



ENCOUNTERS: Over the centuries, the cavern has filled with giant rats, spiders, centipedes, beetles, and scorpions ever eager to lap up the blood that drips from the walls and ceiling. These creatures will certainly be encountered by all that spend any time within. These creatures do not disturb the primary occupants of the vast cave: 4 ghosts. These four were once servants of Lidless Shabbath and have remained after death as guards to her lair. All other inhabitants flee before them like a skittering bow wave.

This level is extremely dangerous given the many poisonous creatures dwelling in the Haunts, not to mention the four ghosts, who are cunning opponents that use their knowledge of the cavern to the best of their tactical ability. Even flying PCs will find the area difficult, for many of the creatures can climb with ease and limited visibility makes the webs of the largest spiders dangerous.

WANDERING MONSTERS: Wandering monsters appear with alarming frequency (1-3 on a d6, check every 3 turns) and should be subtracted from the below rosters. If the party is carrying any light source, there will be a guaranteed wandering monster every 30 minutes for the first 2 hours the PCs are in the Haunts. Frequency returns to normal after the first two hours. If an encounter is shown, roll 1d10 on the following table to determine what creature appears (if no more creatures are on the roster, there is no encounter):

- 1 – 1 ghost (subtract from the number found in AREA 3)
- 2 – 1d3 megalocentipedes
- 3 – 1d4 giant scorpions
- 4 – 2d4 huge spiders
- 5 – 3d6 giant rats
- 6 – 3d6 fire beetles
- 7 – 2d4 giant centipedes
- 8 – 2d4 large spiders
- 9 – 2d4 giant spiders
- 10 – 1d3 rhinoceros beetles

GHOSTS: There are 4 ghosts on the level. This roster lists their hit points; cross them out as they die:

75 • 66 • 59 • 50

MEGALOCENTIPEDES: There are 54 megalocentipedes on the level. This roster lists their hit points; cross them out as they die:

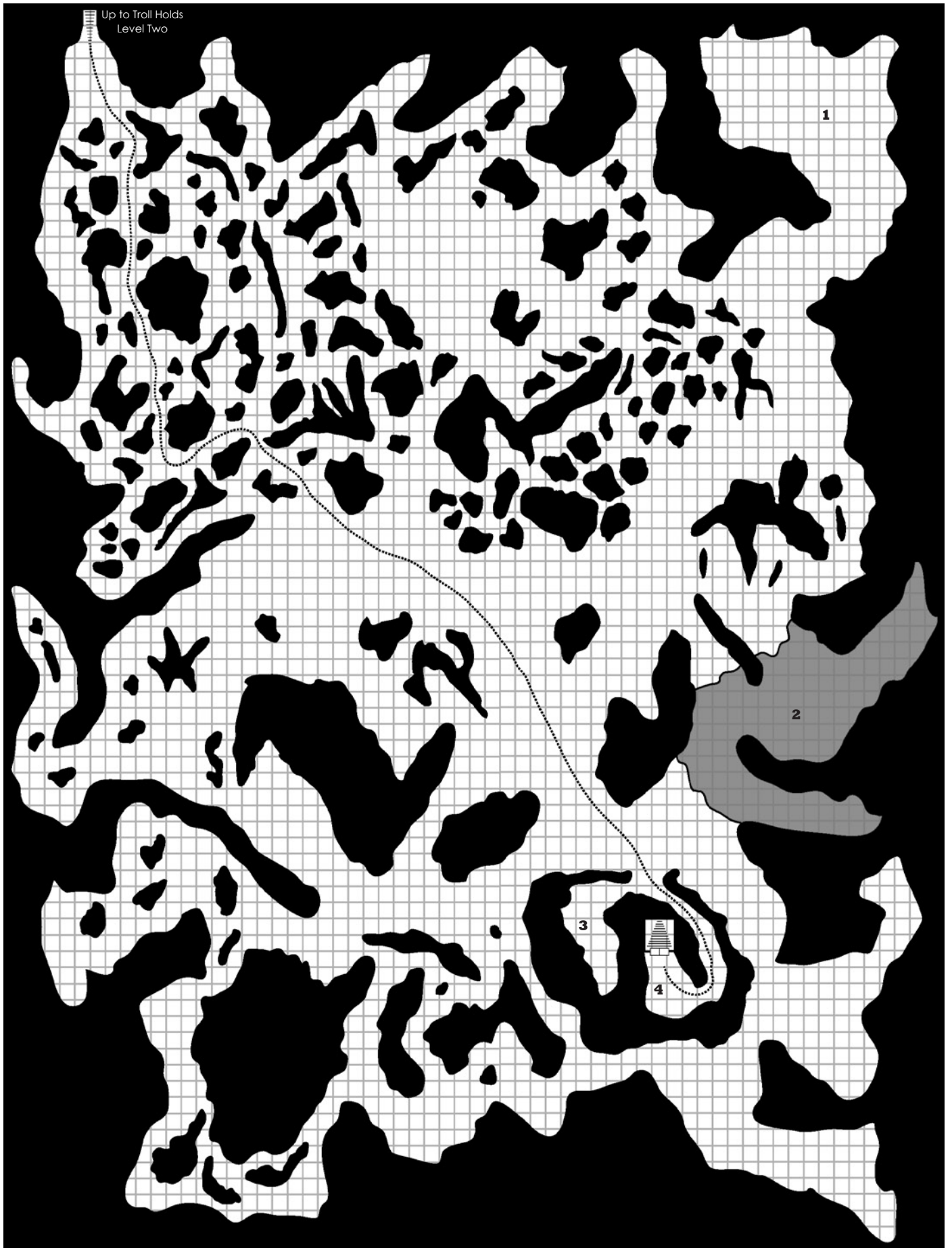
10 • 15 • 21 • 12 • 17 • 8 • 19 • 17 • 11 • 15 • 16 • 6 • 7 • 21 • 11 • 8 • 14 • 19 • 24 • 10 • 13 • 9 • 13 • 17 • 20 • 9 • 14 • 14 • 13 • 20 • 16 • 17 • 15 • 17 • 14 • 10 • 15 • 23 • 18 • 14 • 15 • 23 • 20 • 17 • 4 • 16 • 15 • 7 • 8 • 14 • 13 • 7 • 15 • 20

GIANT SCORPIONS: There are 21 giant scorpions on the level. This roster lists their hit points; cross them out as they die:

31 • 33 • 21 • 28 • 26 • 18 • 37 • 20 • 31 • 24 • 23 • 26 • 25 • 24 • 24 • 29 • 27 • 34 • 36 • 27 • 26

THE CHITTERING HAUNTS

EACH SQUARE EQUALS 20 FEET



3. **GHOSTLY CHAMBERS:** This cave is the home of 4 **ghost** (hp: 75, 66, 59, 50) guards. Former powerful servants in life, the evil of these four was so great that they remain in service to Lidless Shabbath. This cave is free of detritus, webbing, and any other forms of life: even the cold walls and icy ceiling above do not bleed. One ghost will be present here at all times and any wandering monster encounter results in a returning ghost. If slain, the remaining ghosts will band together and attempt to find the culprits.

Littered about the cavern are 2,345 cp, 9,208 sp, 12,235 ep, 13,631 gp, 12 gems (4x50 gp, 6x100 gp, 2x1,000 gp), a gold choker (800 gp), an ornately decorated platinum orb (7,000 gp), a silver goblet (1,000 gp), a bejeweled silversword hilt (2,300 gp), a **spear +4**, **elfin chain mail +3**, a **scarab of death** (held within a lead-lined ivory box worth 125 gp), a **robe of blending**, a **wand of wonder** (67 charges), and **three scrolls**: magic-user containing **magic mouth**, **fire charm**, and **enchanted weapon**; cleric containing **remove curse**, **quest**, **heal**, and **part water**; druid containing **turn wood**, **confusion**, and **reincarnate**. Finally, strewn about the cavern in various containers of metal and glass, 8 **potions**: **speed**, **oil of elemental invulnerability**, **philter of beauty**, **growth**, **invisibility**, **levitation**, **longevity**, **clairvoyance**.

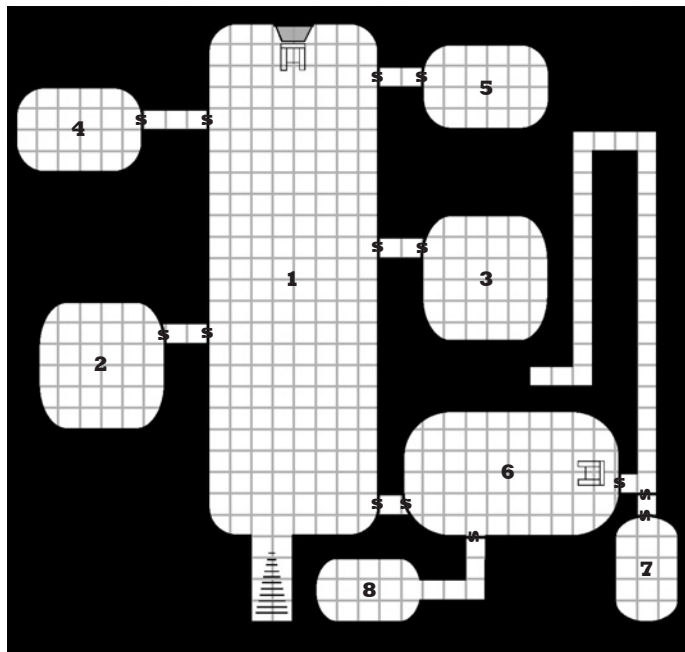
4. **THE GIANT DOORS:** These tremendous double-doors feature two imprints of giant hands, one upon each door. They are magically locked (like a 19th-level **wizard lock** spell) at all times, opening only when Lidless Shabbath places her hands in the imprints. They are made of a cunning mix of steel and stone in a checkered paffer. A sledgehammer used to bang upon the door (summoning Shabbath in 1d4+2 turns) rests next to the doors. A wide stairwell descends behind the doors, down roughly 300 ft. to AREA 1, The Carnelian Cyst.

THE CARNELIAN CYST

Like the upper levels of Shabbath's domain, most of the Carnelian Cyst is hewn out of bedrock. Unlike previous levels, a carnelian-colored mica façade covers the surfaces of every room, excepting AREA 6. Unless indicated otherwise, the level is illuminated by occasional **continual light** spells.

THE CARNELIAN CYST

EACH SQUARE EQUALS 10 FEET



All of the ceilings on this level are 16ft tall. Jutting down from them are thousands upon thousands of thin **glassteed** spikes with small recurved hooks, giving the ceiling a decidedly toothy appearance. The floors throughout the level have dozens of glassteed loops embedded into them. These loops are large enough for Lidless Shabbath to place her feet within when casting a **reverse gravity** spell, sending opponents to the terrible ceiling above.

Any unprepared character subject to a **reverse gravity** in the Carnelian Cyst slams into the spiked ceiling, suffering 3d6 damage. When gravity returns to normal, a character's clothing/armor is caught by one of the recurved hooks unless a successful 3d6 Dexterity check succeeds. Those succeeding fall to the floor for an additional 1d6 hit points of damage. A tangled character is freed with a successful 2d6 Strength check, with a check allowed once per round. While dangling, a character suffers a -2 penalty to AC, cannot cast spells with somatic components, and cannot use any Dexterity bonuses if applicable.

All doors on the level are secret doors that open after depressing a specific point 10 ft. above the floor or another point 1 ft. above the floor. Doors remain open for 1 turn (unless specifically closed) before automatically closing.

ENCOUNTERS: Lidless Shabbath spends most of her time on this level, sporadically moving between her library, laboratory, and glittering spell book when here. She is waited upon by one of her medusa servants at all times excepting when she is in AREA 6 as the crystals there may reflect upon the medusa. Only rarely do other creatures enter this level. When the PCs enter the level, the GM should randomly determine Shabbath's location if circumstances do not dictate otherwise: Library (AREA 2) 20%; Laboratory (AREA 3) 20%; Glittering Spell book (AREA 6) 50%. If Shabbath is absent, she will return in 4d6 turns (or if indicated on a wandering monster check). For combat suggestions for Lidless Shabbath, see AREA 6.

WANDERING MONSTERS: Wandering monsters appear in the Cyst with standard chances (1 on a d6, check every 3 turns). If an encounter is shown, roll 1d6 on the following table to determine what creature appears:

- 1-4 – Bathing medusa from AREA 4
- 5 – Stheno from AREA 5
- 6 – Lidless Shabbath from AREA 6

1. **THE GREAT HALL:** Shabbath constructed this gigantic hall to impress the rare visitor. The far end has a large crystal throne upon which she sits when receiving the extremely rare guest. Behind the throne is a warm shallow pool of magical mineral water fed by a small rivulet pouring from the native rock. The pool is frequented by the medusas on an almost daily basis. The waters of the pool **cure disease**. The water keeps its power when removed until the next full moon.

2. **LIBRARY:** The walls of this large dark room (there are no **continual lights** here) have been chipped away to form bookshelves from floor to ceiling. Through the center of the room is a large, free-standing, cherry-wood bookcase that groans with books. Along the southern wall is a large reading table over which droops **Shabbath's wondrous lantern** (SEE APPENDIX A: NEW MAGIC ITEMS), glowing with warm amber light (currently using the amber prism).

Shabbath uses this library in her researches. It provides 100% efficacy in Supernatural & Unusual (dweomercreaff, metaphysics, planes (astral, elemental & ethereal), planes (outer), and Physical Universe (geology & mineralogy).

There are over four thousand volumes in Shabbath's library (most in the subjects above), the whole of which is easily valued over 400,000 gp. Five of the choicer volumes are *Kemetian Fire Magic* (7,500 gp), *The Great Astral Chart* (3,250 gp), *The Ebon Book* (2,500 gp), *Mathimagic* (1,000 gp), and *Elemental*

Heraldry & Genealogy (1,850 gp). There are no spell books in the library—Shabbath keeps them in a secret compartment in AREA 6.

3. LABORATORY: A fully-stocked laboratory packs this room with alchemical supplies. Shabbath performs alchemical experiments here. She also uses the laboratory to manufacture the various liquids and gasses used by her trapped chests in AREAS 7 & 8.

Every common magic user spell component is stored in a meticulously-labeled medicine chest. There are 2d10+50 samples of components under 10 gp, 1d10+15 samples of 11-500 gp, and 1d6+5 samples of components worth more than 500 gp. Stheno (AREA 6) stores her many ingredients for mixing potions in a similarly-labeled medicine chest, and she spends a great deal of time here, assisted by one of the other medusa trained as alchemists over the years.

Of particular interest are **two inferno stones** (SEE APPENDIX A: NEW MAGIC ITEMS) used as heat sources. There are 1d6-2 samples of each special potion ingredient available (a negative result indicates a particular special ingredient is absent). On a carved marble rack rest 8 potions: **ESP, flying, healing (x2), invisibility, levitation, speed, and sweet water.**

4. MEDUSA QUARTERS: This large room houses 6 **medusa** (hp: 19, 20, 24, 27, 33, 38), factotums to Shabbath—one medusa is always absent serving Shabbath so only 5 can be encountered here. They each have individual areas portioned via 36 luxurious dressing screens (250 gp each). These large screens are additionally draped with opaque fabrics, ensuring privacy. The same opaque cloth has been rigged to cover the continual light on the ceiling via a pull cord in the southwest area. The medusa here are friendly to each other and will work in mutual defense. They share their wealth, keeping it in an unlocked chest in the northeast corner. The chest contains 6,356 gp, and 20 gems (5x10 gp, 4x50 gp, 6x100 gp, 3x500 gp, 1x1,000 gp).

5. STHENO'S QUARTERS: The leader of the medusa, **Stheno**, resides within this velveteen chamber. Once half-elven, Stheno was polymorphed into a medusa by Shabbath as a price for service. She is a longtime companion to Shabbath who's received the blessing of the effective immortality Shabbath's magics can convey via the spell **Shabbath's longevity** (SEE APPENDIX B: NEW SPELLS). This entire room is covered in bolts of raw velvet cloth, mostly red and purple, but some blues and greens are intermixed in detailed patterns.

Stheno nests in piles of lush red and purple velvet in the northwestern corner of this room. Her nest is surrounded by two dressing screens similar to those found in AREA 4. A stout,



wooden treasure chest adjacent to her nest contains: 1,386 ep, 11,321 gp, 5 gems (3x25 gp, 1x100 gp, 1x1,000 gp), a **potion of climbing**, and 2 **potions of extra healing.**

The below information is for Stheno if she is unaware of intruders. If aware, she will select more martial magic user spells—Lidless Shabbath allows her access to the spellbooks in AREA 6 so she'll memorize any spell that she desires.

Stheno, (Medusa (polymorphed half-elf) cleric 5/ magic user 8; Lawful Evil; AC5; HP44; Dam1-6+poison) S10 I16 W17 D13 C14 CH15

Cleric Spells:

Level 1: **protection from good, cause fear, cause light wounds (x2), bless**

Level 2: **silence 15-foot-radius, hold person (x2), spiritual weapon, resist fire**

Level 3: **dispel magic**

Magic User Spells:

Level 1: **detect magic, mending, read magic, magic missile**

Level 2: **ESP, invisibility, web**

Level 3: **clairaudience, clairvoyance, suggestion**

Level 4: **charm monster, polymorph other**

6. THE GLITTERING SPELL BOOK: **Lidless Shabbath** (hp: 90) (SEE APPENDIX C: NEW MONSTER) spends most of her time in this crystal cavern—an incredibly large geode. The floor and walls are composed of milky gypsum speckled with flecks of red and green. The interior was mined and shaped into its current form over a period of many years. Over the years, Shabbath has inscribed her exhaustive spellbook onto the walls and pillars of this chamber ensuring that she will never lose the source of her power. When not reflecting upon the writing etched into the walls, Shabbath spends her time seated in her giant crystal throne in meditation.

The western side of the throne's seat is a large secret compartment lined with **glassteel**. It contains all of Shabbath's spell books in disorganized piles. Many of them are spell books captured from other casters. Every spell of 1st-4th level is present in various books. Higher level spells have a chance to be present: 5th-level spells have a 75% chance to be located among the spells books (minimum of 6 spells); 6th-level 60% (minimum of 5 spells); 7th-level 50% (minimum of 3 spells), 8th-level 35% (minimum of 2 spells), 9th-level 25% (minimum of 1 spell). These higher-level spells are in addition to those currently memorized by Lidless Shabbath. Every spell in these spell books is inscribed on the walls of the chamber. Additionally, the 5 new spells in APPENDIX B, as well as the spells **glassteel** and **permancy**, are in the spell books and on the walls.

Also in the secret compartment are the 15 keys to all the treasure chests in AREAS 7 & 8 upon a metal ring. The keys open both sets of chests to fool any would-be looters that they've found all of the treasure instead of only one of two rooms' worth.

Tactical Suggestions: Below are three tactical options for Lidless Shabbath. Obviously the GM should modify the suggestions as needed, always with Shabbath's great intelligence in mind—Shabbath intends to grind into dust any who oppose her in the most methodical and unfair method possible. She'll never hesitate to physically attack at the most opportune times.

General: Shabbath will try to refrain from magic that damages magic items (excepting against fighter types) as she always desires new magic. However, if heavily pressed, she'll reluctantly use a **fireball** centered upon herself as an extreme measure. If her hit points are reduced to 30 or less, she will use **transmute rock to mud** (reversed) to restore all damage she's suffered

(she's a stone golem, after all!). If she needs to retreat, she'll cast **heart of maggots** and then **teleport** into AREA 2 of the Chittering Haunts ensuring no ill effects of an unlucky high or low result. She'll then quickly make her way towards AREA 3 to rely upon her ghost guards for protection. If she cannot teleport away for some reason, she'll **polymorph self** into a cheetah and flee with all haste into the Chittering Haunts whereupon she'll turn into a **megalocentipede** and hastily clamber towards AREA 3, changing shape again if needed to hide herself in the masses of local vermin.

If unaware of the PCs' approach: Shabbath will lead with **confusion**, followed by a **power word stun** directed at any apparent magic user. She'll then target the heavily-armored opponents with a **hold person**, and then **reverse gravity**, **irresistible dance** any remaining heavy combatant followed by a **disintegrate** on the same target (this always disintegrates the target as **irresistible dance** makes saving throws impossible), and then a **death** spell followed by **maze**.

If aware of the PCs' approach: Shabbath will first cast **invisibility** and follow with **heart of maggots** (keeping the heart ready to be thrown at an opportune time). She'll then wait quietly until the party is in sight and open with a **reverse gravity**. Next, she will cast **confusion**, and then **hold person** targeting any apparent magic users or clerics. She'll then use her **power word stuns**, **irresistible dance**, **disintegrate**, **death spell**, and **maze**.

7. LESSER TREASURE CHAMBER: Lesser-valued treasure spills around this ramshackle collection of 4 wooden chests, 4 reinforced trunks, and 7 iron coffers. All of the containers are locked, but not trapped. Much of this treasure has been acquired by Shabbath's troll brigade. Along the western wall are 10 giant glass barrels (50 gallons, weighs 800 lbs.). Eight of them are full of giant slug acid (from AREA 14, The Troll Hold), one of them is empty, and the final one is half full. A thrown acid barrel deals 10d6 acid damage in a 10 ft. radius, and 5d6 damage out to 20 feet. Shabbath can throw one of these barrels 30 feet. Hidden behind the chests are two **gray oozes** (hp: 26, 24) trained as pets by Shabbath. The oozes have been trained to attack any intruder that doesn't remain adjacent to the acid barrels.

Spread throughout the room in loose piles, upon a matched collection of bronze urns and platters (250 gp), and leaning against the wall: 94,457 cp, 31,148 sp, 24 tapestries (7,200 gp total), 9 ivory tusks (9,000 gp total), a human-sized **suit of plate mail +2**, and a **shield +1**.

Container	Contents
Wooden Chest #1	24, 325 gp
Wooden Chest #2	22, 957 gp
Wooden Chest #3	A dagger +1 wrapped in a cured red-dragon hide suitable for working into armor or a shield (5,000 gp)
Wooden Chest #4	Burbelte , an intelligent sword +1 (Ego 6; NG; speaks NG, Common, Fire Giant, Troll; detects evil in a 10 ft. radius; casts strength upon wielder 1 time/day.) Burbelte is a relatively easy-going sword that's tremendously thankful to be out of "the solitary hell-hole I've been in for Gods'-know how long." It will gladly talk the ears off any listeners.
Reinforced Trunk #1	A collection of 33 unusual glass drinking cups (500 gp)
Reinforced Trunk #2	42,126 ep
Reinforced Trunk #3	Three mummified human children
Reinforced Trunk #4	An elf-sized suit of elven chainmail +3 and a hammer +2 wrapped in fine silk (200 gp)

Iron Coffers #1	6 different sets of matching gold necklaces and gold earrings (2,500 gp)
Iron Coffers #2	2,554 pp
Iron Coffers #3	3,450 pp
Iron Coffers #4	100 plain rings of various metallic compositions worth 250 gp. One of the rings is a ring of weakness , another is a ring of delusion .
Iron Coffers #5	7 potions: ESP, healing (x2), invisibility, speed, fire breath, vitality
Iron Coffers #6	32 pieces of jewelry (6, 800 gp)
Iron Coffers #7	6 wax-sealed glass jars containing a single gold coin each. The coins detect as magic, but do nothing.

8. TREASURE CHAMBER: Paranoid Shabbath keeps her real treasure in this chamber hidden behind two secret doors and guarded by a **killer mimic** (hp: 56) trained to fear Shabbath, who keeps it hungry. The killer mimic assumes the shape of one of the many chests in the room.

All the containers are locked. All of the trapped containers are disabled (and reloaded) by turning them on their back, so that when the lid is opened, it rests upon the ground. Righting the containers resets the trap. Items with an * are new magic items (See Appendix A: New Magic Items).

Container	Trap	Contents
Wooden Chest #1	16 spikes fire (4 front, 4 back, 4 each side), attacking as 8HD monsters dealing 2-8 hit points of damage	Human-sized suit of chainmail +2 , halfling-sized suit of leather armor +1 , shield +1 , +4 vs. missiles
Wooden Chest #2	None	9, 897 pp, staff of striking (19 charges), shield +2
Wooden Chest #3	None	45, 309 gp
Wooden Chest #4	Chlorine gas fills a 20 ft.-radius dealing 20 hit points of damage, save vs poison halves	An 8HD air elemental (hp: 45) is trapped in this trunk. Shabbath expects it to attack whoever opens the trunk, but it is instead thankful (unless attacked), and will perform 24 hours of service for who it first sees. It will flee if reduced below 50% hit points.
Reinforced Trunk #1	None	Helm of underwater action , shield +3
Reinforced Trunk #2	10 ft. cone of acid sprays to front, causing 2-12 damage	24,052 lead coins with a gold wash
Reinforced Trunk #3	Small blades slice out from lid, attacking as a 1HD monster, severing 1d4 fingers unless metal gloves are worn and dealing 1d4 hit points of damage	Sword +4 defender, dagger +1 , +3 vs. creatures larger than man-sized, dagger of throwing, mace of disruption , 8 arrows +4
Reinforced Trunk #4	Sleeping gas fills a 40 ft.-radius, save vs poison or sleep for 6d6 turns	Whiterazor* , 6 prisms for Shabbath's Wondrous Lantern* : periodot, topaz, quartz, black Melanite, gold sheen obsidian, iolite

Iron Coffers #1	None	Ring of shooting stars, wand of enemy detection, folding boat
Iron Coffers #2	None	Horn of goodness/evilness
Iron Coffers #3	Poisonous dust blown in a 10 ft-radius, save or die and dust covers all objects in area, potentially requiring additional saves	Shabbath's Treatise On Inks*, Tome of the Stalker*
Iron Coffers #4	None	7,540 pp, ebon fly, onyx dog
Iron Coffers #5	None	Spoon of stirring, 24 sling bullets +2, key to AREA 19, The Cavort of Halphas
Iron Coffers #6	Weakness gas fills a 20 ft.-radius, save vs poison or lose 1d8 points of Strength for 30 days less Constitution score	Bag of devouring, boots of dancing, gloves of thievery, pearl of the sirines
Iron Coffers #7	None	175 gems worth 65,025 gp

HERE END THE HALLS OF LIDLESS SHABBATH

APPENDIX A: NEW MAGIC ITEMS

Amulet of the Target: These cursed amulets cause all attacks against the wearer to be made at +2 "to hit". If put on, it cannot be removed without a *remove curse* spell. **Experience Point Value:** --- **G. P. Value:** 1,000

Eternal Torches: These torches burn magically, without being consumed, forever. If placed underwater or otherwise extinguished, they will re-light when removed. **Experience Point Value:** 400 **G. P. Value:** 2,000

Felling Axe: These dire axes are +3 weapons that inflict triple damage on a natural "to hit" roll of 20. **Experience Point Value:** 1,500 **G. P. Value:** 8,000

Helm of Mental Protection: This helm allows the wearer to save vs. a psionic barrage as if his or her Intelligence was 18. **Experience Point Value:** 400 **G. P. Value:** 2,000

Inferno Stone: These fist-sized obsidian chunks attune to a new owner after one week of ownership. Once attuned, they can be commanded to heat to any temperature shy of melting (up to 1,600°F). It takes 1 round to heat or cool per 100°F change. Those attuned to an inferno stone cannot be injured by their heat. **Experience Point Value:** 500 **G. P. Value:** 2,000

Mace of the Gorgon: This bull-headed mace is mace +3 that calculates its "to hit" and damage bonus based on the wielder's Wisdom instead of Strength. On a natural "to hit" roll of 20, whatever it hits will be turned to stone (save vs. petrification to avoid). **Experience Point Value:** 4,000 **G. P. Value:** 20,000

Necklace of Protection from Arthropods: This necklace prevents any size of arthropod (spiders, insects, crustaceans, myriapoda) from approaching with 20 ft. of the bearer. If the wearer moves into range of an arthropod, it immediately flees before him if possible and covers if not. A cowering arthropod will defend itself if attacked, but will attempt flight as soon as such is an option. The necklace looks like a centipede biting its own tail and the legs move when an arthropod of more than 1HD is actively being ward. **Experience Point Value:** 4,000 **G. P. Value:** 35,000

Pandimensional Larder: This terrifyingly evil onyx larder gathers random creatures from the multiverse, trundles them up into helpless packages, delivering them to whomever opens its obsidian door. The larder works four times a day, delivering creatures that weight up to 1,200 lbs. **Experience Point Value:** 4,000 **G. P. Value:** 15,000

Shabbath's Wondrous Lantern: This magical lantern is crafted from the finest white gold. Its four sides are fitted with crystal lenses between which burns a beautiful, white, heatless flame. Each lens can be shuttered, completely obscuring its light. The flame cannot be extinguished and is fueled by crushed gems worth at least 10,000 gp. One fueling lasts for 100 years and instantly consumes the gem dust.

The lantern has different magical powers depending upon which specific colored crystal is socketed. Each effect has a range of 30 feet and only one special crystal can be socketed at a time. Each new application of a crystal burns the indicated fuel and the effect is constant until a new crystal is applied. Each effect is as if cast by a 19th-level magic user.

Type of Prism	Effect	Fuel Cost
Amber	Read languages	1 year
Periodot	Detect magic	1 year
Topaz	Find traps	1 year
Quartz	Detect evil	1 year
Black Melanite	Detect lie	1 year
Gold Sheen Obsidian	Detect illusion	5 years
lolite	Detect invisibility	5 years

Replacing a damaged special crystal requires a huge gem of the appropriate type worth at least 5,000 gp. It must be worked by a skilled gemcutter and *enchant an item* cast upon the lens, followed by *permanency*. **Experience Point Value:** 15,000 **G. P. Value:** 80,000

Shabbath's Treatise on Inks: This personal work of Lidless Shabbath contains accurate ink recipes for all 1st-4th level magic user spells. It also contains the new spells *Shabbath's adhesion*, *heart of maggots*, *swords to snakes*, *Shabbath's intruding ward*, and *Shabbath's longevity*. **Experience Point Value:** 16,500 **G. P. Value:** 40,000

Sling Stones of Blindness: These sling stones +3 (found in dozens) blind their target upon a hit unless a saving throw vs. spells is made. They lose their magic upon impact, becoming non-magical sling stones. **Experience Point Value:** 500 **G. P. Value:** 3000

Spell-thief Darts: These darts +1 remove one spell from the target's repertoire on a successful hit. They disappear once a spell has been taken. The deleted spell can be remembered normally; it is only lost for one day. **Experience Point Value:** 75 **G. P. Value:** 500

Table of Necessity: This fine walnut table (including chairs) expands to seat any number of guests of any size. The table can take any shape (round, rectangular, etc.) and will even bend the space around it, allowing the table to be larger than the room containing it! Any chair taken more than 50 ft. from the table disappears. **Experience Point Value:** 1,000 **G. P. Value:** 5,000

Tome of the Stalker: This magical tome is only usable by a magic user. It explains how to summon invisible stalkers (only 1% chance of failure) in an hour-long ritual requiring 500 gp worth of materials. An invisible stalker summoned through this particular ritual (which requires the presence of the tome itself) will not attempt to pervert its orders until 7 days have passed. The tome can be used once per week. **Experience Point Value:** 3,000 **G. P. Value:** 20,000

Wand of Darkness: Usable by clerics, magic-users and illusionists, this wand produces a 15-foot-radius circle of darkness at the expense of a charge to a range of 50 ft. Two spent charges dispels a protection from evil/good spell. Three spent charges summons a shadow, but it requires 5 spent charges to summon a magically commanded shadow, otherwise negotiation/threats/or bribes are required to prevent the shadow from attacking. **Experience Point Value:** 4,500 **G. P. Value:** 25,000

Whiterazor: This +2 longsword is made of the purest white ivory, the blade inlaid with star-shaped ebony. Whiterazor can be wielded by any class and non-proficiency penalties are never suffered. Whiterazor renders its owner immune to ability drain, level drain or other such life-stealing attacks. Additionally, any creature trying to ability drain or level drain the wielder suffers 6-36 hit points of electrical damage as the ivory blade and pommel discharge in defense. Once per day, Whiterazor can restore a drained level, regardless how long ago the drain occurred. **Experience Point Value:** 3,000 **G. P. Value:** 15,000

APPENDIX B: NEW SPELLS

All of these new spells are found etched upon the walls of AREA 6 of The Carnelian Cyst as well as in **Shabbath's Treatise on Inks** (SEE APPENDIX A: NEW MAGIC ITEMS).

Heart of Maggots (Conjuration/Summoning)

Level: 6
Range: Touch
Duration: Instantaneous
Area of Effect: 20 ft. radius
Components: V, S, M
Casting Time: 4 segments
Saving Throw: None

This foul spell requires the mummified heart of a creature killed by rot grubs. Once the magic user finishes casting, the heart is thrown, exploding in a shower of rot grubs upon impact. Any living creature within 20 feet is immediately infested by 1d4 rot grubs. Plate mail armor reduces this number by 1. The caster can hold onto an ensorcelled heart for 1d4 turns before it explodes regardless of impact.

Shabbath's Adhesion (Alteration)

Level: 4
Range: 50 ft. radius
Duration: 1 round/level
Area of Effect: One creature
Components: V, S, M
Casting Time: 3 segments
Saving Throw: Special

This spell causes anything the target touches to stick to it: clothes, footwear, weapons and armor— anything touching the skin or hair. Unless the target ceases moving, this damages the target based upon its base (non-magical) Armor Class.

Armor Class	Damage Per Round
10-7	1 hit point
6-4	2 hit points
3-0	3 hit points

If wearing clothes or armor, the target must save vs. petrification starting on the 3rd round (and every subsequent round) or be so pained, entangled, and encumbered that its movement is reduced in half.

Shabbath's Intruding Ward (Abjuration, Alteration, Conjuration/Summoning, Evocation)

Level: 8
Range: Touch
Duration: 10 turns/level
Area of Effect: 25 square feet per level, special

Components: V, S, M
Casting Time: 1 turn
Saving Throw: Special

This powerful inscription wards a given area against intrusion from unauthorized creatures. When casting is finished, the magic user may select 1 type or class of creature (trolls, magic users, etc.) and 1 specific creature (by name) that may pass through the warded area without triggering the ward. All other creatures except the caster trigger the ward. The ward triggers 2 rounds after a non-selected creature enters the warded area.

The ward first launches a *dispel magic* upon all non-selected creatures in the warded area. It then instantly follows up with a *silence 15-foot-radius* upon all non-selected creatures in the area of effect. The next round it summons a 12HD earth elemental that attacks any non-selected creatures in the warded area. On the 3rd round, a triple-powered *alarm* sounds for the next turn.

Shabbath's Longevity (Evocation, Necromantic)

Level: 9
Range: Touch
Duration: Permanent
Area of Effect: One creature
Components: V, S, M
Casting Time: 9 segments
Saving Throw: Special

With this spell, the caster weaves a connection between the target and the Negative Plane. As soon as the caster touches the target, the connection is made, and the target loses one energy level as part of it is sucked toward the Negative Plane. At this moment, the caster saves vs. spells to see if that energy can be grabbed before it's gone forever and turned into 1 year of additional life. If successful, the caster's age is reduced by 1 year.

Swords to Snakes (Alteration)

Level: 6
Range: 30 ft.
Duration: 1d4+1 rounds
Area of Effect: 30 ft. radius
Components: V, S, M
Casting Time: 7 segments
Saving Throw: Special

By means of this spell, the magic user changes one sword per level of experience into a 1HD poisonous snake. The snake wraps around the wrist of its bearer and strikes once per round for the duration of the spell. A magical sword allows the target a save vs. spells (with the sword's bonus as a bonus to the save) to resist the alteration. Those bitten by the snake must save vs. poison or suffer 15 hit points of damage. A save results in no damage.

APPENDIX C: NEW MONSTERS

HALPHAS (Demon Lord)

SIZE: Large (10 ft. tall, 30 ft. long)
MOVE: 120 ft., climbing 60 ft.
ARMOR CLASS: -1
HIT DICE: 106 hp
ATTACKS: 9
DAMAGE: 2-7 (x8), 2-8
SPECIAL ATTACKS: Poison, see below
SPECIAL DEFENSES: +1 or better weapon to hit, demon defenses
MAGIC RESISTANCE: 60%
RARITY: Unique
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 25%
TREASURE: In Lair: 1-6k cp (25%), 1-6k sp (40%), 1-6k ep (40%), 1-10k gp (55%), 400-2,400 pp (25%), 6-60 gems (60%), 4-40 jewelry (50%), any 4 magic items (30%), 2-8 potions (40%), 1-4 scrolls (50%).

INTELLIGENCE: Genius
ALIGNMENT: Chaotic evil
PSIONICS: 255 (All attack/All defense)
LEVEL/X.P.: 10 / 41,500

General information: Halphas the Many-Limbed ruled Carachel, one of the upper planes of the Abyss before his capture by Lidless Shabbath. Carachel is a misty plane of rolling hills covered by tremendous giant sequoias. Beneath the massive trees is an endless giant mushroom forest, hiding the many entrances of the caves and caverns that riddle the hills. All matter of crawling things are found within. Halphas is a master of illusion with an iron grip upon his outward appearance—nothing he feels is ever revealed by body language or facial expressions. His second appellation is The Unshakable.

Halphas can, at will, 1 at a time, 1 per round, use any one of the following spell-like powers at the 20th level: *darkness* (30 ft. radius), *wall of fog*, *blindness*, *paralyzation*, *suggestion*, *wraithform*, *spectral force*, *phantasmal killer*, *major creation*, *maze*, *projected image*, *permanent illusion*, *programed illusion*, *shades*, *true sight*, *veil*, and *shadow walk*. As a demon lord, Halphas possesses *infravision* to 120 ft., *can teleport without error*, and *can gate* 2-6 type V demons without failure.

Languages: Halphas has telepathy allowing him to communicate with any intelligent creature.

Physical description: Halphas possesses eight powerful humanoid arms upon an elongated torso that rises from the body of a gigantic centipede. At the end of his dark red centipede body, a chitinous spur curves, slowly dripping poison.

RED HORNETS (Minor Demon)

SIZE: Small (6 inches long)
MOVE: 120 ft. flying
ARMOR CLASS: 1
HIT DICE: 1-4 hit points
ATTACKS: 1
DAMAGE: 1 hit point
SPECIAL ATTACKS: Poison
SPECIAL DEFENSES: Demon defenses
MAGIC RESISTANCE: 95%
RARITY: Uncommon
NO. ENCOUNTERED: 1-12
LAIR PROBABILITY: 25%
TREASURE: None
INTELLIGENCE: Semi
ALIGNMENT: Chaotic evil
LEVEL/X.P.: 1 / 30 + 1/hp

General information: These horrendous little creatures are native to the Abyss, where they are used in torments. Despite their name they are not insects, and not subject to spells or powers that summon and control insects. They are one of the least kinds of minor demon. Their sting causes a horrible, incapacitating pain that lasts for 1d6 days, saving throw vs. poison to avoid. A dozen red hornets are occasionally gifts of lesser demonic pacts made through living sacrifice. In such circumstances, the red hornets are under the control of the being making the sacrifices.

Physical description: Red hornets look like very large hornets. They are smooth-skinned, with a single black streak running from head to tail across their crimson body.

SHABBATH THE LIDLESS EYE

SIZE: Large (3 ft. wide)
MOVE: 60 ft.
ARMOR CLASS: 3
HIT DICE: 20 (90 hp)
ATTACKS: 1

DAMAGE: 3-24
SPECIAL ATTACKS: Spells
SPECIAL DEFENSES: See invisible, stone golem defenses, immune to psionics
MAGIC RESISTANCE: Special
RARITY: Unique
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 95%
TREASURE: In Lair: 1-20k sp (10%), 1-12k ep (15%), 1-10k gp (40%), 100-800 pp (35%), 10-80 gems (5-30 jewelry (80%)), any 3 magic items except swords or misc. weapons, + 1 potion + 1 scroll (30%), and 1 of each magic item excluding potions and scrolls (70%)
INTELLIGENCE: Genius
ALIGNMENT: Lawful evil
LEVEL/X.P.: 10 / 15,000

General information: Long ago, a powerful mage set forth to find the pathway to godhood. Along the way, she made a pact for her soul with an entity called The Quicklime Girl in exchange for the powerful sword Whiterazor. For many years the sword stood her well, but as she gained lifetimes of life through her magic, she could not shake the fear of death that only the long-lived can know—the intense yearning for more life.

She spent the next decades perfecting a ritual that would place her into a body that would never age. Eventually she perfected the ritual (after several transitional bodies), and she became the first “living” stone golem—a stone golem with a living spirit within. This action deeply angered The Quicklime Girl who had already waited centuries longer than normal for Shabbath’s soul, and Shabbath takes daily precautions (*mind blank*) to avoid detection.

Shabbath’s long life before becoming Lidless Shabbath, and the centuries since, has turned her into a warning, a creature of legendary danger, for small children throughout the world, and few believe she is real. This belief is understandable, as she spends most of her time searching for the path to godhood that eluded her—searching in ancient texts, upon the many different planes of the multi-verse, and in conversation with demons, devils, avatars, sages, and prophets.

Shabbath is a 19th-level magic user with the following spells typically memorized. An * indicates a new spell.

- First** (5,): detect magic, magic missile, read magic, shield, shocking grasp
- Second** (5): acid arrow, invisibility, mirror image, ray of enfeeblement, web
- Third** (5): dispel magic, fireball, haste, hold person, phantasmal force
- Fourth** (5): confusion, fumble, polymorph self, polymorph other, Shabbath’s adhesion*
- Fifth** (5): cloudkill, feeblemind, teleport, transmute rock to mud (reversed) (x2)
- Sixth** (3): death spell, disintegrate, heart of maggots*
- Seventh** (3): power word stun (x2), reverse gravity
- Eighth** (3): irresistible dance, maze, mind blank (used daily)
- Ninth** (1): prismatic sphere

Languages: Shabbath currently speaks LE, Common, Elven, Dwarven, Troll, and a handful of multi-dimensional trade languages.

Physical description: Shabbath’s spirit occupies a stone golem, stylistically carved with a singled giant eye upon the middle of its forehead. The eye has no lid. She wears a red dragon-skin belt upon which are two **pouches of accessibility** containing her spell components. Additionally she’s attached to the belt a **Zagar’s spell component case** that can create any spell component 7times/day that she wishes. The component must be used the next round or it disappears in a puff of smoke.

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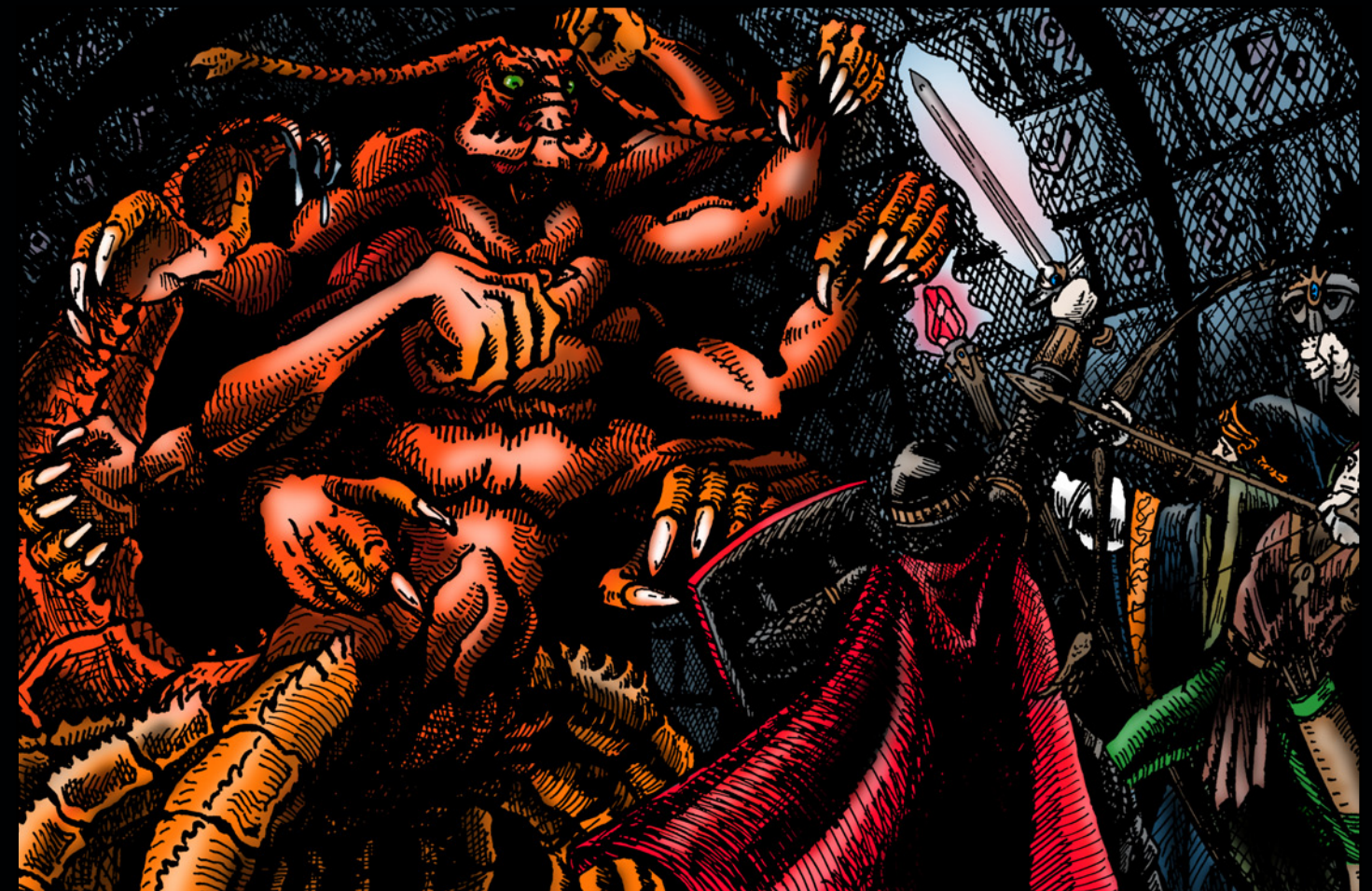


The Halls of Lidless Shabbath

Rolled into a yard-tall, ivory scroll tube, the worn charcoal rubbing of a giant map etched into an ancient monolith hints that travel between worlds was once easy. More enticingly, the map pinpoints the entrance to the eldritch pathway. The crude rubbing shows nothing but the location of the ancient and legendary dungeon known as the Halls of Lidless Shabbath!

The Halls are the home of the evil sorceress Shabbath. She was famed for having researched many new spells and created many unique magic items, as well as possessing fantastic treasures of gold and jewels, and the caves are also suspected to be a nexus of the planes. Little about the contents of the Halls themselves is known, save that Shabbath is rumored still to be alive, the Halls are reputedly haunted by demons, and a large warband or small army of trolls has been seen thereabouts.

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



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