



The Chasm of the Damned

Every inn hearth is ringing with chatter and every guildhall is silently watching and preparing. Nobles are equipping adventuring parties, and religious orders are hiring sword arms to be at the ready. All of this activity centers around one fact: this is the month that the legendary Chasm of The Damned returns. The Chasm is never late; once every 37 years, in this month, a mysterious gorge riddled with caves and populated by strange creatures appears somewhere within 200 miles of the spot in which legend says it originally sat. It stays for exactly 108 hours then slowly fades away... taking with it anyone who does not escape in time.

The Chasm's return is soon at hand; sometime this month it will appear and various groups stand ready to pounce should the Chasm be within a quick travel distance. Regardless of the veracity of legends, elder adventurers who have journeyed into the Chasm and returned always give three pieces of advice: bring a cleric, bring plenty of sacks, and don't be in the Chasm after 108 hours.

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



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Advanced Adventures

The Chasm of the Damned

By James C. Boney



An OSRIC™ module designed for
4-6 adventurers of levels 6-10



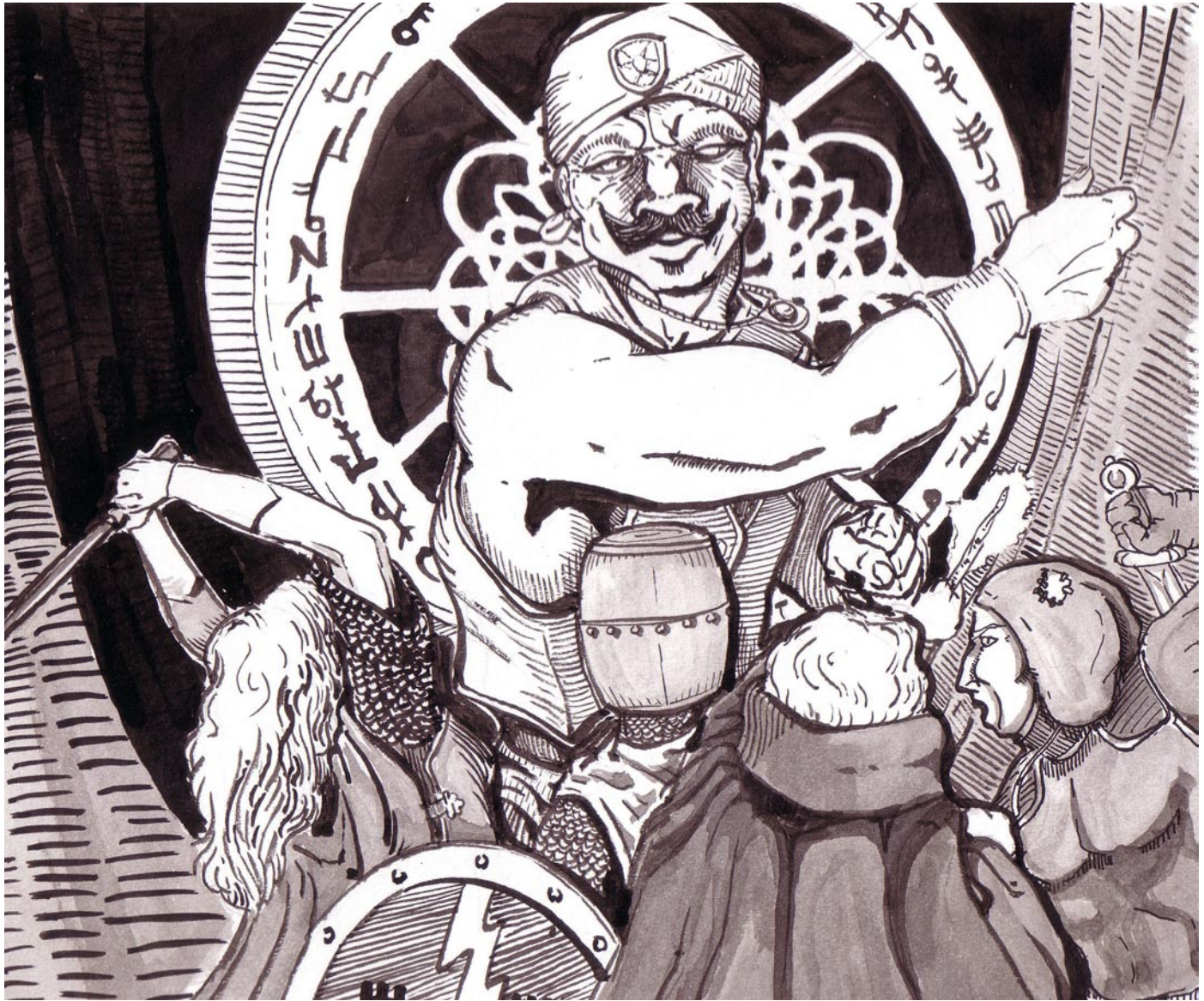
Expeditious Retreat Press

ADVANCED ADVENTURES MODULE #6

The Chasm of the Damned

by James C. Boney

AN ADVENTURE FOR CHARACTER LEVELS 6-10



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ADVANCED ADVENTURES are designed for the OSRIC roleplaying system. You can download the free player's manual from: <http://www.yourgamesnow.com>

The author would like to thank the original play-testers: Adelaide Driscoll, Trent Talley, Glen Talley, and William Pierce. Special thanks to Adelaide Driscoll.

The Chasm of the Damned

Background: Every inn hearth is ringing with chatter and every guildhall is silently watching and preparing. Nobles are equipping adventuring parties, and religious orders are hiring sword arms to be at the ready. All of this activity centers around one fact: this is the month that the legendary Chasm of The Damned will return.

The Chasm is never late; once every 37 years, in this month, a mysterious gorge riddled with caves and populated by strange creatures appears somewhere within 200 miles of the spot in which legend says it originally sat. It stays for exactly 108 hours then slowly fades away... taking with it anyone who does not escape in time.

The Chasm's return is soon at hand; sometime this month it will appear and various groups stand ready to pounce should the Chasm be within a quick travel distance.

Regardless of the veracity of legends, elder adventurers who have journeyed into the Chasm and returned always give three pieces of advice: bring a cleric, bring plenty of sacks, and don't be in the Chasm after 108 hours.

Stop! If you intend to play this adventure, then read no further. Prior knowledge of the Chasm of the Damned's contents will only spoil your enjoyment of the game!

Notes for the Gamemaster

Chasm of the Damned is an adventure for 4-6 PCs of levels 6-10. The Chasm has appeared within a short traveling distance of the PCs. News of its return will take approximately one hour to reach them. The GM should roll on the following table and modify as described in order to determine how many other adventuring groups are nearby and in a position to explore the Chasm:

1d10	Groups
1-2	1
3-5	2
6-8	3
9-10	4

The roll is modified as follows:

- near any city add +1 to the roll
- near a fortress or other stronghold (not near a city) +0
- near a medium to large town -1 to roll
- near a small town -2 to roll

Population determinants are based upon the GM's game world. For purposes of this table, cities are considered to have a protective wall and a standing security/military force, whereas towns have no protective wall and rely on a militia and/or a small garrison for protection.

It is possible from a die roll that no other groups are within the area; the Chasm seems to eschew appearing near heavily populated areas. Regardless of the die roll, no more than four other groups (other than the PCs) will be at the ready.

If it is determined that other groups are in the area, then roll for each group (including the PCs) on the following table and modify as indicated:

1d4
1 - group arrives first
2 - group arrives second
3 - group arrives third
4 - group arrives fourth

The roll is modified as follows based upon traveling methods:

- on foot: +2
- by fast horse: -1
- with pack mules: +1
- by magical transportation -2

It is possible that two or more groups will arrive simultaneously. The die roll results must obviously be tailored to meet the number of groups; if two are indicated, for example, then a roll of 3 will be counted as a 2.

"First," "second" and so on are relative terms for the above table; if a party is determined to have arrived "second," but no other parties arrive "first," then that party is "first."

The GM will determine from what direction NPC parties will arrive based upon the terrain.

Alternative scenario: An enterprising cleric or magic-user has called in a favor from a greater power to determine roughly the time and place of the appearance. He has hired the PCs to undertake the expedition under the cloak of absolute secrecy and given them 750gp in order to buy the supplies needed. In return, the benefactor will claim one-half of all loot gathered from the Chasm by the PCs (and will know if he's being cheated).

In this scenario, secrecy is paramount, for the benefactor wants no one else to even suspect the time and place of reappearance has been ascertained. Even under the strictest conditions, each PC purchasing supplies will stand a 5% chance per PC of drawing the suspicions of either the local thieves' guild or the assassin's guild. If suspicions are raised, an ambush force will be waiting for the PCs when they finally stagger out of the Chasm heavy with treasure...

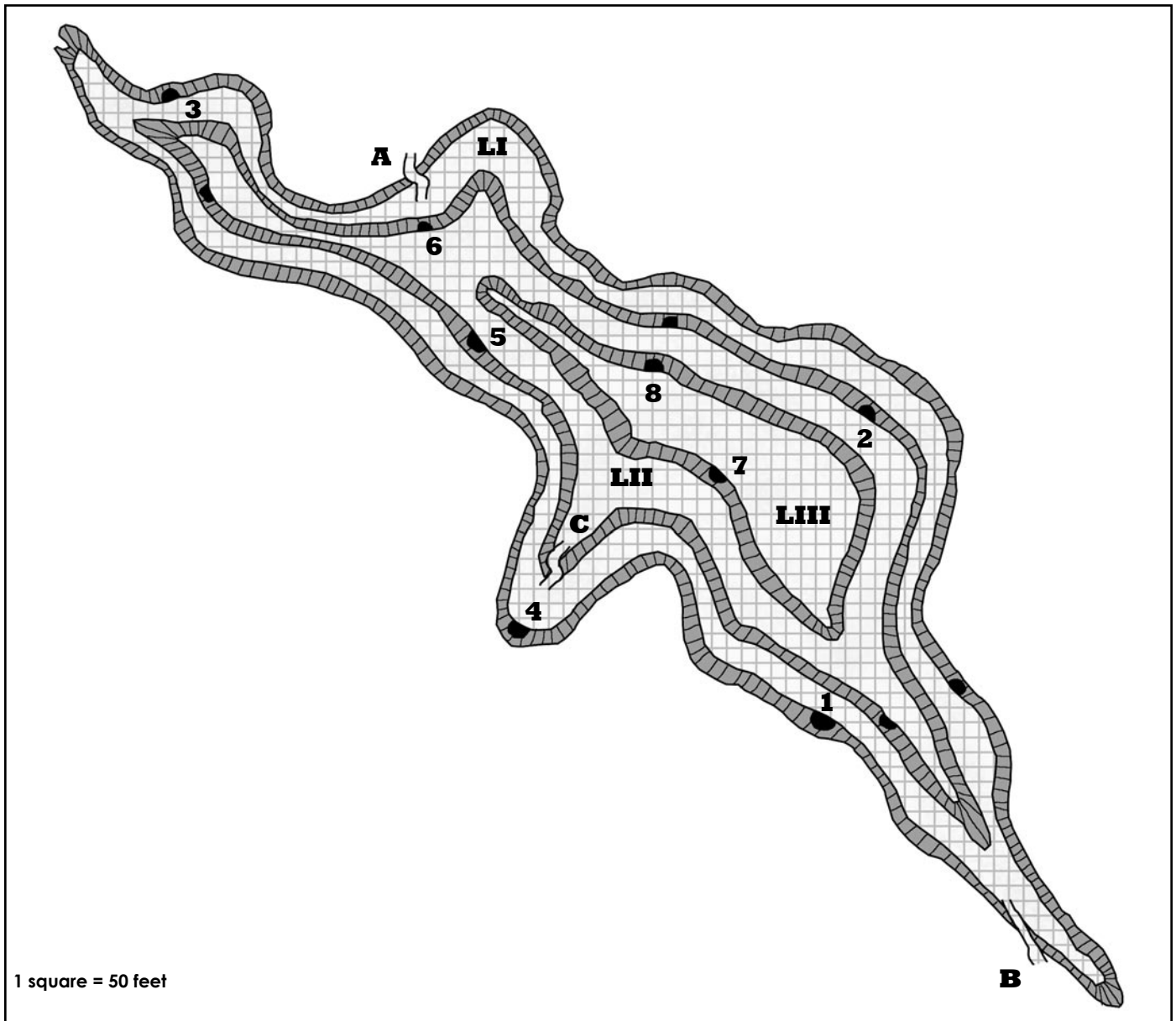
Rumors: The rumors and purported information gleaned for past expeditions reveal much about the Chasm, but little about its inhabitants for they seem to change each time it appears. Legend lore spells reveal its origins with a wizard who conducted planar travel experiments in the Chasm and accidentally shifted the whole feature into another realm. Beyond what is revealed above, the collected body of knowledge surrounding the Chasm reveals the following legends (false legends or sections are italicized):

Roll 1d8 for number of legends learned; choose or roll 1d12 for each legend

1. There are eight sets of caverns within the Chasm.
2. One cavern leads to a temple guarded by robed monks with no faces.
3. There are riches guarded by a giant, vicious warrior *who cannot be killed*.
4. A herd of *undead unicorns* keep guard over an elven maiden *in chains*.
5. All caverns connect to one another, and all are filled with riches *for the taking*.
6. *The local assassins' guild once maintained a base there and will send an expedition to retrieve its lost property.*
7. *There is a pit at the bottom of the Chasm that is home to a creature from Hell.*
8. The wizard who shifted the Chasm is still alive there *as a lich*.
9. The orcs in the Chasm are bigger and meaner than any others ever encountered.
10. *The royal family once lost an ancestor in the Chasm and will pay dearly for the return of his remains.*
11. *There is a magical way to keep the Chasm from shifting hidden deep within one of the lower caverns.*
12. Adventuring parties always come back with fewer members than when they started.

The Chasm and its nature: The Chasm is a large canyon slightly over a mile in length and roughly 1,500 feet at its widest point. It will not appear any nearer than 3 miles of any large population. Structures, people, animals, plant life and whatever else occupying the area where the Chasm appears will be suspended in a limbo-like state for the duration of the appearance, and will suffer no aging or damage until returned to normal. Exactly 108 hours after it appears, the Chasm and its contents will begin to take on a transparent appearance and slowly fade away over a period of 3 minutes. Any PCs still in the confines of the Chasm when this occurs will be whisked to another dimension... a locale of the

The Chasm of the Damned



GM's choosing. If trapped PCs stick it out and survive, the Chasm will bring them home in 37 years.

Its sheer cliffs are broken by three level surfaces (marked LI, LII, and LIII on the map). There are two downward paths leading to the first level (marked A and B on the map). Level one leads to level two by way of another sloping path (marked C on the map). There is no direct path between levels two and three.

The floor of level III is filled with bones of every imaginable kind at a depth of approximately two feet. None appear less than six months old. Many are unidentifiable.

Caverns with keyed encounters are numbered. Several other caverns are shown unmarked on the map; the GM may create his own encounters for these, describe them as shallow and empty, or ignore them altogether.

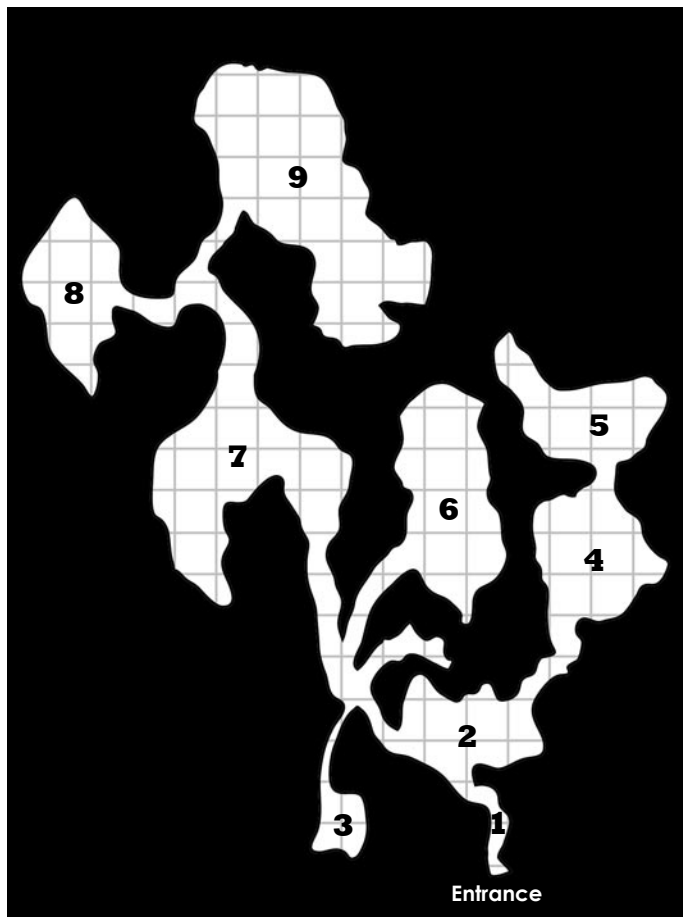
The cliffs separating the levels from the surface and each other are dangerous for even the most experienced climbers. Thieves suffer a -25% on their climbing skills (using climbing gear reduces this penalty to -15%), and regular climbers will find the sudden drops, jagged rocks and assorted other dangers render their chances of ascending or descending incredibly difficult. Scaling a cliff face

from level to level will take approximately 2-4 +2 turns. Any non-thief attempting the feat will accrue an accumulated 5% chance per turn of suffering some mishap along the way. Before any attempt, the GM should roll the time needed to descend; if the climber fails, then he will take 1-10 HPs for each remaining turn of the climb (example: a climb that should take eight turns and fails at turn five will mean the PC falls and takes 3-10 HPs). Thieves must check their climbing skills every two turns or suffer a similar disaster. Resting during the ascent/descent for 1 turn will negate 5% from the chance of falling (cumulative), and being securely connected to other PCs with a rope will remove 3% from the chance of falling per turn.

Mapping: After some time has past exploring several caverns, it will become obvious to the party that something is wrong. Dimensional shifting has twisted cavern entrances so that certain caverns link to one another where common sense dictates they should not.

Unlabeled caverns: There are several unlabeled caverns on the map making the adventure expandable to the Gm's wishes. These caverns can be empty or populated with particular encounters used to personalize the individual campaign. If these caverns are populated, it is recommended that the duration of the Chasm's stay is proportionally increased to allow for their exploration.

THE ORC CAVERNS



CAVERN 1: THE ORC CAVERNS

These caverns are held by orcs who have been transformed through exposure to arcane elements during their planar travels. Unless otherwise noted, each orc fights as a 3+1 HD monster and deals +2 to damage. They also possess a porcine cunning that may take the party by surprise on first encounter.

Wandering monsters: each turn gives a 1 in 6 chance of meeting 1-2 of the orcs from area 7 (except in areas 3 and 5).

- CAVERN ENTRANCE:** The rank familiar smell of orcs emanates from this cave. If the PCs stop and listen, they will hear faint echoes of distant yelling and fighting deep within.
- GUARD ROOM:** Three **orcs** stay here on guard at all times (HP 22, 19, 19). They are armed with spears, battle axes, shortbows and 20 arrows each. They keep a gong which they will use to summon reinforcements at the first sign of a strong invading force (i.e.: four or more party members) unless stopped.

If the PCs are spotted coming down the tunnel, a guard will hide on each side of the entrance into the room while the third stands ready to throw his spear at the first PC to notice him. The two hidden guards will attack with their battle axes while the third rings the gong if necessary. If the guard force is reduced to one, that remaining orc will attempt to flee to area 7 unless reinforcements come quickly.

- HIDDEN ROOM:** The dusty crack leading into this area is too small for the bulky orcs to pass. PCs weighing 160 pounds or more will also find it impossible to squeeze through, although smaller PCs will have little problem.

An elf who survived an earlier invasion fled here to escape the orcs after his party was slaughtered. Though he has been here

for some time, he is not completely decomposed; his corpse is occupied by 20 **rot grubs** (HP 1 each) that will attempt to infest anyone searching the elf's body. Examination of the corpse will reveal that he clearly died of two arrows in the back.

The elf's remaining possessions include: regular chainmail armor, a **longsword +1**, 3 daggers, a backpack holding 100 feet of rope, two **potions of healing**, rations for two days, two flasks of oil and a bull's-eye lantern

- DEN OF THE WAR HOUNDS:** Eight **war dogs** (HP 14(x2), 12(x3), 10(x3)) are kept here. A makeshift gate blocks access to this room and another separates area 5 as well. If orc reinforcements in area 1 feel things are going badly, one orc may retreat here and unleash the beasts on the party.
- PRISON:** The orcs are keeping a female elf captive here. **Jeinh** (T5; Neutral; HP 25) fell victim to a **lightning bolt** cast by a former party member, and the orcs decided to forgo their usual kill-on-sight policy concerning elves and take her prisoner. Although abused to the limits of orcish imagination, she is being fattened up for a future dinner.

If freed and armed (the remainder of her equipment is in area 8), she will gladly join the PCs for the duration of their stay in this set of caverns, and will take vengeance on the orcs for their past mistreatment of her. Once out of cavern 1, she will thank the party and depart the Chasm. Jeinh is not of this dimension, thus she does not speak Common, and while her Elven dialect is extremely unusual it is understandable in simple conversation.

- LARDER:** The orcs keep their foodstuffs hanging here on makeshift pegs. Eight sacks of different vegetables taken on raids line the walls. The twelve corpses hanging here and there vary from human and humanoid to creatures of the four-footed kind.
- MAIN LIVING AREA:** The rest of this band (except the warlord and his bodyguard) will be dwelling here around the campfire unless summoned by the gong in area 1.

There are twelve **orcs** here. Each orc carries 3-18gp, 3-30sp, and 2-40cp.

Orc	Armor	Weapons	HP
a.	leather/shield	shortsword, shortbow	19
b.	leather	spear, shortsword	16
c.	ringmail	halberd, longsword	22
d.	leather	spear, battle axe	13
e.	ringmail/shield	battle axe	16
f.	leather/shield	longsword, shortbow	19
g.	ringmail	battle axe	13
h.	scalemail/shield	longsword	16
i.	chainmail	battle axe	22
j.	leather/shield	spear, longsword	16
k.	ringmail	halberd, longsword	13
l.	scalemail	spear, longsword	22

- WARLORD'S DEN:** The **leader** of this band (HD 4; HP 30) dwells here with his three **lieutenants** (HP 25 each). They also keep the band's stash of treasure in a locked chest (no trap): 3,400gp, 6,340sp, 9,200cp, 3 gems worth 200gp each, 4 gems worth 100gp each, and a silver statuette worth 350gp.

Jeinh's possessions will be found near the chest: leather armor, **shortsword +1**, two silver daggers, thief's tools, 210gp, and a backpack holding 6 torches and 50 feet of rope. Jeinh will notice that the equipment of her fallen comrades is missing.

- THE DEMON IDOL:** The southern stretch of this large cavern is dominated by an eight foot tall marble idol of a humanoid figure with a ram's head and three legs. Each arm wields a marble bastard sword. The facial features of the idol are unnerving and possess large rubies for eyes. Before the idol

are four greasy patches of burned hair and flesh; these are the remains of orcs who attempted to scale the idol and acquire the eyes.

Any non-evil person or creature touching the idol will be struck by fiery bolts from the eyes and sustain 8-48 HPs damage, no save. Evil creatures daring to touch the idol must save vs. death magic or suffer the same fate, but at 5-30 HPs. If the gems are retrieved, each is worth 3,000gp.

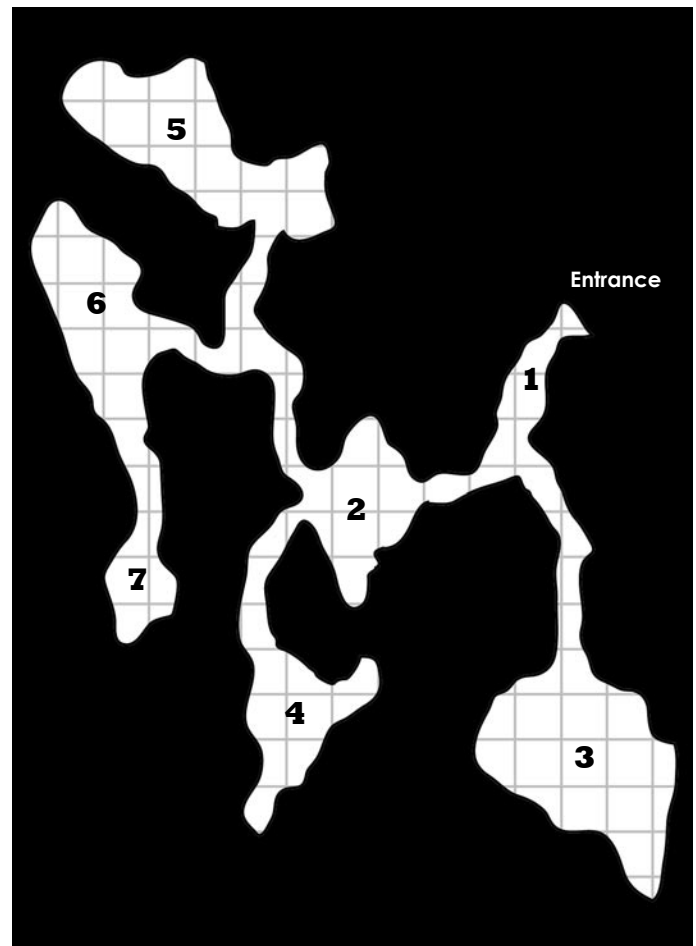
CAVERN 2: THE BOGWING CAVERNS

1. **CAVERN ENTRANCE:** The passage into this complex slopes gently for about 20 feet. The floors past that point are covered in a slimy substance reminiscent of swamp slime at a depth of two feet. PCs carefully listening will hear sharp guttural screeches echoing off the walls deeper within.
2. **NEST:** This room is deeper and filled with the slime to a depth of about four feet. A large dilapidated wagon sits tilted in the middle of the room and holds a bogwing nest. There are 6 **bogwings** (HP 12 each) either in the nest or hanging from the walls, and they will attack if the party fully enters the chamber.
3. **STORAGE:** This chamber is filled with broken crates and boxes. If the PCs conduct a detailed search, they will find supply items of all sorts. Most are ruined and useless except for 47 rusty iron spikes and a small case holding 2 **potions of extra healing** and a **potion of heroism**.
4. **ROOM OF STATUES:** The tunnel rises slightly out of the slime and into a relatively dry cave. This area holds six lifelike statues of adventurers. Each wears a look of utter astonishment and faces the alcove on the far way except for a statue of a halfling which faces a smaller alcove to the left of the entrance. The party may guess these adventurers were surprised and petrified by a medusa. The halfling's attention elsewhere should serve as a clue that this wasn't the case. The alcove that caught the halfling's eye holds a small crystalline apparatus that will bathe intruders with a brownish glow five minutes after the cave is entered. The glow will cover the entire cave, and all caught in its rays must save vs. petrification or turn to stone. Any PC making this save will never fall subject to the effects of the crystal's rays again. Obviously, whatever caught the party's attention in the far alcove is no longer there.
5. **BOGWING LAIR:** The slime depth reaches three feet in this room. Near the wall furthest from the room entrance sits a large bogwing nest, and many more creatures hang from the ceiling and walls throughout the cave.

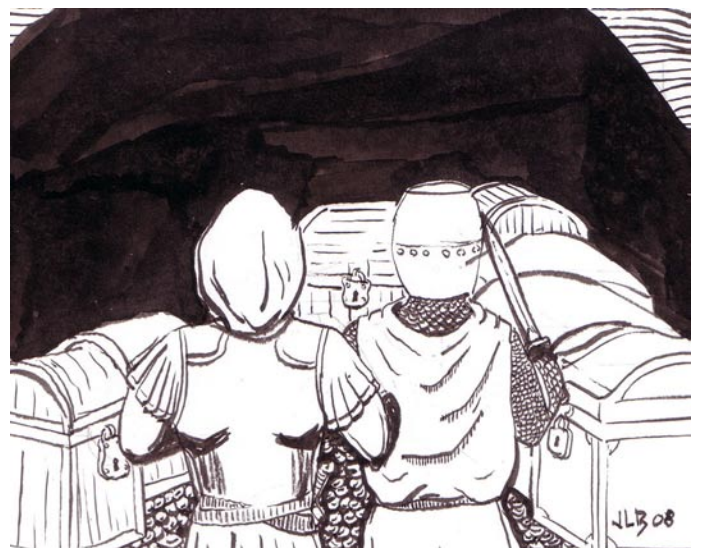
15 bogwings (HP 16(x4), 14(x4), 12(x3), 10(x2), 8(x2))

6. **SWAMPY CAVE:** The slime depth reaches four feet in the middle of this area. It is occupied by two **shambling mounds** (HD 9; HP 45 each) that will aggressively attack all who attempt to reach area 7.
7. **HIDDEN CACHE:** the tunnel leads out of the slime and slopes sharply up into an isolated cave. There are four trunks and three chests stored here.
 - a. **TRUNK #1:** locked and trapped with a poison needle in lock (save vs. poison or die). Holds 8,000cp and 1,000sp.
 - b. **TRUNK #2:** locked and trapped with acid spray mechanism (save vs. wands or catch acid in the eyes for 2-16 HP and possible permanent blindness). Holds 4,500cp and 1,500gp.
 - c. **TRUNK #3:** locked but not trapped. Holds 5,000sp.
 - d. **TRUNK #4:** locked and trapped with tetanus spike trap (save vs. wands or take 1-6 HPs and contract fast acting tetanus for death within 1-6 hours). Holds 10,000ep.

THE BOGWING CAVERNS



- e. **CHEST #1:** locked but not trapped. Holds two clerical scrolls, one magical scroll, and one illusionist scroll.
 - clerical scroll: **cure serious wounds (x2), cure blindness**
 - clerical scroll: **cure disease, hold person, dispel magic**
 - magical scroll: **slow, dimension door, dig**
 - illusionist scroll: **paralyzation, rope trick, hypnotic pattern**
- f. **CHEST #2:** locked and trapped with poison needle (as trunk #1). Holds 5 **potions of healing**, a **potion of speed**, and a quiver of **20 bolts +1**
- g. **CHEST #3:** locked but not trapped. Holds a **potion of fire giant strength**, a **wand of illumination** (10 charges) and a pouch holding 6 pinches of **dust of appearance**.

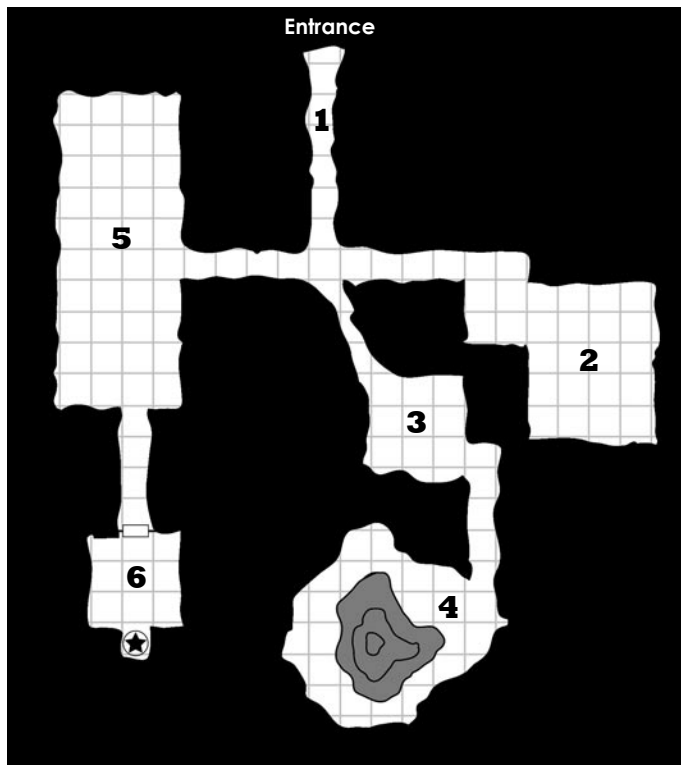


CAVERN 3: THE CAVERNS OF THE ORACLE

1. CAVERN ENTRANCE: The party will note strange scratches on the walls of this tunnel for approximately 30' inward as the tunnel slopes sharply for the same distance.
2. BASILISK LAIR: A pair of these feared creatures dwell here. There are four statues of adventurers who have been turned to stone by the gazes of the two **basilisks** (HP 43, 37).. If somehow returned to their normal form, the NPCs will be grateful and may join the party if treated well. Each will have a backpack with appropriate adventuring gear.
 - **Argir** (Human male; Neutral good; F7; AC3; HP 48) wears **chainmail +1** and carries a shield. He wields a **broadsword +2**, a dagger, and carries 240gp.
 - **Kali** (Human female; Neutral good; C6; AC2; HP 36) wears platemail and carries a shield. She wields a **footman's mace +2** and a **snake staff**, and carries 160gp.
 - **Jagis** (Halfling male; Neutral; T6; AC6; HP 30) wears leather armor. He wields a **shortsword+1** and 3 daggers, and carries 200gp, a **ring of protection +2** and thief's tools.
 - **Ardui** (Human male; Neutral; F6; AC; HP 38) wears platemail and carries a shield. He wields a **bastard sword+1** and hand axe, and carries 300gp.
3. CHAMBER OF FOUL SPIRITS: Six **wraiths** (HP: 38, 38, 33, 28, 28) haunt this chamber and will attack any who enter.
4. THE ORACLE FROG: A large murky pool dominates this cave. At the center of the pool rises a pedestal shaped like a lily pad. The pedestal holds a stone carving of a frog with its mouth gaping open.

If the PCs investigate the pool's depths (which are not that deep) they will see various magical items and a treasure trove of coins underneath. Should any PC attempt to retrieve any item or coin from the water, the frog statue will give off a wave of cold that will knock all present flat on their feet and deal 2-12 HP (save vs. wands for half damage). The frog is capable of dealing this damage once per round. If a PC still tries to steal

THE CAVERNS OF THE ORACLE



something from the pool, despite the damage and knockdown punch of the wave, the pool will begin to bubble and flood the chamber at a rapid pace. PCs not wishing to drown will be forced to beat a hasty retreat.

If the PCs keep their hands to themselves and decide to add to the pool's contents, the following will occur:

- if a magic item is thrown into the pool, the sacrificing PC will gain a mental tour of one cavern complex for about 30 seconds (GM: simulate this by first telling the player to grab a sheet of paper and prepare to draw... begin describing the cavern determined starting from the entrance and include a short description of encounters there. Keep one eye on a watch; at the end of 30 seconds, tell the player that the image is beginning to fade. What he has on paper and in memory is all his PC remembers.). The GM should roll 1d8 to determine which cavern is revealed; if it is this cavern or one the PCs have already explored, then roll again until a satisfactory result is obtained.

- If at least 100gp worth of coin or gems are thrown in the pool, the frog will speak and bid the sacrificing PC to ask one question about the Chasm. The frog will do so for each 100gp of coin or gem given. It knows pretty much everything there is to know about the Chasm; if the player asks a question not covered in this adventure, feel free to extrapolate to your heart's content while you take the PC's hard-earned gold.

All items that are added to the pool are immediately disintegrated, but appear through an illusion to still be there.

5. BANQUET HALL: A large wooden table with many ornate chairs of different styles is here. The table is set for a sumptuous feast with meats, breads, wines and other succulent tidbits. It is apparent from the look of things that a banquet was once in progress and the revelers were suddenly called away.

The layout is an illusion; if disbelieved, the whole scene will take on a flat, colorless aspect. If dispelled, the true nature of the banquet will be revealed. The chairs will be filled with the skeletons of the revelers, and the rotted remains of the meal will be shown to be various human, elf, and dwarven corpses. The bottles of wine will be filled with clotted blood.

6. **IMPRISONED STATUE:** The door to this chamber is locked and trapped to release a 10' square block of stone on the first person to pass through the door (8-48 HP damage; save vs spells for half).

At the far end of this otherwise empty room stands a statue in an alcove. The statue resembles a 7 foot male solar down on one knee while covering his face with one hand and holding the other out as if shoving something away.

The statue is fixed to the floor and it perfectly harmless unless a PC touches its hand flat with their own. Placing one's palm against the palm of the statue will instantly teleport the PC to a random section of a random cavern (the GM should roll 1d8 to determine the cavern complex, then randomly generate which section of that cavern). Note that it is entirely possible the whole party will be split up in short order; the GM will have an interesting time handling the PCs in different areas of the Chasm. Smarter PCs will quickly seek the surface for rendezvous, though this may not always be possible.

CAVERN 4: THE SVIRFNEBLIN CAVERNS

A contingent of 30 **deep gnomes** has burrowed their way into this cavern and subsequently found themselves trapped after the chasm shifted. Their order of battle is as follows:

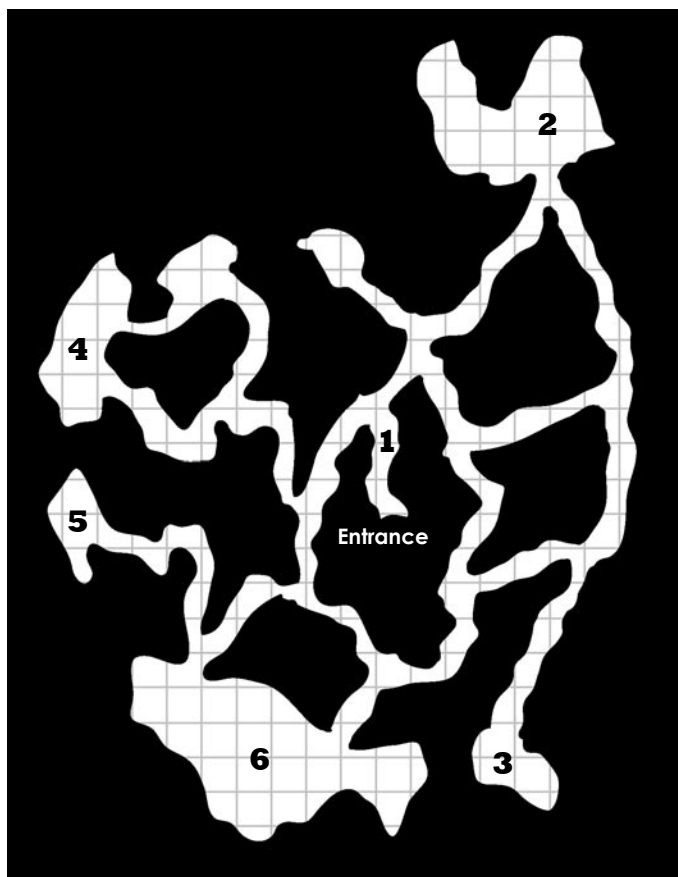
- 1 **burrow warden** (AC-1; 6th level fighter; HP 45)
- 2 **assistants** (AC0; 5th level fighter; HP 43 each)
- 6 **group leaders** (AC1; HD 4+7; HP 35 each)
- 21 **workers** (AC2; HD 3+6; HP 25 each)

Each deep gnome is armed with a non-magical horseman's pick +1 and a non-magical dagger +1. Each also carries 10 deep gnome darts. Unless the party is evil and behaves as such, these caverns may serve as a base for the PCs should they befriend the svirfneblin.

1. **CAVERN ENTRANCE:** Lurking in the shadows are four deep gnome guards who will challenge all intruders from a distance. Visitors who show no aggression will be halted and investigated by an assistant who will appear within 4 turns. Should the party prove to be friendly, the deep gnomes will extend an invitation for them to rest here in their new base of operations.
2. **REST AREA:** The party members will be allowed to rest for as long as they wish. The deep gnomes will share what little food and water they have at hand, but will expect news of the outside and other general information in return.



SVIRFNEBLIN CAVERNS



3. **BLOCKED TUNNEL:** This is where the deep gnomes broke into the caverns. Since the Chasm shifted, the tunnel collapsed and digging it out has proven fruitless.
4. **BURROW WARDEN'S LAIR:** The leader and his assistants stay here. The burrow warden, Giesheshiz, has been closely surveying the entire cavern and has determined that the small cave to the east of this cave is the deepest point. Once the cavern shifts again and re-appears somewhere else, his crew will immediately begin digging down at that point in hopes of escaping the Chasm's influence on the next go-around. Under no circumstances will the burrow warden or any of his crew leave the caverns through the entrance (even at night).
5. **TREASURY:** Giesheshiz moved all the treasures his crew has found in these caverns into one spot. He will not allow the party to loot the place, though he is willing to share some of it if treated well. He plans on taking the bulk of it with him should his crew successfully break out of this cavern.

The treasury holds:

- 6 large urns each holding 1,500sp
- 1 brass bowl carved with serpents and holding 30 gems worth 50gp each
- 1 clay pot, sealed, holding 4 scrolls:
 - 1 magical scroll (**cloudkill, remove curse, fly**)
 - 1 clerical scroll (**neutralize poison, tongues, cure disease, prayer**)
 - 1 scroll - **protection from earth elementals**
 - 1 scroll - **protection from magic**
- 1,600gp piled loosely

6. **MAIN AREA:** Here is where the majority of the deep gnome crew sleep when not otherwise occupied.

CAVERN 5: THE CAVERNS OF THE FACELESS ONES

GM note: There is a 1 in 6 chance every two turns of encountering a patrol of 1-3 Faceless Ones (see area 6).

1. CAVERN ENTRANCE: The cave mouth leads down to a locked door.
2. GLOBES OF BATTLE: Each corner of this room is dominated by a large opaque green glass globe. Any attempts at scrying into the globes will reveal only a thick wet gas. If the globe is broken, the following creature will appear within 1-4 rounds:

NE: 1 **fire elemental** (12 HD; HP 72)
 NW: 1 **black dragon** (7 HD; HP 56) (This could get crowded...)
 SW: 1 **chimera** (HP 54)
 SE: 4 **phase spiders** (HP 35 each)

All creatures released will attack on sight. It is distinctly possible, during combat, for another globe to be broken thus releasing another monster.

3. HALL OF THE HYDRA: The southern end of this long hall is dominated by a rather lifelike stone depiction of a nine-headed hydra. Below the statue is a pedestal on which rests a large hexagonal gem embedded in sand.

The gem's resting place is trapped; only by slowly turning the gem clockwise six times in place will the trap be disarmed. Any other attempt to remove it will release the trap. A thief will be able to determine the nature of the trap, but not how many times the gem must be turned.

If the trap is triggered, the statue will come to life as a living **hydra** and attack the party (HP 54). Removing the gem without setting off the trap may prove problematic for the PCs; the only clue they will have is that the gem is hexagonal in shape. If freed, the gem is worth 3,000gp.

4. MADDENING HALL: There are three columns in this room: one column centered on the north wall, and one in each southern corner. The columns reach up to within eight feet of the 20 feet ceiling, and each is occupied by two **madsome gargoyles** (HP: 45, 45, 40, 40, 35, 35) (see new monsters).

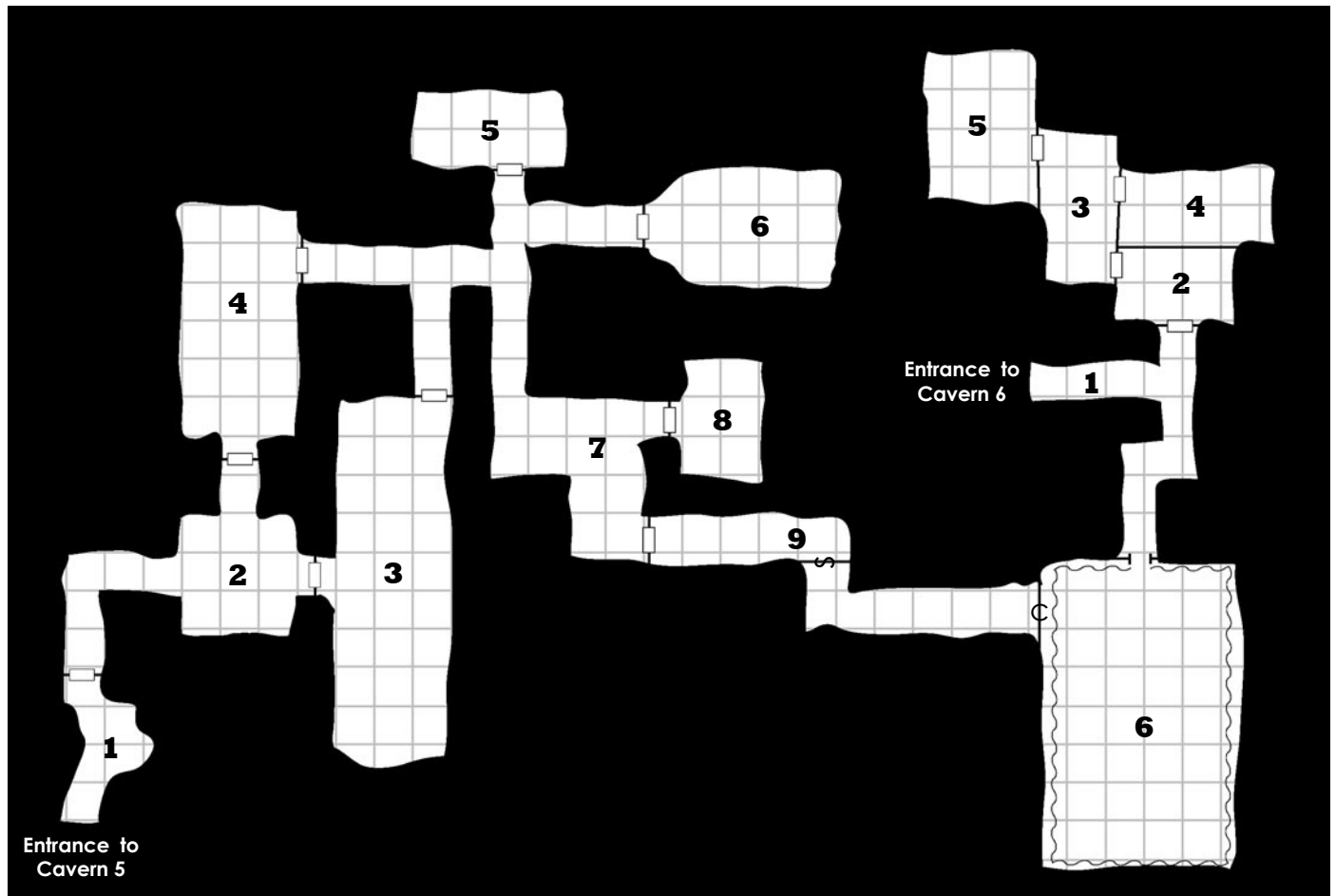
The creatures will remain stone still if either door is opened, and will effectively blend into the shadows unless a PC actively looks at the column tops. If the entire party enters this room, one madsome gargoyle on each column will begin beating its wings to generate the creatures' maddening effect, while the remaining three drop down to attack the party.

5. MURALS OF THE WICKED: The walls of this room are covered in detailed murals depicting scenes of indescribable evil and debauchery. A section of the eastern wall is dominated by a permanent illusion that will depict any occupants of this room with their abdomens exploding. All murals here are signed at the bottom with the name "Geoffrey the Eunuch."

The aura generated by this room will have the following effects:

- good aligned PCs must save vs. deathmagic or become hopelessly demoralized while in and for 1-3 turns after leaving this room. A demoralized PC will only fight to defend himself, but will use no magic until his head clears. If the PC

THE CAVERNS OF THE FACELESS ONES AND THE CAVERNS OF THE GRAY SULTAN





saves by 5 or more on his roll, he must make a second save or become possessed by his deity and attempt to destroy the murals of this room by any means necessary. The possession will not end until the murals are destroyed or the PC is somehow removed from this room. If the PC follows no particular deity, then the second roll will not occur.

- neutral aligned PCs must save vs. deathmagic or suffer a shift to a good alignment due to being exposed to the absolute horror that evil can bring.

- evil aligned PCs gain strength from the murals; if such a PC makes a successful save vs. deathmagic, he will gain one level of ability for 12 hours. A failure means he gains nothing; however, PCs of lawful or chaotic evil alignment who fail such a save will find their alignment slowly shifting to neutral evil over a period of two weeks.

The faceless ones avoid this room.

6. SHRINE OF THE FACELESS ONES: This room is dominated on the east end by an idol that resembles a large cancerous growth. The idol glows with a malignant rusty aura.

If any **faceless ones** (see new monsters) have not been encountered elsewhere in this cavern set, then all 30 members of the cadre will be here. If members have been combated elsewhere, then one 4HD member, a 3HD member, and two 2HD members will remain here to guard the shrine. During combat, one member will attempt to get around the party and retreat to area 8.

HP roster for the faceless ones

HD 4: 32, 28
 HD 3: 24, 24, 21, 18
 HD 2: 16, 16, 14, 14, 12, 12, 10, 10
 HD 1: 8, 8, 8, 8, 7, 7, 7, 7, 6, 6, 6, 6, 5, 5, 5

Their spells:

- HD 4: **Protection from good 15 feet radius, cause serious wounds**
- HD 3: **Dispel magic, cause blindness, continual darkness, cause disease**
- HD 2: **Hold person (x3), silence 15 feet radius, spiritual hammer (x3), chant**
- HD 1: **Cause light wounds (x7), darkness (x2), cause fear, bless (x3), protection from good, command (x2)**

The aura of the idol will sicken any PC who enters into its light. The PC must successfully save vs. deathmagic or lose 1-3 HP per turn spent here. This damage may be healed normally. Even if the save is made, all PCs will feel ill and will desire to leave this room as quickly as possible. The idol itself possesses 75% magic resistance, is AC0 and has 65 HP.

7. THE DESPAIRING DEAD: There are 14 corpses here in varying states of decomposition. All are phased into the walls so that roughly half of each body is exposed. A quick survey will reveal one is wearing a **ring of protection +2** and another is wearing a **brooch of shielding**.
8. BIRTHING VAT: The birthing vat for the faceless ones is kept here. A member of the cadre will attempt to seal this room off and remain here until it feels the area has been vacated by the party. It will then start collecting its comrades for rebirthing. The door to this room locks from the inside and is treated to resist magical damage.
9. FALSE DOOR/TRUE DOOR: The false door at the end of this hallway is trapped to release a 6-36 flame burst to all within 10 feet of it if it is opened (save for half damage); additionally, if the false door is opened, a bar will slide through the interior of the secret door thus locking it in place.

CAVERN 6: THE CAVERN OF THE GRAY SULTAN

1. CAVERN ENTRANCE: Ten feet into this tunnel, all passage walls are tapestried with hangings of seemingly good work, but of little real value (50gp for every 10 feet of wall). Large brackets stick out from behind the tapestries to hold oil lamps every 20 feet. A distant and haunting flute tune can be heard echoing throughout this complex which will grow louder as the PCs approach area 6.
2. SERVANT QUARTERS: Occupied by **Kavas** and three **quasits** (21, 18, 18). Kavas is a sickly man dressed in oversized clothes and sports a clubfoot. He is terrified of the Sultan, yet he and the quasits are bound to the service of the Iron Fiend through a bet their master won with a demi-god. If confronted, Kavas will not fight any intruders, but will cower and attempt to flee. He is a 0-level human with 2 HPs. The quasits, on the other hand, will use every trick at their disposal to hamper the PCs on their journey through this set of caverns.
3. KITCHEN: Here is where Kavas and the quasits prepare meals.
4. LARDER: Here Kavas keeps food and drink for his master. In this room are: 4 calves, 8 pigs, 1 deer, various bags holding rice and other grains, two large crates holding an assortment of fresh vegetables, two casks of brandy, a tun of fine wine, and 30 bottles of various liquors stored on shelves.
5. THE TREASURY: The door to this room is double-locked (the keys held by The Sultan in area 6) and trapped. The top lock is loaded with a poison needle (save vs. poison or become delirious and subject to hallucinations for 2-12 hours). The

bottom lock will blow a paralyzing gas outwards for a 10 feet square area (save vs. poison or be paralyzed for 1-12 turns). Using the keys will bypass the locks if the keys are used as follows: turn the top key right halfway and hold it, then turn the bottom key left halfway and hold it, then turn the top key again to the left for one complete turn. A successful detect traps by a thief will ascertain the correct key pattern.

This room contains a large pedestal in the center; the pedestal holds a large efreeti bottle. Surrounding the pedestal are:

- 8,700sp
- 5,500 gp
- 14,550 cp
- 25 gems worth as follows: 10 gems worth 150gp each, 4 gems worth 200gp each, 5 gems worth 400gp each, and 5 gems worth 1,000gp each. The final gem, larger than the rest, is the fabled cursed **Gem of K'this**. The casual appraiser will value this stone at 5,000gp; it is, in fact quite worthless. Further, the claimant will find himself unable to rid himself of the gem, even with a **remove curse**. Possession of the gem will force the player into obsessively hoarding all gems of 1,000gp or greater value by any means necessary and without regard to alignment or friendship unless he makes a successful save vs. magic at -2 each week. Only a **wish** or divine/infernal intervention will release the possessor from the effects of this terrible gemstone.

6. THE GRAY SULTAN: This is the den of the Iron Fiend himself, the legendary Gray Sultan who sometimes appears in ghost stories and children's tales. Upon the entrance of the PCs the Sultan will rise and laugh while he moves to attack the most powerful fighter of the party.

The **Sultan** (AC-1; F12; HP 90; attacks: 2 or 1; damage: 1-10/1-10 or strangulation). He stands 9 feet tall and weighs 350 lbs. His skin is iron gray, his hair black as tar, and his eyes a fierce red. He dresses in the finest silks and wears a turban pinned with a large diamond worth 1,000gp. Tucked in his belt are the keys to area 5.

The Sultan is evil of the most chaotic sort and lives for the pleasure of strangling his opponents to death. He can slap separate opponents with either hand each round, or he can grab one opponent by the neck if he wins the initiative for that round. If his attack is successful, he will begin to quickly strangle his target who must make a successful attack that round to break the hold or die at the end of the round. PCs with high strength giving a "to hit" bonus can delay death by as many extra rounds as the bonus; each additional round, the PC can attempt to break the hold.

The Sultan's den is lavishly decorated with 6 tapestries worth 250gp each, a complete silver dining set worth 400gp if intact, 3 crystal goblets worth 100gp each, and a collection of silk pillows and sheets worth a total of 350gp. In each corner stands a human-sized cage containing the skeleton of a prior victim. A concealed door behind a tapestry on the west wall reveals a passageway leading to cavern #5.

CAVERN 7: THE CAVERNS OF QUJAR

This set of caverns house what's left of the man who doomed the Chasm to its eternal wanderings... the wizard Qujar. Qujar has taken great pains to seal these caverns from the rest of reality while he ponders his situation and attempts to devise a method of halting the dimensional shift; he is also quite mad and will make every effort to destroy any and all interlopers.

Qujar (human male, chaotic neutral, magic-user level 14, AC; HP 45; attacks: 1 or spell; damage: 1-6+2)

He possesses the following magical items: **staff of power** (16 charges), **bracers of defense AC 6**, a **hand of glory** (see new magic items), and 4 potions: **extra healing**, **polymorph self** and 2 **longevity**.

His memorized spells are:

- 1st – **Read magic, jump, sleep, spider climb, light**
- 2nd – **Invisibility, web, wizard lock, darkness 15 feet radius, scare**
- 3rd – **Dispel magic, haste, hold person, fireball, blink**
- 4th – **Charm monster, massmorph, minor globe of invulnerability, wizard eye**
- 5th – **Cloudkill, cone of cold, conjure elemental, monster summoning III**
- 6th – **Flesh to stone, invisible stalker**
- 7th – **Duo-dimension**

1. CAVERN ENTRANCE: The tunnel leads into a large cave. Three **stone giants** (HP 75, 66, 57) charmed by Qujar stay here and engage any intruders. They carry 5,000gp and 6,000sp in total. Should the tide turn against them, one will flee north to area 2 and alert the occupants there.
2. ETTIN CAVE: Three **ettins** (HP 70, 60, 60) that have been bought off by Qujar stay here. They will come to the assistance of the stone giants if summoned, but not if they here sounds of combat as they are used to the giants rough-housing. They have 3,000ep and 3,500sp in total.
3. REMOTE CAVE: This cave is the lair of a behir (HP 72). The behir, if it knows that combat has occurred in the outer caves, will lie in wait until it sees a face it doesn't recognize. It will then release its lightning bolt and then charge to swallow the nearest stricken PC. If its stomach is cut open and examined, the PCs will find 15 gems (5 worth 200gp, 6 worth 300gp, and 4 worth 500gp) and a **wand of negation**.

4. OUBLIETTE: The tunnel to this cave slopes sharply down. The denizens of this cavern use this room for trash and body disposal, and a hideously rank odor emanates from within.

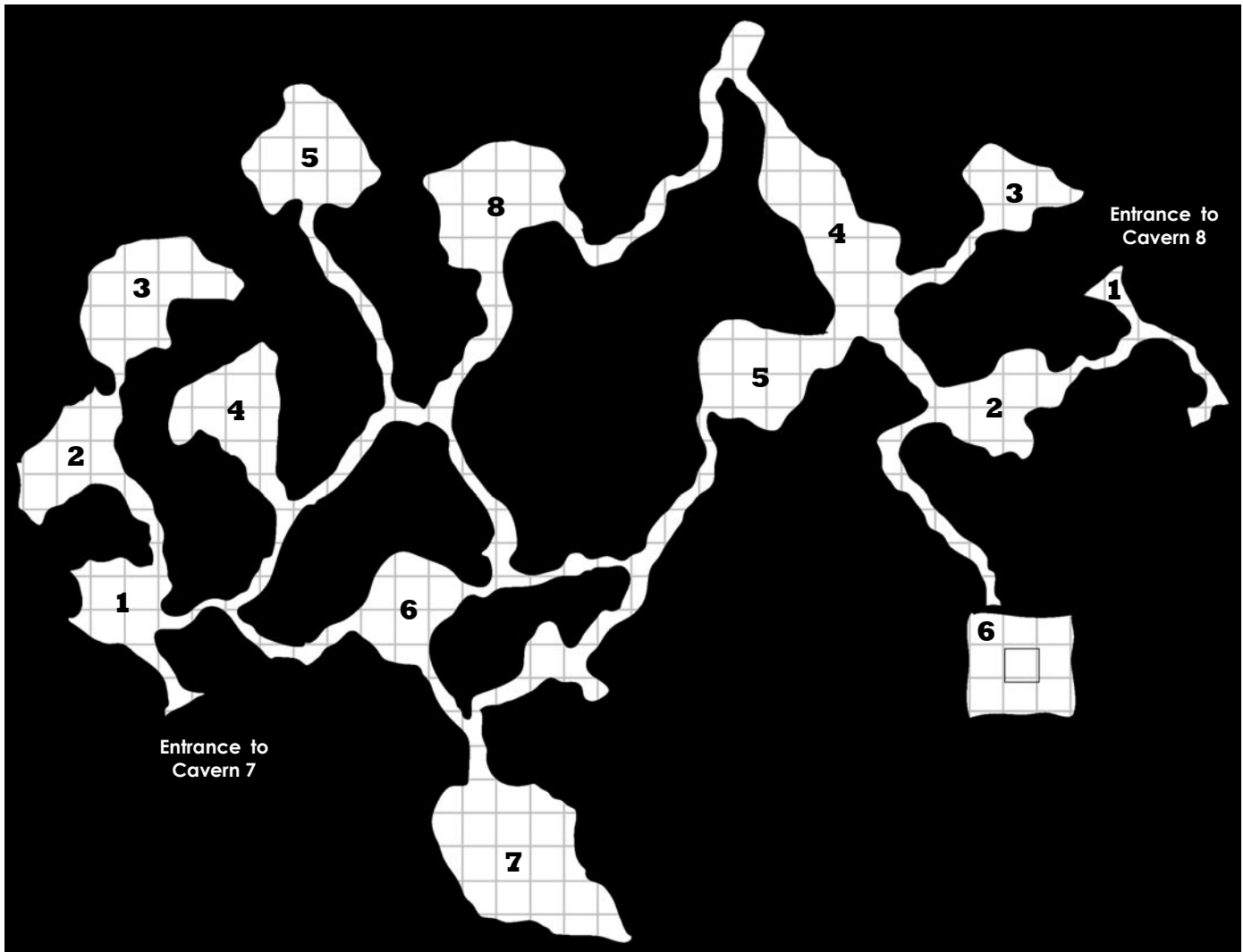
The room itself is blanketed in a continual darkness spell placed long ago. The trash piles are occupied by 20 **giant centipedes** (2 HP each). Should the party venture inside without benefit of light, they will be rapidly swarmed and stung by the creatures.

5. CHAMBER OF ISOLATION: Qujar uses this cave for meditation and study purposes. There are unlit torches stuck along the walls, and the middle section is covered with cushions and scrolls of a non-magical nature. There is a 25% chance upon each entrance that Qujar himself will be here unless he is encountered elsewhere.
6. COMMON AREA: Qujar sometimes takes meals with his minions here and checks on the charmed ones in order to make sure the enchantments still hold. A large table holding food in various states of freshness dominates the middle of the cave, but cushions and straw mattresses sit near the walls.

Four charmed **trolls** (HP 48, 48, 42, 36) stand guard east of this room at the furthest junction to insure no intruders get through from area 5 of cavern #8.

7. QUJAR'S LAIR: The crazed wizard lives here. Upon the PCs approach, he will uncover his **hand of glory** and attempt to paralyze the party. If he has prior notice of their approach, he will summon a **fire elemental** to hold the party off at the tunnel entrance while he uses the hand. Qujar will not parley with the party under any circumstances and, if all else fails, will break his **staff of power** in an attempt to take the party down with him. All not under his command are considered the enemy and should be destroyed.

THE CAVERNS OF QUJAR AND THE CAVERNS OF THE TRAPPED GODLING



This cavern is filled with laboratory equipment and other strange items collected by the wizard over the years. It was here that he first shifted the whole chasm, and he has since been working on a way to stop it. He was one of the adventurers that entombed **Ar'Q-Ess** (see cavern #8) and feels he needs to stay near by to ensure her captivity.

8. STORAGE: Various foodstuff and other supplies are kept here. Four charmed **trolls** (HP 48, 48, 42, 36) stand guard east of this room at the furthest junction to insure no intruders get through from area 4 of cavern #8.

CAVERN 8: THE CAVERNS OF THE TRAPPED GODLING

1. CAVERN ENTRANCE: This tunnel gently slopes down. The first 30 feet are blocked by cobwebs occupied by 10 **huge spiders** (HP 16 each).
2. THE FACE OF AR'Q-ESS: The wall of southern area of this cavern is covered with a large bas relief. The sculpture depicts an elven female of the utmost beauty with her eyes turned sadly upward. Closer examination will reveal that her mouth is recessed downward to hold a cupful of water, though only a few drops remain.

Should the recess be filled to the brim, the sculpture's eyes will turn downward to the PC who added the water, and the PC will receive a faint telepathic message begging him to dig further in the southern passageway in order to secure the release of "Ar'Q-Ess."

3. BODAK LAIR: A dreaded **bodak** lurks in the shadows of this cavern (HP 72). Though armed with a two-handed sword, the bodak will rely on its death gaze to destroy as many of the party as possible.
4. HALL OF MIRRORS: The rugged walls of this long cave are covered with hundreds of small mirror fragments imbedded in the stone. Using any light source in this area will produce a dizzying effect forcing the PCs to squint their eyes in order to see. If carefully examined, one shard will not glow in any light; if pried out, a small compartment will be revealed to hold a large green gemstone worth 5,000gp.
5. SIDE CHAMBER: in the middle of this cave sits a 3 feet diameter brazier. Magical runes surround its perimeter which, if translated, read: "WE SERVE HER BEHIND THE STONE."

The brazier still holds coals, and if they are fired and stoked, a choking smoke will billow out and fill this chamber. From the smoke will step 3 **hezrou** (HP 63, 54, 54) each with a vile rune carved on their chests. The demons will attack on sight anyone not openly showing the same rune.



6. **HIDDEN CHAMBER:** The passage leads to a dead end that shows ample evidence of recent excavations. The long rotted remains of what appear to be five elves are scattered at the end as if attacked and left behind. They are stripped bare.

Five feet through the rock is another chamber with no entrances or exits. Should the PCs continue the excavation of the tunnel, they will break through after roughly an hour of digging.

The 30 by 30 foot chamber beyond holds a 10 foot square platform raised 3 feet off the floor. At each corner of the platform is a guardian naga frozen in a guard position. In the center of the platform stands an elven female resembling the face in area 2. She wears a red silk gown and a cloak that ripples with the colors of a full moon night.

All figures will stay in suspension until someone actually steps on the platform. If this happens, the **guardian nagas** (HP 88, 77, 77, 66) will come to life and attack. They have been enchanted to destroy all intruders upon awakening and have no regard for the pleas or alignment of the PCs. In short, the party must either flee or destroy them.

If the nagas are taken care of, the PC who touches the elf will free her from her suspension. The elf, Ar'Q-Ess, is the godling

daughter of an evil god far removed from this dimension. She is seductive, thoroughly evil, and cares for nothing other than her release from this prison imposed on her by mighty adventurers from another place.

Ar'Q-Ess (female elven godling; magic-user level 11; neutral evil; AC4 (due to inherent magics); HP 40; attacks 1 or spells; damage: 1-3 (or by weapon if she acquires one); regenerates 1-6 HPs per turn even if killed; can **charm person** with a save of -3 up to five times a day; can **blur** herself three times a day for 2-24 combat rounds each; can breathe a **cloudkill** twice per day; **spider climb** at will)

Though she has no magic items on her person, her tiny replica of her **secret chest** is well hidden in a small belt (it holds her spell book and a **dagger +2**; if she is captured or killed, the secret chest will be difficult to find); Ar'Q-Ess can cast the following spells:

- 1st - **Burning hands, sleep, shield, jump**
- 2nd - **Web, darkness 15 feet radius, rope trick, stinking cloud**
- 3rd - **Hold person, slow, dispel magic, fly**
- 4th - **Fear, confusion, dimension door**
- 5th - **Feeblemind, animate dead, cone of cold**

If all else fails, and she appears in danger of being defeated, she will **dimension door** out of these caverns and escape.

THIS ENDS THE EXPEDITION INTO THE CHASM OF THE DAMNED. MAY THOSE WHO SURVIVED HAVE FOUND GREAT RICHES AND GATHERED GREAT WISDOM.

APPENDIX A: NEW MONSTERS

BOGWING

SIZE: Small (18 inch wingspan)
 MOVE: Fly 60 ft.
 ARMOR CLASS: 6
 HIT DICE: 2
 ATTACKS: 1
 DAMAGE: 1-4 + poison
 SPECIAL ATTACKS: Tail wrap strangulation
 SPECIAL DEFENSES: Immune to fear
 MAGIC RESISTANCE: None
 RARITY: Rare
 NO. ENCOUNTERED: 1-10
 LAIR PROBABILITY: 70%
 TREASURE: 3-18 sp, 2-12 gp in lair
 INTELLIGENCE: Low
 ALIGNMENT: Neutral evil
 LEVEL/X.P.: 2 / 50 +1/hp

General Information: Bogwings attack in groups of 1-10 by biting for 1-4 points of damage and injecting a poison that slows the target for 1-8 rounds cumulative unless the target saves vs poison. If the bogwing's attack roll is a natural 19-20, it may wrap its tail around the neck of the target (if applicable) in order to strangle its opponent. Each round after a successful strangle attack, the target must save vs spells or lose 1d4 HP. Armor surrounding the neck may negate this attack. A strangling bogwing will release its prey if the creature is reduced to 3 or less HP. Bogwings are immune to fear and often attack creatures much larger than themselves.

Bogwings have vision equal to that of goblins, and they have a lifespan of approximately six months. They despise sunlight and will seek to avoid it by finding dark alcoves or caves during the day. When attacked with spells concerning light, they suffer a -5 to hit in combat although torch/lantern light is not consistent enough to affect them.

Physical Description: Small flying poisonous mammals, bogwings are covered with a downy brown fur between their black bat-like wings. The wingspan of a bogwing is 18 roughly inches and the entire creature weighs 5-9 lbs. A long prehensile tail secures their landings and accounts for almost half their weight.

FACELESS ONES

SIZE: Medium (6 feet tall)
 MOVE: 90 ft.
 ARMOR CLASS: 3
 HIT DICE: 1-4
 ATTACKS: 1
 DAMAGE: 1-4 or by weapon
 SPECIAL ATTACKS: Concerted spell use
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: 5% per HD
 RARITY: Unique
 NO. ENCOUNTERED: 1-3 (1-30)
 LAIR PROBABILITY: 100%
 TREASURE: None
 INTELLIGENCE: Very
 ALIGNMENT: Lawful evil
 LEVEL/X.P.:
 1 HD: 2 / 25 +1/hp
 2 HD: 2 / 60 +1/hp
 3 HD: 3 / 95 +2/hp
 4 HD: 4 / 205 +3/hp

General Information: There are exactly 30 faceless ones and each possess the ability to cast one cleric spell of level 1-4 (as designated on the table below) three times per day. Each faceless one is immune to poison, mind attacks, and non-magical weapons. It cannot communicate with outsiders, can cast no other spells, and will use its spell in an intelligent manner in conjunction with its comrades. The entire cadre is in constant telepathic link with each other; all know what one knows. Therefore, the cadre has no direct leader. The only sounds they make are the utterances of spells in a low raspy voice that emanates from within their chests.

Faceless ones roam their abode in bands of 1-3. Upon encountering intruders, the band will immediately engage them without question or waiting for any sort of communication from the intruders, and will telepathically call for assistance only if absolutely needed.

Ages past, the last evil priest of a dying cult provided for the defense of his hidden shrine by creating a cadre of guardians. The priest is long dead, the secret of creation lost with him, but the faceless ones still roam the shrine and destroy all interlopers.

If a faceless one is slain, its comrades will make every attempt to return its body to their birthing vat hidden somewhere deep within the shrine. Rebirth takes one day. So long as a single faceless one still lives, and the Vat is intact, the entire cadre can be restored with 29 days. A well-used tactic is for one to hide in a secret location with the Vat until the intruders have left. The Vat is 6 feet tall and 8 feet in diameter and made of a dark, streaked iron. Its contents are liquid but unidentifiable except by an alchemist.

Hit dice and spells for the Faceless Ones breaks down into this order:

Hit Dice	Number	Spell
1	16	1 1st
2	8	1 2nd
3	4	1 3rd
4	2	1 4th

Physical Description: Faceless ones appear as muscular humans with no facial features.

MADSOME GARGOYLE

SIZE: Large (8 feet tall)
 MOVE: 60 ft. / fly 90 ft.
 ARMOR CLASS: 3
 HIT DICE: 5+5
 ATTACKS: 3
 DAMAGE: 1-4 / 1-4 / 1-6
 SPECIAL ATTACKS: Maddening roar
 SPECIAL DEFENSES: Immune to mind attacks and non-magical weapons
 MAGIC RESISTANCE: 15%
 RARITY: Rare
 NO. ENCOUNTERED: 1-8
 LAIR PROBABILITY: 100%
 TREASURE:
 INTELLIGENCE: Low
 ALIGNMENT: Chaotic evil
 LEVEL/X.P.: 5 / 370 +6/hp

General Information: A madsome gargoyle attacks with both of its taloned paws and its mouth. If all three attacks are successful in the same combat round, the gargoyle will lift the victim straight into the air and attempt to drop him from a height of 10-50 feet within 2-4 rounds. Normal weapons cannot damage it; it is immune to mind attacks and can hide in shadows as a thief of its level.

The madsome gargoyle, in groups of 3 or more, can roar and flap their wings to produce a sound that directly affects the humanoid nervous system. Those within 180 feet of the gargoyles must make a successful save vs. breath weapon or be overwhelmed by the sound and unable to fight or move. Fleeing is possible at a rate of 10 feet per round. PCs who stop up their ears with a thick substance gain a +4 to their save.

Physical Description: The madsome gargoyle appears as a large, winged monkey with small horns and an evil grin. It stands over 8 feet tall and weighs roughly 200 lbs.

APPENDIX B: NEW MAGIC ITEMS

Hand of Glory: The hand of glory is often sought out by thieves and others who wish to infiltrate by night without combat. In many cities, merely being found possessing one is an offense. Some governments impose the death penalty for possessing or using a hand of glory within its jurisdiction.

The creator may call upon the powers of the hand by uncovering it and lighting the candle. Its powers are:

Strike blind: up to 3 times a day any but the creator who gaze upon the flame of the candle unless a save vs. wands is made. This blindness cannot be cured, and it will last 1-20 days.

Paralyzation: the creator may opt to paralyze anyone who sees the candle flame. The victim must make a successful save vs. wands at -3 or he will be held for 2-8 hours.

Find treasure: the hand will lead the possessor to the largest stash of treasure within 60 feet by pointing itself in the right direction.

Coma: the hand will begin to rhythmically click the talons of its thumb and little finger together in the presence of those already asleep in order to place them in a comatose condition (save vs. spells at -3 negates the effect and the sleeper will awaken). Those placed within a coma cannot be roused by any physical means for 1 day, but may be communicated with through telepathic means.

Creation Process: on the borderline between thaumaturgy and necromancy, creation of the legendary hand of glory starts with

the acquisition of the hand from a hanged murderer. The hand must be harvested from the corpse at midnight within the dark of the moon. Before the hand is taken, the creator must place a silver piece (cleansed with dispel evil) under the tongue of the corpse as payment to the soul of the deceased.

The hand is brought back to the creator's workshop where a special bronze urn 3 feet tall and 9 inches in diameter is already prepared. The urn must have been specially crafted for its purpose through a metalsmith familiar with forming magical wares, and etched with evil sigils. Total cost for the urn is 2,500 gps.

The urn is filled with the following ingredients: 18 ounces of mummy dust, 1 gallon of defiled water that has been cursed by an evil priest, and 3 drams of the intended possessor's own blood. The contents are mixed and the urn is placed over hot coals for 13 hours before the hand itself is put inside the urn.

The hand is allowed to seep the foul contents of the special urn for an additional 13 days before it is removed and placed in an upright position on a wooden rack. While in the urn, the hand will have taken on a very menacing shape, grown large amounts of coarse hair on both sides and the fingernails will have grown to talon-like proportions.

With the hand on the rack, the creator places a medium sized candle that has been dedicated to an evil god between the middle and ring fingers so that the candle forms a large sixth finger. He then melts 1 lb. of candle wax, mixing in 3 ounces of vervain and belladonna (cost 200 gps), and allows the wax to flow over the hand. The prepared wax will form 9 coats that are added one per night.

Once finished, the hand of glory should be kept in a dark place or covered with a fine black silk cloth until needed.

The hand knows its creator, and if any other person attempts to light the candle, the intruder will be struck blind for 1-20 days unless a save vs. wands at -2 is successfully made. Any spell that removes blindness will not work until the curse runs its course. If the hand's owner is deceased, the next person to light the candle is considered its creator. **Experience Point Value:** 3,000 **G.P. Value:** 12,000

APPENDIX C: COMPETING PARTIES

As indicated above, there may be up to four other parties intent on sacking the Chasm. A brief outline of each party is provided for the convenience of the GM should encounters occur between them and the PCs.

Competing parties may be engaged in other caverns while the PCs are busy elsewhere. The GM may handle this in one or more of many ways:

1. The competing parties may wish to ally with the PCs in order to overcome powerful obstacles.
2. A competing party may meet its doom at the hands of some of the traps and encounters outlined above, and the party may find their remains.
3. A competing party may lie in wait for the PCs to ambush them during or after their expedition is complete.

All NPC adventurers carry standard dungeoneering equipment in addition to what is listed below.

Party 1 (standard adventuring party)

1. **Drelgar:** 8th level fighter, human, chaotic neutral; AC2; HP 56; wields **broadsword +1** and wears **chainmail +2**; carries shield and a **rope of climbing**.

2. **Miskil:** 7th level magic-user, human, neutral; AC9; HP 21; wields dagger and quarterstaff; carries a **wand of illumination** (12 charges), **ring of protection +1**, and **potion of polymorph self**. Spells: **magic missile, jump, sleep, spider climb, web, knock, levitate, lightning bolt, slow, fear**.

3. **Drorin:** 7th level fighter, dwarf, neutral; AC2; HP 54; wields battleaxe and wears **platemail +1**; carries a **gem of seeing**.

4. **Silkla the Quick:** 8th level thief, human, neutral; AC6; HP 40; wields a longsword and wears leather armor; carries a **ring of protection +2** and **2 potions of climbing**.

5. **Gromlar Bloodgit:** 7th level cleric, human, neutral good; AC3; HP 49; wields a **mace +1** and wears platemail; carries **2 potions of extra healing** and a scroll with **remove curse**. Spells: **cure light wounds (x3); silence 15 foot radius, hold person, find traps, dispel magic, remove curse, neutralize poison**.

Party 2 (thieves guild)

1. **Fesoj the Sly:** 9th level thief, human, chaotic neutral; AC 7; HP 45; wields a **longsword +1** and three **daggers +1** and wears leather armor +1; carries a **chime of opening**.

2. **Izus the Cheap:** 8th level thief, half-elf, chaotic good; AC8; HP 48; wields a longsword and two daggers and wears leather armor; carries a **wand of enemy detection** (16 charges).

3. **Adnap the Tricky:** 6th level thief, human, chaotic neutral; AC7; HP 36; wields a **broadsword +1** and wears leather armor; carries a **ring of protection +1** and wears **boots of levitation**.

Party 3 (inquiring wizard and henchmen)

1. **Wilyup:** 8th level magic-user, human, neutral; AC2; HP 21; wields a **staff of striking** (12 charges) and a dagger; carries **bracers of defense AC2**, **3 potions of extra healing** and a **scroll of dimension door**. Spells: **feather fall, read magic, sleep, detect magic, web, mirror image, knock, phantasmal force, haste, fireball, charm monster, ice storm**.

2. 10 zero level men at arms, human, neutral; AC 6; HP 6, 6, 6, 5, 5, 5, 4, 4, 4, 3; wield longswords and daggers and wear ringmail and carry a shield.

Party 4 (evil clerics in search of shrine)

1. **Eyee:** 8th level cleric, human, chaotic evil; AC1; HP 64; wields a **mace +2** and wears platemail; carries a **shield +1**, **2 potions of extra healing** and a **scroll of flame strike**. Spells: **detect magic, light, cause fear, find traps, hold person (x2), animate dead, dispel magic, locate object, cause serious wounds**.

2. **Liptal:** 7th level cleric, human, chaotic evil; AC2; HP 50; wields a mace and wears **platemail+1**; carries **3 potions of extra healing** and a **scroll with divination** and **tongues**. Spells: **cause light wounds (x3); silence 15 foot radius, find traps (x2), dispel magic (x2), neutralize poison**.

3. **Windriver the Bastard:** 6th level cleric, half-elf, chaotic evil; AC3; HP 42; wields a **war hammer +2** and wears **chainmail +2**; carries a shield and **2 potions of extra healing** and a **potion of speed**. Spells: **detect magic, light, cause fear, resist fire, slow poison, know alignment, dispel magic, animate dead**.

4. 5 1st level fighters, human, chaotic evil; AC5; HP 8, 7, 7, 5, 5; wield longswords and wear chainmail.

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