

DRAGONSEED

MISTRESS OF THE GHOST CITY



By John Turcotte

MISTRESS OF THE GHOST CITY

An AD&D Adventure for Characters Levels 6-8

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AUTHOR: John Turcotte

PROOFREADING & DAMN FINE IDEAS: Anthony Allen, William Beatty, Greg Ellis, Ronald Redmond, Marco Cavagna, and Tibor Kosa

COVER ART: Brian "Glad" Thomas

INTERIOR ART: Zhu Bajie, Andy "ATOM" Taylor, Brian Thomas, John Turcotte

CARTOGRAPHY: Andreas Claren

LAYOUT: Jeff Johnson

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The shadows of past ages crowded in upon us, chaotic and horrific, and I felt as though the ghosts of all the priests and victims who had walked those galleries for four thousand years were keeping pace with us. The vast wings of dark, forgotten gods hovered over that hideous pile of antiquity.

— Robert E. Howard, *The Voice of El-lil*

BACKGROUND

The long gloom of winter has passed. The sun, absent for weeks, has begun to creep above the horizon, bringing warmth back to the Land of Song. The spring sunlight also brings lengthening shadows from the Trevärä Peaks. With the spring comes the thaw and with the thaw the mountain passes will open. Her Dark Majesty's awful black host waits in those shadowed vales and wastes. When the snow pack relents, the host will descend into the Land of Song as they did in generations past, sowing terror and death.

Yngvar, the venerable Jarl of the land, has rallied all the Clans. Though weakened by the brutal winter, the Clanfolk have marshaled their forces and their banners and totems now defiantly surround the thick stone walls of the Jarl's seat at Kerava. Her Dark Majesty will not take the people unaware. Although starving and still shaking off the sicknesses of winter, their war songs surely carry to the very feet of the peaks.

Yngvar has sought your counsel. Nearly eighty years ago, Her Dark Majesty sought to break the Clans and failed. The great Jarl Hjalmar led the Clans to meet her host on the frozen Sigrfjord. They battled until the spilled blood melted the ice and her broken body was dashed down into the blue-black depths. Hjalmar's bone-weary forces besieged her wicked fortress, Black Townen, tore down its walls and set fire to its dungeons.

It was not enough. **Her Dark Majesty lives!** From the wicked ghost city of Nälkäinen Kivenen in the lightless north, she plots to destroy Hjalmar's kin. Through her agents, she desecrated the burial grounds of the Clans' champions, rebuilt Black Townen and sewed wickedness and betrayal throughout the long dark winter. Men such as Hjalmar no longer walk the earth. Even if the Clans can again repulse the enemy forces, surely she will strike over and over. It is not enough to cut off the tentacles creeping south; a blade must be driven through her malevolent black heart once and for all! As the forces of weal and woe give fight, the heroes must penetrate north, to Her Dark Majesty's seat of power.

The way will not be easy. Indeed, it is far worse than standing before her dread host. Who can say what awful things may be found in the pitiless pitch-dark gulfs of those frozen wastes?

START: This module is the fourth and final in the Her Dark Majesty series, following *Where the Fallen Jarls Sleep*, *Beneath Black Townen* and *Stormcrows Gather*. It is not necessary to play any of these modules in order to run this adventure; each installment of the series may be played independently of the others if the DM so chooses.

This adventure is for experienced players. The party should number between 6–8 members. If there are fewer or more player characters, the DM must adjust the encounters contained herein accordingly. If the players have completed the other modules in this series, they may have made fast alliances and recruited helpful NPCs (Toivo the agathion and Viggo the Skald, for example) who may aid them in their mission. They may have further acquired useful magic items (**Teodor's Knife** or **Hjortur's Shield**, for example).

Yngvar will outfit the adventurers with whatever reasonable and necessary provisions they need for the journey, bearing in mind the relative paucity of resources and the modest wealth of the Clans. Yngvar will further send a faithful guide, **Gregers**, to lead the party on their search. Gregers is a 5th level chaotic good fighter (HP: 33; S: 13; I: 11; W: 11; D: 14; C: 15; CH: 13), familiar with the layout of the land. He is equipped with **+1 studded leather armor**, large wooden shield, spear, **+1 throwing axe** and **+1 long sword**. He carries **potions of heroism** and **speed**. If Gregers perished during play of the previous adventures, his place will be taken by his cousin **Jens**, who has identical characteristics.

If the party requests, Yngvar can also provide each party member with a warrior bodyguard. These 1st level neutral fighters are outfitted with leather armor, large wooden shields, spears and long swords. The Jarl's venerable wise-woman, **Siri**, can also send

Livia, a 2nd level neutral cleric (HP: 11, S: 8; I: 14; W: 15; D: 13; C: 11; CH: 14), equipped with padded armor, a small metal shield and a quarterstaff. She will further bestow each player character with a pair of earthen jugs, each containing two doses of a powerful honeyed brew equivalent to a **potion of extra healing** and each cleric in the party (including Livia) with two vials of holy water. Further, as the party faces the archenemy of the Clans, she will provide the highest-level cleric with **two scrolls**: 1) **continual light, cure disease, cure serious wounds**; 2) **dispel magic** and **divination** (all scribed at 11th level). A druid PC is given a **scroll** with **cure disease, cure serious wounds, dispel magic, and neutralize poison** (scribed at 9th level). Lastly, she is willing to cast **commune**, cast at 11th level, on behalf of the party, to divine answers to questions they may have.

NOTES FOR THE DUNGEON MASTER: This module makes use of spells and magic items from **UNEARTHED ARCANA**, but does not indicate in the text whether NPC fighters are specialized with any weapons. To the extent you, the DM, use specialization in your campaign, care should be taken to ensure that NPC fighters have specializations commensurate with the fighter PCs in your game. Please note further that, except for the rare circumstance, only hit points are provided for the foes encountered herein. Unless otherwise indicated, all other statistics, including Armor Class, as per the **MONSTER MANUAL, MONSTER MANUAL II, FIEND FOLIO** and **DEITIES & DEMIGODS** apply. For example, if the Encounter Key describes “two grugach (HP: 6, 5), each armed with long swords”, the DM is to assume that the remainder of the stats conform to the “ELF, Grugach” entry in **MONSTER MANUAL II**, i.e., (AC: 6; MV: 15”; HD: 1+1; #ATT: 1; DM: 1–8; SD: 90% resistant to sleep and charm; AL: N(CN); XP: 65+2/hp).

This adventure brings the PCs to a very dangerous place, far from help and with no easy means of escape. Players who utilize strategy and carefully (and literally) choose their battles have a chance to prevail. Those who incautiously rush headlong into Her Dark Majesty’s citadel are doomed.

RUMORS: Before leaving on their quest the adventurers may seek to gather information from the folk at Yngvar’s Hall. Those who make positive ENCOUNTER REACTION rolls in Kerava and elsewhere may learn 1–4 of the following rumors. Note that an (F) following the rumor indicates that the rumor is false.

1. Her Dark Majesty comes from a mysterious people who secluded themselves in the blasted wastes beyond the Trevära Peaks.
2. Nälkäinen Kivenen is the ghost of a city; the ruins of a wondrous place felled by a horrible curse. It is peopled by shades and far worse (Mostly True).
3. In the center of the city there is a vast courtyard. In the center of the yard is a great silver trapdoor engraved with runes of power and bound with thick hoarfrost-encrusted iron chains. If opened, hell itself will be unleashed. (F)
4. A great and terrible beast is imprisoned beneath Nälkäinen Kivenen, bred by Her Dark Majesty with the intent to unleash it on the Land of Song. Now even she fears it!
5. The dead walk in Nälkäinen Kivenen; it is no place for the living.
6. The Ghost City is a myth; you’ll die in the Trevära Peaks trying to find it. (F)
7. Her Dark Majesty was truly slain by Hjalmar during the Winter of Tears; an imposter has taken up her banner. (F)
8. The front gate is unlocked and unguarded, but to enter one must sign The Black Book, striking one’s name from the Book of the Living and condemning one to hell. (Partially True)
9. There is no return from Nälkäinen Kivenen; once you step within that evil place, you can never return to the land of the living. (Partially True)
10. Nothing at all dwells in the Ghost City; the entire place is deserted, haunted only by evil memories. (F)

TRAVEL TO THE GHOST CITY: Traveling overland through the Trevära Peaks is difficult, even under the best of conditions. The majestic peaks stretch far to the north, where they eventually give way to the **Plains of Woe**, a desolate waste of ice and permafrost. Deep fjords claw through the frozen earth like grasping fingers. If the fjords are followed north, one will eventually come to the deadly **Sea of Gnashing Teeth**. Even during the height of summer, this land is wracked with unrelenting cold. The spring sun does not rise high enough to overcome the sharp peaks and the entire tableau is one of frigid shadows and icy gales. At night, the northern lights storm about the mountain heights, illuminating everything beneath with a ghostly glow. The overland journey is not described herein. The DM is directed to MAP A and APPENDIX D: WILDERNESS ENCOUNTERS.

THE GHOST CITY OF NÄLKÄINEN KIVENEN

The walled Ghost City is located at the edge of the Trevärä Peaks. It is perched on the shoulder of a bare, ice-swathed peak overlooking a deep fjord. The city can be seen for some distance, as its pale stones glow with an unhealthy greenish-white light, gleaming like an unholy beacon. A steep and slick switchback road of inlaid basalt blocks climbs the peak to the gates. The city walls are sheer and unadorned.

In addition to the ghastly glow, from dawn to midnight, the Ghost City shimmers as if seen through a great heat, an incongruous vision in the face of the bone-numbing chill of the accursed valley below. It can only be clearly seen out of the corner of one's eye. At times, it appears as if one can see through the city, and behold the stark cliff behind it.

At midnight, a ghastly bell (FORSAKEN CITADEL: LEVEL ONE, AREA 19) tolls thirteen times, and the city becomes frighteningly real and solid. The walls' phosphorescence is pronounced and fluctuates with the Northern Lights above. The city remains in this state until dawn, when the bell peals thirteen times again and the city returns to its semi-corporeal state.

The city is a horrible place, co-existing between the Prime Material Plane and **Dis**, the second layer of the Nine Hells. Her Dark Majesty's unspeakable oaths and acts have condemned the city and have created a great gaping gate between the worlds, its walls the demarcation between the planes. The gate is incomplete at this time and the residents of Dis cannot yet storm unimpeded into the world. At the present, the gate is one-way; allowing creatures from the Prime to enter Dis but prohibiting the diabolical residents of that place from escaping into the Prime without Dispater's direct order. The gate is growing, however, and fiends are filtering into the world.

Whether the city appears corporeal or not, the walls are solid enough to prohibit entry. They are a full 30' tall and are constructed from tight-fitting stone, constituting "very smooth" walls for purposes of a thief's climbing skill. No sentries can be seen atop the walls or manning the towers. Besides the main gate, there are six other, smaller, gates; some no more than a stoutly locked iron door (the DM may place them wherever he sees fit; they are not identified on MAP B). Reaching these other gates is precarious, due to

the surrounding cliffs. Moreover, all are locked and trapped. The exact nature of the traps is up to the DM, but at least one summons a bone devil to prevent entry.

ENCOUNTERS IN THE CITY: Once a gate is entered, or the city walls surmounted, the howling wind abruptly ceases, although the biting cold remains. The walls of the city retain their corpse-glow, but the crowded structures within are constructed from a drab, lifeless gray-black stone. The cramped streets are cobblestone and slick with hoarfrost. The buildings squeeze the narrow streets, forming a crush of gaping doors and windows. The buildings and streets weave into a thick maze of overhanging balconies and gates. A great fortress, constructed of the same glimmering stone, towers over the gloom from the heart of the city.

The Ghost City is completely unlit and silent. The overall sense is one of emptiness and despair. Hope is sucked away. The windows are black and empty, the multitude of homes and buildings vacant. The entire city is deserted and bereft of life. The party's lights seem harsh, their footsteps echo loudly and weirdly down the barren lanes.

The DM is directed to MAP B. The entire locale is not described and the DM may fill out and populate the Ghost City as s/he deems fit. Nälkäinen Kivenen is a small yet densely-packed walled city. There are hundreds of buildings, most of which are two stories or more. The buildings are all empty, with neither furniture nor any sign of life. It seems at times as if the city never housed the living; as if it were constructed to remain forever empty, a monument to loneliness. Surely there also exist cellars, cisterns and sewers beneath the city as well. The party could easily spend a lifetime exploring every inch of the place. However, their gaze always returns to the fortress with its four horn-like towers.

From dawn until midnight, those within the city who climb to an upper story or who clamber upon the walls are gifted with a horrible truth: the city is surrounded not by the frigid mountainscape, but rather it is surrounded by desolate midnight plains of ash (the mountain peak in the Prime is a lonely butte in Dis). The sky is a deep blue and lit, at times, by red lightning. A river of white flames flows not far in the distance.

Once one enters the city, "breaking the plane" of one of the gates or surmounting the walls, they enter

the in-between space occupied by the Ghost City. Entry is always possible from the Prime, but escape must be between midnight to dawn, when the city is fully on the Prime. At any other time, PCs exiting the city find themselves on the plains of Dis. Once midnight falls, the land surrounding the city bends and twists, and suddenly the mountains of the Prime are visible again (NOTE: For those venturing outside the city when midnight strikes, they see only that the city has become ghostly on Dis. They will have to wait to be within the city limits at midnight to try to escape again). If the party members decide to strike out into Hell, it is up to the DM to determine what they may find. A suggested encounter table is provided in APPENDIX E.

NOTE: Innumerable places to hide exist within the Ghost City. This may play in the favor of heroes attempting to stage a raid into the Forsaken Citadel, as even Her Dark Majesty's forces will likely never be able to find a party determined not to be found. At the DM's discretion, the party may locate either (or both) of the thoul tunnels (DUNGEON LEVEL, AREA 18) debouching into a cellar or cistern, permitting secret access to Her Dark Majesty's citadel.

The city is not entirely empty. Creatures from Dis may freely enter the city; although it is an unlovely place, even for Hell. Encounters are rare and should be diced for once every six hours with an encounter occurring 1 chance in 10. Use the following table:

00 Roll Encounter

01	1 Cold Maiden ¹
02-03	1-2 Devils, Keres (see NEW MONSTERS)
04-06	3-12 Black Watch Members (see NEW MONSTERS)
07-10	4-16 Duergar (MMII)
11-15	2-5 Hellhounds (MM)
16-22	2-12 Shadows (MM)
23-30	1-4 Mephits (equal chance for all types) (FF and NEW MONSTERS)
31-39	3-18 Lemures (MM)
40-46	4-24 Nupperibos (MMII)
47-57	1-4 Lost Souls ²
58-65	4-24 Larvae (MM)
66-72	2-20 Zombies (MM)
73-80	1-4 Devils, Spined (MMII)
81-87	1 Manticore (MM)
88-92	1-4 Shades of Dis ³
93-94	1 Devil, Bearded (MMII), herding 3-30 larvae
95-97	1 Hellcat (FF)
98-99	1 Devil, Abishai (equal chance for all types) (MMII)
00	1 Creeping Doom ⁴

Encounter Notes:

1. This awful thing is an immature spawn of a **Cold Woman** (see DEITIES & DEMIGODS; AC: 4; MV: 9"; HD: 8; HP: 58; #ATT: 1; DM: 2-20; SA: "bite" paralyzes (save or be paralyzed for 2-20 turns); cold ray once per day: 6" range, 3-36 hp damage (save versus wands to avoid (DEX modifiers apply)); **phantasmal force** thrice per day; corrosive attack destroys armor at the rate of a black pudding; SD: Half damage from slashing/stabbing weapons, no damage from blunt weapons; immune to cold attacks, half or no damage from electrical attacks; AL: N(E); XPV: 2,150). If it surprises the party, it will magically disguise itself as a damsel in distress or perhaps a Lost Soul (q.v.) to lure the party members close. It is encountered only once and has no treasure.
2. These are the heart-breaking condemned of the Ghost City. Not evil-aligned in life, they have not incorporated as lemures but are rather naked souls. Unable to escape the bounds of the city, they appear as pitiful figures outlined with licks of honey-yellow flames, as insubstantial as smoke. They will beg and plead for release from their eternal torment and will generally follow the PCs everywhere, inadvertently impeding them on their mission. While the 'Souls are with the party, chances for encounters are doubled. They can be turned (but not destroyed) by clerics as if they were shadows. They cannot be harmed by any force the PCs may bring to bear. They will flee at the sign of any devil or diabolical creature. They are truly damned; the PCs cannot save them. Not even a **wish** will suffice here on Dis. If help is attempted however, or if PCs at least hear their pitiful tales, they may (on a successful ENCOUNTER REACTION roll) reveal the secret entry into the Forsaken Citadel (LEVEL ONE, AREA 4).
3. These incorporeal horrors are as powerful as shadows, but their touch paralyzes as that of a ghastr. They can be turned as wights (XPV: 255 + 4/hp).
4. This encounter functions as the spell **Creeping Doom** (q.v.); coalescing 2-8" from the party and thence moving unerringly in its direction. Wise PCs will immediately flee beyond its reach; those who treat it as some manner of monster to defeat will be horribly slain. Its duration is 48 rounds.

MAIN GATE: The switchback basalt road leads directly to a massive gate. Two great portals stand open, each some twenty feet tall and deeply engraved with wicked glimmering runes. Above them, a great and sinuous four-winged, six-legged, owl-headed dragon is carved in bas-relief, glowering down upon those daring to enter. Beyond the gate, three sets of portcullises have been raised, all of blackened iron and cruelly barbed. The passage leading into the city is built from the same luminous stone as the walls. Row upon row of murder-holes line the ceiling. Although the party may expect otherwise, these gates are unmanned. No rational soul would ever tread here and Her Dark Majesty has not accounted for such a trespass. A tall gaunt man with a beard reaching to his feet waits just beyond the gate. He is dressed in only a thin mauve cowed robe, seemingly oblivious to the cold. Beside him, a massive iron-banded tome, its cover bearded with frost, sits atop a squat pedestal. The book is chained to a ring in the ground.

This is **Ólafur**, Her Dark Majesty's gatekeeper. He is charged with recording the names of all who come and go, faithfully writing down each name in the record beside him. He is a Heartless One (HP: 13, see NEW MONSTERS, q.v.) and will not defend himself if attacked, instead staring down his assailants with a fierce and wounded pride as he is struck down. The book is impervious to all weapons of less than +3 and all spells lower than 6th level; it cannot be separated from its chain unless its lock is 1) touched by a holy relic, 2) picked by a thief of not less than 14th level, 3) touched by a maiden of pure heart (paladins qualify); or 4) smashed by a holy sword or **mace of disruption**. It contains the names of numerous devils and malign beings and could be invaluable to the right party (although the fiends of hell will most certainly track it down if it is ever stolen, perhaps forming the basis for a separate adventure).

A stout wooden door nearby, within the wall, provides access to Ólafur's meager quarters. Besides his stiff sleeping pallet (within which he has concealed an ornate silver flask with lavish mother-of-pearl details and a large orange pearl-topped stopper (GPV: 255) of excellent brandy), threadbare blankets and a basin, the only item of interest is a set ink and quills and a thick collection of scrolls nearly completely covered with his meticulous and tiny handwriting. **Ólafur's Account** (XPV: 3,000; GPV: 12,000) is an exhaustive log of his post since he replaced his predecessor nearly 80 years ago. Reading it is a dull,

tedious and lackluster endeavor. It takes 3 days to read the full record. Any cleric who completes the effort gains a permanent +1 bonus on turning devils and diabolic entities; a magic-user who does so gains a +5% bonus when attempting to gate in such creatures that they stay and take some act. Unfortunately, the exercise also ages the reader 1 year and requires a successful saving throw against death magic or the reader will develop dementia praecox (see DUNGEON MASTERS GUIDE, p. 83).

THE FORSAKEN CITADEL

KEY: Unless otherwise indicated the chambers are unlit and have ceilings 9' high. It is cold (averaging no more than 45° F). Generally speaking, there are no wandering monsters per se within the complex, but inhabitants will investigate disturbances. Because of the resident devils' ability to teleport, the party must proceed carefully to avoid alerting the entire fortress. As set forth in the **MONSTER MANUAL**, however, lesser devils will generally fight to the death unless other behavior is indicated in the encounter description, desperate to prevail and curry favor with their Mistress. It should further be noted that Hell is a strange place and the party's appearance alone is not enough to cause alarm.

LEVEL ONE

1. **MAIN GATE.** The citadel is surrounded by a 20' tall wall of the same glimmering stone as the city walls, with crenulated battlements atop. There is no sign of any sentries. Two gates allow entry. The main gate is the more daunting of the two; worked to appear as the vast gaping maw of some horrific beast. A pair of immense bronze portals worked with evil runes fill its jaws, both swung open to allow the damned into its gullet. Silver-tipped portcullises form rows of fangs. The roof of its throat is pitted with countless murder holes. A great black banner flies above the gate, Her Dark Majesty's personal rune ablaze.

The portal is unguarded; Her Dark Majesty relies on fear alone as a sentry. Anyone who surmounts the wall, however, will encounter Her Majesty's sentries (LEVEL THREE, AREA 18).

2. **COURTYARD.** The bare courtyard beyond the portal, however, is not unguarded. Tall, inhuman figures stand at attention in the courtyard, forming ranks between the main gate and the

front entry to the citadel (AREA 14). Thirty-six members of the Black Watch (HP: 16 (x4), 15 (x2), 14 (x3), 13 (x10), 12 (x4), 11 (x5), 10 (x5), 9 (x3), 8) await their majesty's orders. The unit's captain (HP: 38) stands in the front rank, flanked by two lieutenants (HP: 19). The Black Watch members are typically armed (q.v.); the captain wields *Smerte* ["Pain"] a **+2 bastard sword/+4 versus chaotic good opponents**. On a natural "to hit" roll of 20, this weapon inflicts double damage (triple damage against CG-aligned foes). Each of the lieutenants wields **+2 footman's maces**. This is the Mistress's honor guard; the plumes of all are violet in color and the officers' shields bear her device.

The Watch members will take no action unless molested; PCs may walk right past them. If any offensive action is taken, they will seek to slay the trespassers and will unrelentingly pursue them throughout the citadel and the city.

In the very center of the courtyard is an odd formation of the glowing stone. Some 12' in diameter at its base, it appears as a squat pillar, rising only 5' before being jaggedly broken. The remains of enigmatic runes can be found, but they have all been subsequently scored and are now illegible. The formation radiates magic, but its purpose cannot be divined.

3. **GUARD HOUSE.** These bare chambers feature archers' slits. In each chamber, 6 light crossbows hang on the walls, and 4 sealed barrels are stacked, each holding 100 oiled bolts (25 in each barrel are silver-tipped). A ladder leads up to the Gate House above (LEVEL TWO, AREAS 12 and 13).
4. **BARRACKS.** Each of these areas holds 12 Black Watch members, armed equally with halberds and lochaber axes. Like their brethren in AREA 2, they will take no action unless molested. The Northwesternmost barracks has a well-hidden secret door, only 3' tall, that recesses and slides to the side.
- 4a. **LESSER GATE.** The portcullis here is closed and can only be raised with a successful OPEN GATES roll. The ceiling of the hall beyond is pierced by murder holes, and the iron-banded door beyond is locked and barred. The winch to raise the portcullis is in the barracks immediately adjacent. Unlike previous areas, party

members attempting access here should mind those murder holes (see LEVEL TWO, AREA 13)! If the door into AREA 4 is forced, the Black Watch members beyond will attempt to repel any intruders and will pursue fleeing trespassers throughout the city.

5. **STABLES.** This area is only used when some fiendish guest comes astride a steed. It is manned by a sole spined devil (HP: 19), the groom, and two lemures (HP: 16, 11). The groom is always concealed under an illusion to appear as a hunched ape-like figure with the head of a cuttlefish. He has no treasure. The room and stalls are empty save for a large object covered in black cloth. Beneath is Her Majesty's sleigh; a marvel constructed of lacquered black wood with brass details and bearing silver-edged runners. When pulled, the sleigh can magically pass over snow, ice and any solid terrain (GPV: 20,000; XPV: 8,000) at a rate of up to 24". When the Mistress travels to the City of Dis, her sleigh is drawn by a dozen hellhounds.

Nine sets of skis hang in an orderly row, one set are **skis of speed**, allowing a wearer to travel at a rate of 15" over snow cover (and 36" downhill) (GPV: 5,000; XPV: 1,000).



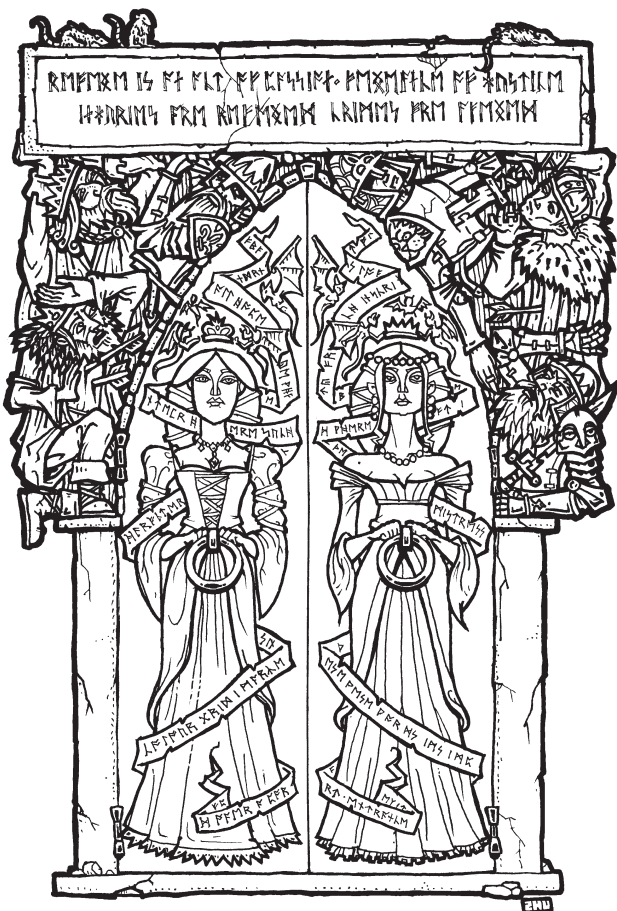
6. **KENNELS.** Her Majesty's dozen hellhounds are kenneled here (HD: 6 (x6), 5 (x2), 4 (x4): HP: 25 (x3), 23, 22 (x3), 20 (x3), 19, 15). Any combat will alert the Kennelmaster in AREA 6a.
- 6a. **KENNELMASTER'S QUARTERS.** The Kennelmaster quarters in this chamber, a cruel bearded devil (HP: 27) who prefers to appear as a gaunt and elongated giant, some 8½' tall, entirely covered with thick black bristles and with the head of a spider. He bears a barbed whip that inflicts 2–8 points of damage on a successful hit. If he chooses, he may use it to entangle a single opponent. To do so, he must roll at least 2 above his needed "to hit" roll. If successful, the victim suffers only 1–4 hit points of damage, but is unable to use his arms until freed by others or until a successful OPEN DOORS roll is made. Once an opponent is entangled, the devil will attack with his claw/claw/beard routine. He keeps three hellhound pups in his quarters.
7. **HER MAJESTY'S GARDEN.** Severely pruned rosebushes, ghostly pale in color, grow in orderly rows of frost-covered trellises. Smaller cold-loving blooms, blood red and lavender, grow at the base of each bush. The flowers all smell of rotten flesh and offal. In the very center of the garden are two smallish (7') trees, one with silver bark and glittering black leaves which bears clusters of scarlet berries. The other has white bark and velvety red leaves laden with golden pear-like fruit. An angry red squirrel (AC: 5; HP: 2) with beetle-black eyes will scold those who disturb the fruit.
- The berries are bitter-tasting and require any PC eating them to save versus poison. On a successful saving throw, 1 hit point of damage is suffered but **infravision** 60' is gained for twelve turns. On a failed save, 1–8 hit points of damage are suffered and the PC's normal vision is halved for an equal length of time due to vertigo and tunnel vision. Eating additional berries in any given day incrementally causes an additional –1 penalty on the saving throw, adds 1 hit point of damage taken, and halves the duration of the infravision. The berries will keep for a week in cold weather.
- The fruit's flesh is blood-red and deadly toxic. Those eating must save or die. There is enough juice in three fruits to make a **potion of poison**. The tree bears 20 fruits.
- Buried six feet under the earth between the trees is a locked treasure chest containing: 4,300 sp, 3,200 gp, a black opal worth 1,250 gp, a silver torc set with garnets (worth 2,500 gp), a gold shield-shaped amulet set with an amethyst (worth 3,200 gp), a drinking horn encrusted with fancy stones seemingly worth 750 gp (but which is magic, and radiates a permanent **neutralize poison** on any liquid poured within; XPV: 500; GPV: 1,750), a **scroll of protection from elementals** and a **suit of +4 splint mail**.
8. **GARDENER.** The gardener, a red abishai devil (HP: 16) dwells here. It appears as a tortoise-like humanoid with an impressive moustache. It has no treasure.
9. **PORTAL.** This is a "back door," of sorts, into the dungeon below the citadel. It is locked and magically trapped by a **glyph of warding**. The glyph inflicts a horrific wasting disease upon a trespasser (fatal if the save is failed, the victim loses 1 point of Constitution and Charisma every hour. The PC dies if either attribute reaches less than 3). A **cure disease** will end the affliction and return lost points of the former attribute, but not the latter.
10. **GARDENS OF DARK MEDITATION.** Each of these areas contains wrought iron (and thoroughly uncomfortable) benches and small ornamental trees bearing faintly luminous berries (which are poisonous to eat: save or make all rolls at –2 penalty for 2–8 hours due to nausea and dizziness). Frost-encrusted ivy covers the walls here and tiny soot-black thrush-like birds dart amidst the leaves. Their songs are not unlovely.
11. **FEARSOME PORTALS.** Each of these silver-plated doors bears the image of a stern and cold queen; her face wreathed with wicked runes and cavorting devils. Each also bears a black wrought iron pull-ring. Immediately above the entrance, a bas-relief carving depicts vanquished knights and deposed nobles struggling beneath a bronze tablet which bears the inscription, "Revenge is an act of passion; vengeance of justice. Injuries are revenged; crimes are avenged." These doors radiate magic and have been worked with powerful dweomers. Should any good-aligned creature so much as touch the pull-rings, they must immediately save versus spells or suffer a terrible fate, based upon their ethos:

LAWFUL GOOD: The victim is *teleported* (without error) into a dungeon cell (DUNGEON AREA 15b) and the ogre mage jailor from DUNGEON AREA 14 is likewise teleported into the victim's place! Note that the jailor is likely to be surprised by the swap, but the victim's erstwhile comrades may believe that a polymorph has taken place.

CHAOTIC GOOD: The victim is *polymorphed* (saving throw applies) into a salmon.

NEUTRAL GOOD: The victim is struck deaf, dumb and blind. The effect is permanent until dispelled — requiring a successful *dispel magic* against an 18th level caster, or three successive *remove curse* spells. *Cure deafness* and *blindness* will function normally.

The portals open normally and easily, however if any person enters the citadel proper through these doors without an invitation, they are subject to a *dispel magic* spell cast at the 18th level of experience upon breaking the plane of the threshold.



12. **SECONDARY PORTALS.** A pair of dead trees stand sentry on either side of the short passage leading to these doors, their withered branches intertwining to form a high-roofed tunnel of sorts. Weird garlands of iron wire, hooks, teeth and pins hang on the trees, numerous small bones dangling from the hooks and barbs. Beyond, the heavy doors are constructed of bronze and depict fiendish faces leering from wreaths of bas-relief flowers. A flickering red candle is set into a small recess wall beside each portal. The doors radiate *fear* (as the spell) in a 10' radius, but are not locked.

13. **HALL OF WOE.** The doors open into a stygian passage. All lights are extinguished within the hallway, even *continual light* spells and the radiance shed by magic swords are reduced to small pinpoints of light. Halfway through the hall, illumination appears in the form of a hunched skeletal figure which holds a three-pronged candelabra aloft. In a croaking voice that seems to rise from the floor below the party's feet, it inquires as to the heroes' business.

The figure and the impenetrable darkness are *illusions*. A blue abishai devil (HP: 19) is behind the façade, serving as a host to invited visitors. The devil will ask the business of any who enter and will *teleport* to Sadatella (LEVEL ONE, AREA 15), taking 11–30 rounds to find her, if any answers cause concern. Otherwise, she will escort those with believable stories (Hell being a weird place) to the banquet hall (LEVEL ONE, AREA 21).

14. **THE GREAT AND TERRIBLE HALL.** This vast hall is well-lit. Numerous baroque iron lanterns are suspended from the ceiling; their faces worked so that the light projects wicked runes and symbols onto the floor and walls. The floor is made of glossy black stone and the walls of the same pale corpse-stone as the city walls. Four pillars support the ceiling, each worked to depict naked and tormented souls piled atop one another. The pillars each glow with a faint leprous yellow-green. The ceiling is worked with a vast and intricate mural of evil and wickedness, depicting an arch-fiend bestowing boons in exchange for souls. The smell of brimstone is strong and the sense of evil pervasive.

Towering white-blue flames erupt from an enormous fire pit in the center of the hall. They gen-

erate cold not heat. The hall contains seven tall (8') domed cages made of black barbed wire. Unpleasantly large pallid maggot-like things churn and twist within each. An inhuman and incessant howling fills the room. Each cage holds three larvae, the souls of those who displeased Her Dark Majesty in life, now imprisoned here. The ruckus from AREA 15 is audible from here above their clamor.

15. **PAGEANT HALL.** A deafening chorus of off-kilter piping, wailing and crashing comes from this room. The chamber has a polished black-and-white checkerboard pattern and the pallid walls are nearly covered by long black banners. It is well-lit by numerous blazing torches.

Two spined devils (HP: 18, 17), concealed by an *illusion* to appear as tall and lean lion-headed figures in fantastic and baroque dress, are marching 12 nupperibo (HP: 8, 7 (x2), 6, 5 (x2), 4 (x2), 3, 1 (x3)) up and down the length of the room. The nupperibo are (poorly) playing all manner of pipes, horns, bells and drums. **Sadatella**, her Lady's handmaid, oversees the procession from the far end of the room.

Sadatella is a unique lesser devil (AC: 3; MV: 15" HD: 5+5; HP: 30; #ATT: 1; DM: 1-6; SA: poison; MR: 40%; AL: LE; XPV: 1,067); a servant to Lilis, the consort of Dispater. She has been dispatched to serve Her Dark Majesty; no mean assignment for Her Majesty is a rising favorite of that dread lord. Sadatella will seek to avoid combat if possible, but can be a daunting opponent if engaged.

In addition to the standard powers of a devil, Sadatella may use the following spell-like abilities at will, one at a time: *affect normal fires*, *command* and *message*. Once per day she may cast *dispel magic* and *stinking cloud*. Her glare can cause *fear* (as the spell). She may close for a "bite" attack. Those failing to save versus poison perish. Sadatella can be struck by normal weapons.

Sadatella has a shapely form, albeit with sharp cloven hooves and light red skin. She is bald, however, and her face is horrifying; corpse-pale in color and bearing a beard of living asps. She carries a **staff of winter** with 14 charges (see APPENDIX C) and wears an ermine fur cape (2,300 GPV) over her ornate armor. She also

carries a ring of keys (to LEVEL TWO, AREA 6, 10, LEVEL THREE, AREAS 8-9, and LEVEL FOUR, AREA 8).

Because of the cacophony, the party is likely to surprise (5 in 6) the chamber's inhabitants. If she realizes the party's intent (and she will address any visitors to the fortress), Sadatella will at first attempt to have the intruders captured or slain. If her own life seems in danger at all, she will *teleport* across the hall to AREA 18 and order the Black Watch members therein to kill the trespassers. She will then flee to find Kirsi (Her Majesty's second in command), locating her within 9-14 rounds. At that point, the proverbial jig is up as Kirsi's first order of business shall be to command all the Black Watch members in AREAS 2 and 4 to converge into the citadel. What happens precisely afterwards is up to the discretion of the DM.

16. **SITTING ROOM.** Well-made dark wood furniture has been tastefully arranged atop a huge crimson carpet. Numerous shelves contain empty crystal decanters and goblets (GPV: 1d20x10 each, but all are cumbersome and fragile. A violet-lensed lantern is suspended on a chain from the ceiling; and it will magically light upon command (GPV: 600).
17. **STORE.** This room stores all manner of chairs, benches and furniture, as well as candles, torches, banners and devices of various hellish nobles (to be hung in the rare event of visits). Perusing through the collection is a frightening experience.
18. **SEAT OF TERROR.** The iron portal providing entry is faced with black stone polished to a mirror-like smoothness. The PCs' reflections, though, are cadaverous and gruesome (an illusionary effect). The frigid (35°) room beyond is lit only by a dim blue-green illumination that plays across the ceiling like the Northern Lights. It is difficult to make any details out. The polished floor reflects the lights and despite the emptiness of the chamber, footsteps and other sounds fall flat.

A fantastic and fearsome pair of thrones sit atop a low dais at the far end of the chamber. They are made of a black glass-like substance, horrifically formed to represent twisted human figures painfully bent and contorted to form approximations of chairs.

A pair of special Black Watch Captains flank the thrones (AC: -4; HP: 48 ea.), outfitted with **+3 full plate armor**, **+1 large shields**, and each is armed with a **+3 footman's mace**. Their shields are emblazoned with Her Dark Majesty's personal rune. The plumes on their helmets are a rusty orange. Once per day, the creatures can cause the rune to flare with evil magic, unleashing a **curse** spell at the 18th level of experience. They will not allow anyone other than Her Dark Majesty or her bridegroom to set foot on the dais.

Kneeling beside the left throne is a crystal-line statue of a woman. If the thrones are approached, it will stand. It is a decanter golem (see NEW MONSTERS) filled with holy water; a last-ditch defense against infernal machinations. Unless attacked, it will attack only by the command of Her Dark Majesty, Kirsi or Sadetella.

Those who have encountered Her Majesty's thrones at Black Town should know better; anyone presumptuous to sit on either throne is summarily **disintegrated** (save versus spells). If they survive the experience, a **protection from good** spell comes into effect as long as they remain seated and a lightning mephit (HP: 17; NEW MONSTERS) is summoned. It kneels before the throne and will obey all orders. The inhabitants of AREA 19 march out and flank the thrones, likewise ready to obey the orders of anyone seated there.

19. **GUARDROOM.** Three monster zombies (AC: 2; HP: 31, 30, 26) wearing plate mail and bearing shields and morning stars are kept here, a gift from a former minion. Ghastly in appearance, they have the bodies of bugbears and the heads of emaciated horses sewn on. Unlike the Black Watch members the party may have encountered throughout the complex, the zombies will attack if the doors are opened. With them is a giant zombie boar; this undead elothere (AC: 8; MV: 6": HD: 9; HP: 41; DM: 4-24; SD: all immunities of zombies; XPV: 1,692) turns as a wight and follows the monster zombies in all acts.
20. **PRIVATE AUDIENCE CHAMBER.** The walls, floor and ceiling of this empty room are of polished back stone. Small snowflakes drift down from the ceiling, but the snow does not accumulate (an illusory effect).

21. **BANQUET HALL.** This fantastic chamber is well-lit. It is dominated by a long table set with rich linens and supporting a feast of sumptuous treats. Nearly two dozen tall chairs and places have been set. Bowls, plates, cups and horns overflow with delicacies and fare. Five tall gilded candelabra line the length of the table and the walls boast massive painted-glass windows. A vast dome overhead is similarly paned with intricately-detailed glass, and a balcony area a floor above looks down upon the grand banquet hall.

A tall elegant woman in a long pale yellow dress waits just inside the door; her red-gold hair piled high and set with bejeweled pins. Three servants stand at attention, covered plates held at their shoulders. The hostess will invite the PCs to dine, seemingly assuming that they must be guests of Her Dark Majesty. She assures them that any desired meal or drink can be prepared at their desire, and that the Lady will surely join them soon.

All of this is, of course, an **illusion**. In fact, the table is made of slate and is loaded with a horrid and ghastly collection of flesh and entrails, rotten meat, poisonous fungi and less pleasant things. The seats are tombstones and the table is in fact illuminated by a Hand of Glory. Anyone willingly partaking of this grisly feast is poisoned (no save), losing 1-4 points of damage per round until death (or **neutralize poison** is applied). In addition, anyone who partakes and survives will contract a severe (1-6) or terminal (7-8) intestinal parasitic infestation (DMG, p. 14).

The hostess will do whatever it takes, including **suggestion**, to persuade the party to rest and refresh. If the ruse is discovered, or the illusion dispelled, both she and the servants will attack. The hostess is a blue abishai devil (HP: 18). With her are three thouls (HP: 14, 11, 10; see APPENDIX B: NEW MONSTERS). If combat is joined, there is a 1 in 6 chance per round that the trapdoor in the floor to DUNGEON LEVEL AREA 9 will open and one thoul from that chamber will clamber up through each round thereafter to join the fight! The trapdoor is concealed by the illusion but is obvious if the dweomer is dispelled.

The abishai wears a gold bracelet fashioned to represent a coiled lizard or newt with garnets for

eyes (370 GPV). If the battle turns against her, she will teleport to LEVEL TWO AREA 9 to alert the "cooks" before alerting Sadatella (taking 11–30 rounds thereafter to find her).

A dumb-waiter of sorts is in the NW corner of the room. A small door opens into a 5' × 5' shaft that extends from the Dungeon Level up to Level Two. A cart is lifted and lowered between the levels by a trio of lemures who obey anyone's commands. Unless the PCs have used/disturbed the dumb-waiter, when this room is entered, roll 1d6: 1–2: the lift is at the DUNGEON LEVEL AREA 17; 3–4: on LEVEL ONE; 5–6: on LEVEL TWO, AREA 15.

22. **TEMPLE OF DREAD DISPATER.** The stench of brimstone is nearly overpowering here. When first entered, all creatures not native to Hell must save versus breath weapon or be affected as if by a **stinking cloud** spell. The vaulted ceiling of this massive chamber is some 25' overhead. A huge chandelier constructed of intertwined bones descends from the peak, bearing thirteen candles, each as thick as a man's arm. Four iron-bound portals line the walls and stairs sweep up to a balcony area above. Thirteen rows of stone pews face a frightful sanctuary at the chapel's far end. An altar of slate gray stone shot through with red veins seems to crouch beneath a large bas-relief face on the wall. The face is diabolic; its mouth agape as if to curse or moan. Thick greasy smoke emanates from between its lips and from its nose. Tapestries descend from the ceiling all the way to the floor, each depicting stomach-churning atrocities in heartrending detail. A great bell fashioned of back iron hangs from a long chain to the left of the altar; descending to within 6' of the floor. Dark-robed figures kneel before the altar and devilish countenance.

Hrafn, Her Dark Majesty's hand-selected high priest, a venerable 9th level human cloistered cleric (see "The Cloistered Cleric," by Len Lakofka, *Dragon Magazine* #68, Dec. 1982) (AC: 10; HP: 19; S: 5; I: 14; W: 17; D: 8; C: 7; CH: 16; AL: LE; XVP: 1,528) holds services here. He is unarmed and unarmored and wears a slate gray vestment adorned with unholy symbols. He is a plague-carrier; any who engage him in close combat must save versus breath weapon at the conclusion of combat or contract a respiratory disease.

He has memorized the following spells:

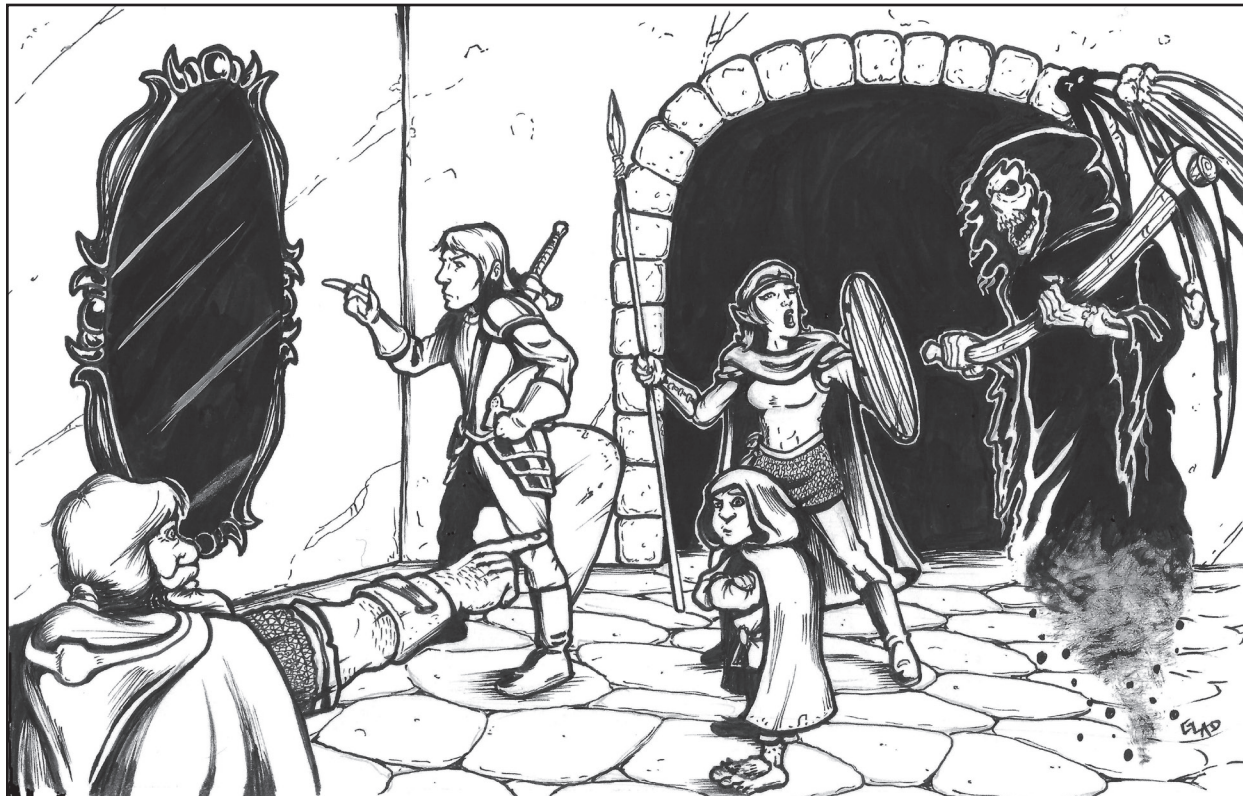
- first level: **cause fear, cause light wounds, protection from good, sanctuary**
- second level: **augury, ceremony (dedication), chant**
- third level: **ceremony (special vows), dispel magic, enthrall, prayer**
- fourth level: **minor ward, poison, scroll, tongues**
- fifth level: **commune, dispel good, true seeing**

If not surprised, Hrafn will attempt to cast **minor ward** while his minions engage any interlopers. Hrafn is served by a pair of huecuvas, presently **polymorphed** into human form (HP: 14, 8). Moreover, if the party approaches within 20' of the great face, a hellhound (hit dice and hit points determined randomly) will materialize and clamber forth from the face's gaping mouth each round that the sanctuary is violated.

The gate may only be severed if the face is destroyed. It may be damaged by magical blunt weapons, although it is considered AC 0 and has 75 hit points against such attacks. Bladed weapons will inflict no damage against the face, although such weapons must themselves save versus crushing blow if used. The face takes no damage, per se, from spells, but must save against the appropriate attack form (**fireball**, etc) or be destroyed. It saves as hard stone +3. Anointing the face with holy water inflicts 2–8 points of damage against it, and renders it incapable of summoning hellhounds (or anything else) for one full turn.

A successful **dispel magic** spell cast against a 12th level caster makes the face powerless for 24 hours. A **continual light** spell likewise renders a face powerless until the spell is removed. A **dispel evil** spell permanently severs the gate.

The great bell is struck thirteen times at midnight and again at dawn. Each cycle brings more and more of the plane of Dis back into the Prime Material. Striking the bell at any other time has no effect, although it will alert Kirsi, at least, that something is awry. The large black iron mallet for the bell lies upon the altar (it can be used in combat as a **+1 morning star**, although it weighs 250 GP for encumbrance purposes). Both the bell and mallet radiate evil. If the bell is destroyed, the swap between Hell and the Prime



Material ceases and, if the city is in Dis, upon the next dawn it returns to the Prime Material to stay (stranding all diabolical inhabitants in Hell when as it leaves). The bell has 50 hit points, is considered AC 3 and takes but 1 hp per attack from edged, stabbing or thrusting weapons of any kind. If the bell is damaged, and the diabolic face has not been destroyed, negated or sealed, 13 nupperibos are vomited forth each and every round that the bell is harmed, summoned for one purpose: to kill every living thing in the room!

23. **DARK REFLECTORY.** The walls, floor and ceiling are constructed with a dull gray stone that seems to swallow any light. Any illumination source (even **light** and **continual light**) brought into the room gives off only one-quarter the normal light. The chamber reeks of excrement and filth. All who enter must save versus breath weapon (at +2) or be sick to their stomach; unable to proceed.

A small closet to the north contains silken slate gray robes. They are cold to the touch, almost painfully so. They confer no benefit if worn.

In the exact center of the south wall is a huge

(13' diameter) mirror of smoky glass set in a frame of polished brass. Heroes will do well to leave it alone, for it serves as a **crystal ball** fixed so as to allow communication with the dread court of Dispater himself! If anyone focuses their gaze upon the pane and concentrates, then the "smoke" will clear and the grand infernal court of Dis will come into view. There is a 50% chance that Dispater will be present and, if so, he will attempt to **charm** any viewers (which, truly, is the least of their problems).

Any good-aligned viewer, however, who uses the magic mirror and who does not encounter Dispater, will note a dark hooded figure reflected in the mirror – immediately behind them! If faced, this **minor death** (AC: -4; MV: Infinite; HD: 8; HP: 33; #ATT: 1; DM: 2-16; SA: Always strikes first, never misses; SD: Immune to mind-affecting spells, immune to cold, fire and electricity; XPV: 2,390) will immediately seek to destroy the viewer! The 'death is invisible to those who did not gaze into the mirror, although engaging it will not summon other deaths (q.v., **deck of many things**). Anointing the mirror with holy water breaks any connection and renders it inoperable for 7 days.

24. **LIBRARY.** Numerous candles flicker to life if any door into this chamber is opened. Floor-to-ceiling bookshelves, crammed with tomes and scrolls, cover the walls. Three skeletons stand at attention. They will not attack unless they are themselves attacked (HP: 7 (x2), 3). They have, however, been imbued with a permanent **spider climb** spell, allowing them to clamber up the towering shelves and will unerringly locate any work in the collection, obeying orders from any person.

The books and scrolls cover all manner of erudite subjects, written in an array of tongues, with a concentration on the arcane, macabre and the ghoulish. The entire collection is worth a king's ransom to morbid scholars, but is extremely cumbersome. Any given piece may be worth 2d4x100 GPV (a few may be worth far more) to the right collector, but will constitute a minimum 150 GP in encumbrance.

25. **READING ROOM.** As with the library, candles will flicker into existence upon the door being opened. This room contains several small slate-topped reading tables. If anything is left on a table unattended for more than two turns, one of the skeletons from AREA 24 will enter to either put it back or otherwise dispose of it.

A crystal decanter of water and six leaded glasses are suspended in mid-air; borne by a permanent unseen servant.

LEVEL TWO

1. **NEXUS.** This room is dimly lit by a pale blue-green heatless flames that flicker and twist around the four pillars. There are eight portals; those to the north and south are double doors.
2. **AVIARY.** This stinking chamber is den to three keres devils (HP: 30, 28, 27), who await their Mistress's command. They do not have leave to hunt and slaughter as they might wish, and will seek at first to bluntly expel anyone who enters. The tall windows are always open. The monsters have no treasure.
3. **LAVATORY.** This room contains a massive brass claw-footed tub and sink and nothing else.
4. **WAR ROOM.** A pair of Heartless Ones armed with longswords stand guard immediately out-

side the door (HP: 16, 14). The large room beyond is dominated by a large shallow cauldron of black iron in the southern portion of the chamber filled with luminous liquid, the only light source in the room. An ornate chair constructed of silver sits behind the cauldron; a tall striking woman clad in white is seated, peering into the glow. She is flanked by a pair of hulking figures in black armor, a soot-gray wolf lies at her feet and a red-haired woman of heart-aching beauty kneels beside her.

Her Dark Majesty (HP: 49; see APPENDIX A) is guarded by a pair of monster zombies, in fact headless animated ogres wearing black plate mail and armed with great iron maces (AC: 2: HP: 33, 20). **Kirsi** (HP: 39), is an enrinyes and Her Majesty's right hand. She is armed with her terrible dagger and a **net of entrapment**. She will immediately take action to defend her mistress. Her precise acts will depend on those of the party; she will be fearful of teleporting to obtain aid and leaving her mistress behind. Kirsi herself wears a platinum diadem set with three perfectly matched diamonds (11,000 GPV) and bears keys to LEVEL TWO, AREA 6 and LEVEL FOUR, AREA 8. The wolf is a special form of Heartless One (HP: 9).

Her Dark Majesty will not leave her chair. If the illusion concealing her true form is dispelled, it will be clear that she is quite unable to move or rise on her own (indeed her monstrous bodyguards carry her about in the silver chair, which is outfitted with specific handles for just that purpose). The idea that she could be assailed in her fortress is unthinkable; she will not herself retreat, nor will she hesitate to unleash death upon any interlopers.

The scrying pool is presently being used to spy upon the Clan's forces. If the liquid is touched, the dweomer is dispelled. The room contains vast and detailed maps of the Land of Song, as well as the kingdoms to the south. Some have been spread out on the floor with ivory figures representing units. The sheer size of the black host sweeping down towards Kerava, if accurate, is daunting. Further, it is clear that she plans campaigns beyond the Land of Song.

THE BRIDEGROOM COMETH: If reduced to single digit hit points, Her Dark Majesty will use the power of her **token of Dispater**, summoning her

fearful bridegroom, **Kuu Humastaas** (HP: 41). The Bridegroom is a horned devil; a greater fiend and a member of Dispater's feared "Iron Guard." He spends his time in the horrible court of Dis; only rarely visiting the Ghost City and his formidable bride. Kuu bears a barbed whip in combat that inflicts 1–4 hit points of damage on a successful strike. Any victim struck must save versus spells or be stunned for an equal number of rounds.

If the Bridegroom is summoned, he will **teleport** to her location the very next round. His actions will depend upon the circumstances he finds, but it is unlikely that he will singly challenge invaders who have penetrated the Forsaken Citadel and defeated his gruesome spouse. Under those circumstances, he will seek to spirit her away to the Iron City via teleportation. Within six hours, however, he will return with a force of devils!

5. **BALCONIES.** These balconies overlook the courtyards of the fortress. Each set of double doors is protected by a **magic mouth** triggered if anyone flies or otherwise accesses the balcony from outside, saying, "Not without leave from the Lady, you shall not!" In addition, anyone not invited who pulls on the portals' rings from the outside triggers a **wizard lock** (cast at 18th level) and summons the keres devils from LEVEL TWO, AREA 2.
6. **PRIVATE LIBRARY.** The door to this chamber is locked (Kirsi and Sadatella bear the key) and protected by a **glyph of warding** (paralysis). If this door is bypassed (as by a **passwall**, etc.) or forced, an **insect swarm** of flesh-eating beetles is summoned, lasting for 18 rounds. Beyond, the unlit room is shockingly cold (0°). Built-in shelves are filled with moldering tomes and scroll-tubes.

Two **invisible** zombies (HP: 14, 12) are stationed in the library to assist Her Dark Majesty. Each has been deliberately seeded with a colony of brown mold. They will attack any who force their way in or who pick the lock. Normally they will obey any reasonable orders. Note that a cleric's ability to turn or destroy these monsters has no effect whatsoever on the mold.

There are hundreds of tomes collected here; an exhaustive review would take weeks. Any given tome is worth 4d4×500 GPV. Virtually all of the tomes have to do with abhorrent subjects,

although a dedicated search can uncover the following:

- a. A scroll containing a treatise that describes the recipe for **potions of undead control** (GPV: 7,500);
- b. A traveling **spellbook** containing the following spells: **charm person**, **detect invisibility**, **dispel magic**, **ESP**, **protection from normal missiles**, **unseen servant**. This book is protected by an **explosive runes** spell cast at 18th level;
- c. A magic-user **scroll** containing **Leomund's secret chest**;
- d. A **scroll of protection from demons**. If opened by anyone of Chaotic Good alignment, dust from inside the scroll-case coalesces into a spectre (HP: 37);
- e. A tome that details the manufacture of a **Libram of Ineffable Damnation** (GPV: 25,000). This item is **cursed**. Anyone who removes it from the library will be slowly, but inexorably followed by a set of bloody footprints moving at the rate of 3". The invisible malignant force cannot be affected by any weapon and ignores all barriers, even capable of travel through the planes. If the force ever catches up to the book's possessor, it will strangle him or her, striking without error and inflicting 1–4 points of damage per round until the possessor is dead. **Protection from evil** will keep the horror at arms' length, as will a **magic circle**, but only for the duration of the spell. A **dispel evil**, **wish** or **alter reality** will do away with this curse. Giving the book away will not save one from the invisible assailant, although selling it will (and the horror will begin to stalk the purchaser . . .)

The secret door is well-hidden and, even if found, a particular brass-bound tome must be moved, causing a 3' × 6' section of bookcase to slide silently forward and then aside, revealing a locked bronze portal beyond (both Sadatella and Kirsi bear keys). The lock is trapped with a horrific poison needle trap: save or suffer 2 points of damage per round until death as the victim's internal organs liquefy.

7. **SECRET ROOM.** This room is accessed only by a narrow passage kept in a permanent gloom by three evenly spaced **continual darkness** spells. Those trying to pass through will be stopped by an iron door without a lock or pull-ring. The door will open only to a secret phrase known only to

Her Dark Majesty and Kirsi. It can be battered down (AC: 0; HP: 50; +1 or better weapons to hit, only 1 hit point of damage from any edged or thrusting weapon attacks) or torn from its frame (necessitating an OPEN GATES roll). But it is not without its own defenses. The door can speak in a sonorous voice, it will laugh off **knock** spells, and it can do the following:

- a. It can electrify itself, replicating the effect of a **shocking grasp** spell (cast at 9th level) if touched. It can do so twice per day.
- b. It can manifest a mouth and shoot out a long 12' sticky tongue and attempt to grab a weapon or item (requiring a successful "to hit" roll against the PC holding said item as an 8 HD monster). Upon a successful strike, the party member must save vs. petrification (DEX modifiers applied) or have the item ripped away. The door will whisk the item behind it, into ROOM 7. The tongue is AC 4 and can be severed if it suffers 8 hit points of damage.
- c. It can utter a hideous scream that functions as a fear spell. It can do this once per day.
- d. It can spit out iron bolts at assailants, up to two a round, attacking as an 8HD monster and inflicting 1–2 points of damage on a successful strike. For game purposes, it has an unlimited number of bolts.

The frigid, shadowy room beyond contains a pair of narrow slate-topped tables. The eastern wall is covered with arcane glyphs and magic circles that seem to eerily shift when not viewed directly. A long shelf contains beakers, flasks, jars and bowls, together with some iron tools of unknown but surely despicable purpose. If examined, one of the tables contains manacles, appearing as if intended to hold a subject down spread-eagled upon it. The flasks and jars contain a bewildering array of chemicals, herbs, salves and less pleasant things. Prominent within the collection are giant moth glands and wyvern venom (insinuating poison Type D, 13 applications). A magic-user **scroll** with the following spells: **charm monster**, **charm person**, **hold person**, **slow** and **wizard lock** (all at 18th level of experience) is kept upon the table in a silver scroll case capped with (human) bone (GPV: 195) (a keen inspection reveals the scroll to have been inscribed on human skin as well).

When Säde (LEVEL 4 AREA 7) reaches maturity, it is Her Dark Majesty's design to swap bodies

with the maiden, leaving the poor thing in her ruined remains. This room is intended for that purpose.

8. **SEAT OF (DIS)HONOR.** This balcony overlooks the Grand Banquet (LEVEL ONE, AREA 21).
9. **ABBATOIR.** The air is thick with the stench of blood and rot. This area serves as the "kitchen" for the citadel. It is an awful place overseen by a squat, wizened crocodilian creature wearing a thick leather apron and armed with a cleaver. This is an illusionary appearance maintained by the bearded devil (HP: 26) that has been given charge of the place. It is served by two spined devils (HP: 15, 11) and oversees four zombies (HP: 11, 8, 6, 4). The DM is free to elaborate; suffice it is to say that the larders are regrettably stocked and ovens lamentably full. The creatures here have no treasure.

A dumb-waiter of sorts is in the SW corner of the room (see LEVEL ONE, AREA 21).

10. **STORES.** The door is locked (Sadatella bears the key). Within are the stores for the citadel.
11. **WATCHTOWERS.** Two Black Watch members (HP: 1d12 + 6 ea.) are stationed in each watchtower. There are six heavy crossbows kept in each area, together with a barrel of 100 bolts and a smaller collection of 24 silver-tipped bolts. These Black Watch members are proficient with crossbows. They are not otherwise armed and therefore can only engage in weaponless hand-to-hand combat (height: 7'; weight: 650 gp; Strength: 12).
12. **GUARDHOUSE.** This area is not normally manned. It contains 18 large sealed casks of oil (each containing 16 flasks' worth of oil) and three large cauldrons (for boiling said oil). Ladders lead up to LEVEL THREE AREA 12).
13. **GUARDHOUSE.** This guardhouse is manned and all three cauldrons are full. Three spined devils (HP: 14 (x2), 12) haunt this area. They can use the arrow slits to fire their spines, but prefer to wait to see if a visiting party attempts the lesser gate (LEVEL ONE AREA 4a). No invited party uses that entrance. If a party enters the hall below, the spined devils will not hesitate to pour a cauldron of oil down upon the party and then set them ablaze with their spines! Such a conflagration

gration completely fills AREA 4a with flames and will inflict 5–30 points of damage the first round, 3–18 the second, 1–6 on the third and then burn out. A victim's possessions must also make item saving throws against normal fire. The devils have no treasure.

LEVEL THREE

1. **UPPER LANDING.** This area is lit by a chandelier. The bare stone is covered by rich carpets.
2. **PRIVATE DINING AREA.** The room is filled with shrouded shapes: a long table and innumerable chairs all covered with slate-gray cloth. If examined, the table's granite surface is pocked, scratched and stained. Who can say what horrendous feasts have taken place here? Three zombies (HP: 12, 9, 8) stand at attention, each under the benefit of an *illusion* making them appear to be tall and slender well-dressed man-servants. They will obey the commands of anyone seated at the table and will only attack to defend themselves.
3. **GUARDS OF THE UPPER WALLS.** Each of these rooms contains seven skeletons, each wearing copper breastplates and horned helms and bearing short swords. Licks of electricity play about and between them and crackling, popping sounds accompany their movements. These are **shocking bones**, creations of Her Dark Majesty, and the guards of the upper walls (AC: 4; MV: 9"; HD: 2; HP: special; #ATT: 1; DM: 1–8 + special; SA: electrical attack; SD: immune to electrical attacks and cold, half-damage from edged weapons; XPV: 120 each). These monsters turn as shadows. On a successful strike, they trigger a form of **shocking grasp**, conducting it through their weapon, thus inflicting normal damage for the sword plus 18 hit points of electrical damage! Having discharged its energy, it is reduced to 0 HP and its blasted bones and gear crumble to the ground. Likewise, if successfully struck by a metal weapon, the spell is triggered, conducting through the attacker's weapon and inflicting 18 points of damage (and still destroying the monster). If struck with a non-metal weapon, damage is inflicted normally (roll randomly for the monster's hit points). Because of their nature, shocking bones are considered 4+1 hit dice for purposes of striking creatures only normally harmed by magic weapons.

If the walls are surmounted from anywhere except these areas and the various towers (LEVEL 2, AREAS 11 and 13, LEVEL 3, AREA 12), a **magic mouth** is triggered (in Her Dark Majesty's commanding voice), ordering these troops to defend the battlements! As one, they will swarm the walls, initially spreading themselves out evenly, but concentrating their forces against any discovered invaders. NOTE: The skelters at AREA 12 also command these forces. If the alarm has not been sounded, they stand at the ready and will ignore trespassers. If any group is molested, they will defend themselves. They have no treasure.

4. **GALLERY.** This area features a grim collection of trophies and works of art: four abhorrent statuettes sculpted from basalt, marble, volcanic glass and brass, the mounted head of a shedu, a broken arrow (formerly of **lich slaying**), the horn of a ki-rin, a blackened and blasted suit of ornate and gold-filigreed plate armor, a beautiful ivory bust of Her Dark Majesty's (illusory) likeness (500 GPV), a shattered staff (**of the magi**), a preserved mauve six-fingered hand, a brass candelabra with six fat brown candles (each rendered from human fat), and the stretched skin of some fantastic creature — wolf-like, but with the talons, wings and tail of a bird of paradise (a rare creature known as a simurg).
5. **GREAT PARLOR.** The black stone floor is polished smooth and Her Dark Majesty maintains a stark set of uncomfortable furniture for those guests she must endure. Multiple chandeliers are suspended from the ceiling (all presently unlit). A vivid tapestry is suspended between the windows depicting Her Dark Majesty (as she presents herself to the world) and her fearsome husband presiding over a ghostly court of horrid things.

If the room is searched, a tall cabinet of blood-red wood is noted. It is neither trapped nor locked. Within are two goblets and three bottles. One goblet is fashioned from a human skull, the interior lined with gold. The other is fashioned from iron and decorated with fauns cavorting with nymphs (a close inspection notes that the nymphs have horns and hooves). The skull goblet is magic and has a name inscribed on the bottom of its base ("Juoppo"). It can magically fill itself with any alcoholic beverage its holder desires — an unlimited number of times.

Its bearer need only make a toast to activate the magic. If the power is abused, however; used to fill up barrels, etc., the attendant spirit may grow offended and cause it to be filled with a virulent poison when least expected. Juoppo is a treasure stolen from the Köthic tribes to the east of the Land of Song (GPV: 3,500; XPV: 1,000). The iron cup is also enchanted (GPV: 1,500; XPV: 500); hoisting the cup summons its servant, a smoky creature appearing as a smallish faun with a floor-length beard. It is a form of **unseen servant** and will scamper quickly to fetch the cup-bearer drinks, food, etc., functioning exactly as the spell but in existence as long as the cup is held. If destroyed it can be summoned again after a span of 24 hours.

The stoppered bottles are made of exotic glass (GPV: 200 ea.) and contain a wondrous form of doppelbock, no less delicious as a result of its infernal origins.

6. **STORE.** This chamber contains linens, silks and other such things. Taken as a collection there are 400 GPV worth of valuables, but they are both fragile and encumbering.
7. **PLAYROOM.** This room is well lit by a **continual light** spell contained within a blue-white glass ball suspended from the ceiling. This room is presently occupied by a trio of mephits – smoke, ice and acid (HP: 14, 11, 8) playing an intense game of Hnefatafl and hurling inventive insults at each other. The room contains all manner of games – tafl, merels, fox and geese, and many more unknown to the PCs. Her Dark Majesty never comes here, but Säde (LEVEL FOUR, AREA 8) sometimes does.
8. **SADATELLA'S ROOM.** The door to this room is locked (Sadatella bears the key) and bears a magical trap. If a password is not uttered as the door is opened, the pull-ring animates into a living asp (AC: 6; HD: 1; HP: 3; #ATT: 1; DM: 1; SA: death poison) and attacks the opener.

Sadatella's chamber is immaculate and richly furnished. She keeps her personal treasure here: 1,100 gp, a silver chain necklace with five perfectly matched pearls worth 1,200 gp, a gold ring set with a single black opal worth 2,000, a mirror decorated with turquoise worth 85 gp, together with a **potion of ESP** kept in a purple crystal vase (worth 15 gp).

9. **HALL OF ANCIENT ATROCITIES.** The door to this room is locked (Sadatella bears the key). It is always lit by a **candelabra** set on the floor in the center of room (NOTE: this item is magical and rather valuable; it literally cannot be extinguished by any means of short of destroying the device. GPV: 750).

The walls are covered with exquisitely-made tapestries, all of silk and all of the highest quality (GPV: 75 each). A cursory inspection (such as simply moving them aside to search for secret doors) will fail to reveal that they tell a story.

TAPESTRY #1: The Escape: A procession of weary people, women and children among them, struggle across treacherous ice floes beneath the Northern Lights. Some have collapsed on the unforgiving ice; others are swallowed by the sea. The people are tall and lanky, fair of skin, with light yellow hair and striking blue eyes. The overall sense is that they are fleeing something in the black north behind them.

TAPESTRY #2: The Plains of Woe: Those who survived the ice find land; a wind-blasted wasteland of bare rock. The people begin to penetrate further, daring the towering sharp peaks beyond the wasteland. They brave the mountains, explore strange ruins they find, and fend off many fierce and fantastic monsters. The people are depicted as wielding powerful magic through song.

TAPESTRY #3: The Refuge: The people find a sheltered valley fed by a fjord. They rejoice and set about building a sanctuary. They invoke great works through song. Soon they have tamed the powerful icy storms, and have cattle and hardy crops.

TAPESTRY #4: The City: The people build a beautiful walled city, raising the stone from the roots of the mountains and beckoning fountains of fresh water to flow. They man its walls, keeping a watchful eye to the north. A sense of fear is imparted; a fear of something beyond the frozen sea.

TAPESTRY #5: Sanctuary: The hidden city is completed and the people thrive. Powerful dweomers are laid to further hide the city both from the undepicted menace to the north and against mysterious reptilian antagonists

they have accidentally awakened beneath the strange and cyclopean ruins discovered in the mountains. They raise a beautiful monolith in the center of their city, fashioned from the same gleaming stone, and master craftsmen laboriously adorn it with runes and symbols (the base of the monolith looks strikingly identical to the odd formation in the citadel's main courtyard (LEVEL ONE AREA 2)).

TAPESTRY #6: Peace: The fair people prosper and multiply. The lord of the people constructs a wondrous residence for his lady and the two welcome the birth of a daughter. The entire city rejoices.

TAPESTRY #7: The Princess: The Lord's daughter is depicted as gifted. She is as wise as the elders and quickly masters their secret songs. She is able to converse with animals, which follow her and obey her commands. She is allowed to wander outside the city walls and she discovers a secret garden in the peaks where pallid roses bloom. It becomes her hiding place and she grows into a lovely young woman.

TAPESTRY #8: Tragedy: The Lady of the people dies and the city goes into mourning. Her daughter is most distraught. The Lord marries again, quickly, and his new wife gives birth to a baby girl. The people are pleased and rejoice, but the elder daughter does not. She retreats to her secret place frequently and the rose blooms begin to die off.

TAPESTRY #8: The Betrayal: The new Lady of the city is cruel and cold. She favors her own daughter and abuses the older girl. She is imprisoned for a time in a tall tower, with her animal friends as her only comfort. Her father ignores the abuse and is eventually persuaded into exiling the princess into the freezing wasteland, seemingly oblivious to the obvious death sentence. The girl flees to her secret place and discovers, for the first time, a secret stone portal. Opening it, she finds a set of stairs descending steeply deep down into the darkness beneath the mountain.

TAPESTRY #9: The Betrothed: The girl descends into the darkness, where she meets a prince, banished there unfairly. He makes her his wife, and together they rule over a weird and fantastic subterranean kingdom. He teaches her many

secrets and she studies in vaulted libraries hidden in the Underworld.

TAPESTRY #10: Vengeance: The girl, now grown into an indomitable woman, returns to the city from the Underworld and enacts a horrific vengeance. She unleashes a host of devils against the city. All of its inhabitants, women, children, even infants, are slain in ghastly ways. She transforms her father and his bride into a variety of disgusting, and apparently agonizing, forms. Her younger half-sister is pitilessly tortured and left to die in the cold. The city is leveled to the ground, the monolith broken asunder. The bones of her victims are ground into mortar and the foundations of a new, horrible city are laid. The prince joins her from the Underworld and together they watch as the Ghost City is constructed by legions of hellish creatures.

TAPESTRY #11: Nälkäinen Kivenen: The Ghost City is complete and it is surrounded by gloom and menace. The works of the fair people are completely gone and the bitter winds blast the peaks clean. Half of the city lies in the mountains, the other half in night-black plains crisscrossed by rivers of white fire. The Bride and Groom rule together over the nightmare.

NOTE: A character that peered too closely into this tapestry's twin at Black Town (*Beneath Black Town* LEVEL ONE AREA 32) will find himself teleported here, staring at this work. If its mate still exists, transport back to Black Town is possible through the use of a **passwall** spell (or the **portable trapdoor**, q.v.) directed at this tapestry.

10. **HIGH PRIEST'S ROOM.** This is Hrafn's chamber. It contains a sitting area, a bed and a large chest of his few material possessions. He has six flasks of unholy water, a **potion of ESP**, a **potion of extra healing**, a **scroll** containing the spell **commune** (scribed at 13th level) and a **scroll** containing **cause disease** and **resist fire**. He also possesses a small prayer book containing abhorrent dedications to Dispatar (GPV: 1,800 to the right party). Pressed into the back of the book is a small key and written beside it the inscription, "between the white and silver trees."
11. **GUEST ROOM.** This room contains an unmade bed, an empty bureau and a small washing area with a basin and large (empty) vase.

12. **GUARD TOWERS.** These areas are Spartan. A skelter (AC: 6; MV: 12"; HD: 2+2; HP: 16, 14; #ATT: 1; DM: 1-10; SA: spell-use; SD: immune to sleep, charm, hold and cold-based spells; half-damage from edged weapons; AL: NE; XPV: 155; NOTE: these monsters first appeared in *The Secret of Bone Hill*, by Lenard Lakofka), appearing as a cowled figure bearing a thin pale blade, is quartered in each and is attended by a pair of Black Watch members (HP: 16, 14 (x2), 13). Each of these members is armed with a silver-tipped pike. The skelters have each memorized **magic missile** and **shield**. They turn as wights. The skelters can command the shocking bones in AREA 3 of this level and if the **magic mouth** is sounded (q.v.), they will take to the defense of the walls. The skelter in the north tower has 1,375 sp; the one in the south tower hoards 7,950 cp, 2, 210 sp and a **+1 cursed sword**.

LEVEL FOUR

1. **HONORED GUEST CHAMBER.** The fireplace in this room is ablaze and the room's occupant remains seated close to it, muffled under a thick quilt. She is a halfbreed yuan-ti (AC: -1; HD: 6; HP: 29), come as an ambassador of sorts to Her Dark Majesty. She appears human enough at a quick glance, but her body is covered with shimmering scales (bestowing her with a natural AC of 0). She wears a **+1 ring of protection** and carries a **potion of invisibility**. In addition to her heavy furs, she has with her a teak chest outfitted with a combination lock (-5% to pick locks). It contains the following: two aquamarines (500 GPV ea.) and a sapphire worth 6,000 gp. Beneath her heavy furs, she wears a gold necklace strung with oriental amethysts worth 2,600 gp.
2. **BRIDAL SUITE.** The door to this room is trapped with a symbol of paralysis (lasting 5-16 turns to all creatures of 8+1 hit dice or less). It opens to face a massive bronze door with a bas-relief face of a stern queen wreathed with devils and evil things. The door bears a complicated-locking lock. This is actually a false door. Tampering with it in any way, including attempting a **knock** spell, triggers the opening of a 10' x 10' pit, plunging everyone in the area 60' down to DUNGEON LEVEL, AREA 11.

The chamber beyond is accessed by a secret

door. The room is stark (for it is never occupied). A great, bare, canopied bed is in the center of the chamber, surrounded by chests and small tables.

The room is furnished as a noblewoman's, but all the drawers and chests are empty. The only item of note is a pallid white rose kept in a slender glass vase on a table beside the bed. The rose will detect as magic if checked. If the rose is molested in any way, Her Dark Majesty, if she is still in existence, will immediately know of it.

- a. The door is locked (Her Dark Majesty bears the only key). Beyond is a cramped chamber. Save for a heavy black cowled robe hanging on a hook, it is empty. Another secret door opens into a spiral staircase that descends to Her Dark Majesty's Sanctum (DUNGEON LEVEL, AREAS 25-28).

3. **KIRSI'S CHAMBER.** This room is kept lit by three amber-colored lamps hanging in the SE, SW and NW corners of the room. A veritable mountain of silk pillows, cushions, blankets and furs dominates the chamber. Three hulking figures surround the bedding. A blasphemous painting is set above the fireplace and intoxicating incense hangs thick in the air.

Anyone inhaling the incense must save versus breath weapon or be treated as moderately intoxicated (see DUNGEON MASTERS GUIDE p. 83) for 2-5 turns. The figures are monster zombies (HP: 27, 25, 22; #ATT: 1; DM: 2-8) altered in truly disquieting ways. They will not attack unless they are themselves attacked. If Kirsi's "bed" is thoroughly searched, the following items will be found amidst the cushions: 1) a gold armband set with moonstones worth 1,100 gp, 2) a silver diadem with a single diamond worth 3,400 gp, 3) a silver ring set with a small fire opal worth 1,500 gp, 4) a silk purse containing three vials of potent perfume worth 25 gp ea., 5) a tiny chest (4" x 4" x 4") decorated with mother-of-pearl (50 GPV) holding three blocks of the intoxicating incense, 6) a **potion of sweetwater**, and 7) a **philter of love**. Hidden beneath it all, beneath a sliding flagstone (found as any secret door), is an unlocked chest. The chest holds a screaming devilkin (HP: 15) and 2,600 pp, eight Alexandrites (100 GPV) and five topazes (500 GPV ea.). Completely out of place, a disembodied small door and frame

lean against one wall. This is actually a **portable trapdoor** (see APPENDIX C).

4. **GUEST CHAMBER.** This room features an unmade bed and a stand holding an empty brass basin and crystal decanter (200 GPV).
5. **TREASURY.** This area is accessed only by magic. Prior to her attempt at lichdom, Her Dark Majesty could access her treasury via **passwall**. Now she must rely either on her portable trapdoor or Kirsi's teleportation. Her ill-gotten gains are kept in orderly fashion, but there are no further locks or traps. The following are secreted here: 23,800 cp, 18,200 sp, 9,800 gp, seven moss agates (10 GPV ea.), ten pieces of jasper (50 GPV ea.), one opal worth 1,400 gp, three Oriental topaz (3,000 GPV ea.), and three jacinths (5,000 GPV ea.), **potions of diminution**, **extra healing** and **treasure finding**, a suit of **+2 plate mail**, a **+1 shield/+3 vs. missiles** and a **staff of curing** with 20 charges. One chest holds a feathered shawl that radiates magic (belonging to the swanmay imprisoned in DUNGEON AREA 8). There are dozens of canopic jars kept here (67 in all). If opened, the PCs may be shocked to find a beating heart within each one. In fact, each jar is keyed to a Heartless One and the PCs can destroy them by destroying the hearts. Lastly, lying atop all is a massive, mace-like weapon incapable of being wielded by any creature with less than 18 Strength. If so wielded, it is treated as a **+1 morning star** with the added effect as being treated as a **mace of disruption** when used against undead and lower planes creatures (this belongs to the special prisoner in DUNGEON AREA 10 and is far more powerful in his hands).

Suspended near the ceiling by way of a permanent **levitation** spell is an **invisible** canopic jar. If made visible, it is protected by a **symbol of death**. If touched, Her Dark Majesty will instantly know and will have Kirsi teleport her here, arriving in 2 rounds. Her phylactery is kept within. It is fairly impervious to harm, requiring a +3 or better weapon or a damaging spell of greater than third level to destroy. If destroyed, Her Dark Majesty's damned soul escapes and immediately flies to the City of Dis, leaving her undead form behind to crumble. She will eventually incorporate as a spectre due to her evil accomplishments, but all her other powers are forever lost. If her material form is destroyed, but

the phylactery survives, she could conceivably take over another body, retaining her class levels and spells.

6. **CATWALK.** This upper battlement is patrolled by six shocking bones (see LEVEL THREE AREA THREE).
7. **TOWERS.** These freezing areas are unfurnished and unoccupied. The plains of Dis can be viewed from here.
8. **SÄDE'S ROOM.** A Black Watch member (HP: 16) armed with a glaive-guisarme stands guard on the top step outside this room to prevent unauthorized access. It is concealed by an **illusion** to appear as a tall, gaunt, unspeaking but otherwise amenable character holding a broom. It obeys the commands of Her Dark Majesty, Kirsi, Sadatella and the imp inside the room and will abide by most requests from the chamber's human inhabitant. The door is always locked (Sadatella and Kirsi bear the key) and protected by a **glyph of warding** that will drain one energy level.

Inside, the room is warm and cozy. It is colorful, with banners, blankets, small tapestries, rugs and paintings. It is dominated by a curtained bed. Toys and dolls are scattered around the room. The room is well-lit by sunlight. PCs may be surprised to look out at see that they overlook rolling bucolic farmlands from their tower high above a fantastic castle. This is all, of course, illusory.

A young platinum-haired girl of perhaps seven years, Säde (0-level; HP: 2; AL: NG), resides here. With her at all times is a plump long-haired white cat with one blue and one green eye; actually an imp (HP: 9). Säde knows that the cat can speak, but does not know its true nature.

Säde is innocent, kept here for nefarious purposes. She is allowed to leave her room, with a chaperone (typically Sadatella). The imp and the Watch member (whom she has named "Kajsa" and "Börje," respectively) follow her everywhere. She often visits the Game Room and Private Dining Area (LEVEL THREE, AREAS 2, 6 and 7), with the devils concealing all the areas with illusions to conceal the true nature of the place and slavishly entertaining her. Säde believes that she is a princess, having been

adopted by a queen. She wears an ornate gold, ivory and tourmaline brooch depicting a butterfly on bergfrue flowers (950 GPV) that is also an **amulet of inescapable location**. Aside from a collection of ivory combs (300 GPV total) and costume jewelry (25 GPV in the aggregate) she has no other treasure.

DUNGEON LEVEL

The temperature drops sharply as the party descends any of the stairs, being only slightly above freezing throughout the dungeon (AREAS 4–10 are somewhat warmer).

1. **WATCHDOG.** The stairs descend into an unlit hall. A large hound sleeps at the intersection of the hallway, directly between the doors to AREAS 2 and 14. This is old **Ulfuris**, a hoar hound (as a hell hound, but he breathes frost instead of fire, HD: 6; HP: 21; #ATT: 1; DM: 1–3) who can speak. Although venerable and nearly toothless, his senses are still keen and he will awaken on a roll of 1–4 unless steps are taken to move silently. If awakened and not immediately mollified in some manner, he will bark furiously and attack, drawing the attention of those in AREA 14.
2. **NUPPERIBO PIT.** Immediately opposite the door is a closed portcullis guarded by a sole spined devil (HP: 16) armed with a military fork. The chamber beyond is thronged with 61 nupperibo (HP: 8 (x4), 7 (x6), 6 (x5), 5 (x10), 4 (x6), 3 (x10), 2 (x10), 1 (x10)), kept here for brute labor. They will obey the command of any diabolical being.
3. **COMMON ROOM.** Four non-combatant duergar dwell here (HP: 7 (x2), 4, 3), mending, cleaning and cooking a bland (but nourishing) stew. They have no treasure. The door leads to a garderobe. This room contains the dwarves' stores of food, water and ale, brought from the Prime Material.
4. **GRAY DWARF QUARTERS.** Bunks for nine gray dwarves are kept here. The room is orderly and clean. Three duergar are currently resting here (HD: 2; HP: 10 (x2), 8). They are unarmored, but their picks and hammers are within easy reach. They each have a chain shirt and small metal shield prepared by their bunks. Each bunk has an orderly foot locker. A methodical search turns up 35 gp and five garnets worth 200 gp each, in addition to the dwarves' personal effects.
5. **SMITH'S QUARTERS.** The five gray dwarf smiths (AREA 14) quarter here. Two are present, poring over workbooks. One has 3 HD (HP: 18), he is unarmored, but can pick up his shield and **+1 shortsword** in one round, if given the opportunity. The other has 4 HD (HP: 26), and while his suit of **+1 plate mail** is out of reach, he will grab his **+1 shield** and **+2 hammer** if allowed. The other smith's plate is non-magical. Like AREA 4, the quarters are organized and well-maintained. The five lockers, if searched, contain 19 gp and ten peridots (100 GPV ea.), and three sapphires (1,000 GPV ea.). The smiths' workbooks are written in code, but may still be valuable to the right parties (250 GPV x 6 workbooks), although they are cumbersome (30 gp each). One of the smiths has a small silver flask of excellent brandy.
6. **THE OVERSMITH'S APARTMENT.** The Oversmith (AREA 14) seldom rests, and thus he is seldom here. He is here every other night for three hours, in such a deep sleep that he only awakes if someone violently shakes him. The last half hour of his time here he spends in worship in his secret room, carefully cutting his hands and draining the blood into a small bowl, then mixing the blood with ale and drinking the macabre mixture. The room is sparsely decorated and the worktable is covered with sketches and elaborate plans for new forms of Black Watch members and frightful machines of war. An especially cunning trapdoor is difficult to detect (1 in 8) and is trapped with a needle armed with a deadly poison powerful enough to slay dwarves (-2 on the saving throw; 2–12 hit points even if the save is made). Amidst the smith's personal possessions is a steel vial containing five more doses of the poison. He has no treasure, having secreted it in AREA 24.
7. **SECRET SHRINE.** This secret area has a floor of polished red stone. Elaborate red crystal (unlit) lanterns hang in recessed alcoves within the east, west and south walls. The north wall features an altar; an iron bowl and jeweled dagger lie atop. The Oversmith conceals his worship of Abbathor, the dwarven god of greed. The dagger is worth 1,200 gp. Any good-aligned PC who steals the dagger, however, faces a terrible curse: each day at midnight the PC suffers a mysterious wound from an invisible (and unstop-

pable) malign force. 1 hit point of damage if suffered the first night, 2 hit points the second, 3 the third and so on, until the PC is slain or a successful **exorcism** spell (against an 11 HD "possessor") is cast. Giving the knife away will not prevent the curse.

8. **HER DARK MAJESTY'S PRISON.** This warm chamber is lit by a number of grotesquely-fashioned braziers filled with hot coals. The room is sparsely decorated, with a long stone table, several metal chairs, and a large metal frame set against the northern wall outfitted with shackles. A pile of boxes and chests has been made in the southeastern corner. Her Majesty's jailor is here, a hulking ogre mage (HP: 28). He is armed with a jagged-toothed blade and bears a ring of brass keys that open all of the chests in this room and the cells in the hall beyond. He is served by a fire mephit (HP: 16), presently lounging in the largest brazier. The chests are mostly empty and serve to hold the possessions of any prisoners. All are locked, and if all are searched, 1,080 sp, 1,830 gp, 14 pp and a gold and silver necklace worth 800 gp, can be found, in addition to clothing and personal effects.

A large bedroll is tucked out of sight and the jailor keeps his own treasure in a large sack locked within an iron chest that is trapped (poison darts fan out in a 60° arc before the chest, save versus poison or become paralyzed for 2–20 turns: **+1 hammer, +2 vs. magic-using & enchanted creatures** (as the sword), **+1 battle axe, +4 vs. reptiles** (as the sword), **+1 buckler, potion animal control (reptile/amphibian)**, a **scroll** containing the following spells: **death's door, flame walk, insect plague, raise dead, and remove fear** (at 12th level), six banded agates (10 GPV ea.), four chalcedony (50 GPV ea.), and seven rock crystals (50 GPV ea.).

The hallway beyond is frigid and forlorn. It is lined with stout iron doors, each with a massive lock and a small viewing window. The 8' × 8' cramped cells beyond each contain a permanent **anti-magic shell**, ensuring that escape is difficult indeed.

Cells a–d are occupied as follows:

- a. This cell contains a bedraggled maiden, actually Lára, a swanmay (7th level ranger, AC: 7; HP: 48 (21); S: 14; I: 13; W: 14; D: 10;

C: 16; CH: 14; AL: CG; MR: 14%). Her gear and feathered shawl have been stolen.

- b. A dwarf. This is Klemens, a 3/3rd level fighter/thief (AC: 7; HP: 11; S: 13; I: 12; W: 12; D: 17; C: 12; CH: 6; AL: N), hailing from the Hidden Kingdom of Mímrodin. He was captured spying.
- c. A hoary middle-aged human, but in excellent physical condition. This is Aapo, an elder of the disgraced Marten Clan (see *Stormcrows Gather*). He is a 4th level human berserker fighter who is also a wereweasel (human form: AC: 10; HP: 22; S: 15; I: 12; W: 14; D: 14; C: 13; CH: 12; SA: berserk: attack 2/1 or 1/1 at +2 to hit; wereweasel form: AC: 4; HD: 3+6; HP: 19; #ATT: 1; DM: 2–8; SA: blood drain; SD: silver/magic weapons needed to hit; AL: CN; see *Stormcrows Gather* for wereweasel description). He is desperate to escape.
- d. A babau demon (HP: 47) is curled up in this cell. It was captured spying on Her Dark Majesty. The demon would love to be freed and will certainly assist in creating mayhem. As evil as it is, it loathes the devils more than the PCs (although it simply can never be trusted) and must account to its dread master (the demon lord Secothbenoth) upon its return and, thus, must have some havoc to report. It will offer the name "Ulkhum-Ahu" if asked to identify itself.
9. **TORTURE CHAMBER.** This chamber is outfitted with a horrific collection devoted to pain and misery. All of the usual accoutrements are present, as are many others that could only have been conceived in Hell. They are arranged in a semi-circle facing a single chair fashioned from silver (XPV: 1,800; GPV: 5,100). Images are barely visible through the soot on the walls; ghoulish figures watch over the horror that surely unfolds here. The chair radiates magic. By now, the party members are no doubt hesitant to sit on any of Her Dark Majesty's chairs. However, no ill effect will result. If the floor is examined, it appears from scrape marks that the chair has been moved frequently, to face the rear wall. Directly behind the chair, the mural depicts a host of damned souls tumbling into a stygian void. Should any person seated concentrate on that void, they will immediately feel an unnatural

chill engulf them. If they continue to concentrate, they will feel the chair –with them seated- hurl itself into the abyss! To onlookers, the chair and its occupant vanish. In reality, the chair has teleported to AREA 10. If removed from the dungeon complex, the chair retains its ability to teleport within 1" distance.

10. **FORLORN PRISON.** When the magic is triggered, the silver chair teleports itself and whoever is seated upon it to a pitch-dark cramped and freezing chamber. If seated, a person need only desire to return to the Torture Chamber to do so in a single segment. The walls, floor and ceiling are seemingly made of metal; painful to the touch with the cold (indeed, inflicting 1 hit point of damage per round to exposed flesh). The ceiling is only 7' overhead and there are no windows or doors. The chair faces a prison cell to the immediate west; the bars made of blackened iron and covered in evil runes of power. A naked figure sits in the cell. The prisoner is **Radiant Smoke Envelops the Unrepentant**, an astral deva (HP: 77); its capture an accomplishment of which Her Dark Majesty is especially proud. Her prisoner causes her no end of concerns, however, as she worries of his escape. She dares not bring him forth from his cell even for torture and is coming to be of a mind to turn her prisoner over to Dispater (in return for some dire boon, no doubt). Still, it pleases her to think of him trapped in the freezing dark.

The deva is obviously a tremendous ally if freed. However, his cell is not only lead-lined (as is the entire room), but also subject to a permanent **anti-magic shell**. The bars are not truly made of iron, but rather of some hellish alloy which resists bending or breaking (the bars save as hard metal +5 and can be bent only by those with 20 Strength or better). The cell door does have a magical lock and Her Dark Majesty keeps the key in her person. NOTE: The distilled ultimate solution from the Laboratory (DUNGEON, AREA 25) will work to dissolve the lock/bars. Attempts to pick the lock are fruitless except on a naturally rolled "01" although a thief is subject to a nasty **curse** for his troubles: each day thereafter, he loses 1–10% from a randomly selected Thief Function. **Remove curse** will not help; a successful **dispel magic** against an 18th level caster is required. If freed, **Radiant Smoke** will do his part to assist the party members in getting back to the (relative) safety of the Prime Material

Plane. He will certainly aid in the destruction of Her Dark Majesty if he can, but fears for the PCs' safety. Further, he was not given license by his superiors to run amok on Dis, and must return to Elysium as soon as possible.

11. **PIT.** The long fall from LEVEL 4, AREA 2 terminates here. There is a 3' x 3' metal grill in the wall between AREAS 11 and 12. From this side, it is difficult to move (requiring a successful BEND BARS/OPEN GATES roll).
12. **SECRET ROOM.** A thoul tunnel (AREA 18) opens into this smaller chamber from the floor. The secret door into the larger chamber to the north is obvious from within the secret room. A metal grill separates this area from AREA 11 and it can be (relatively) easily opened from this side (normal OPEN DOORS roll).
13. **WHISPERING VAULT.** A palpable sense of evil permeates this empty, unlit chamber. Anyone who enters is disquieted; they seem to hear snatches of thin whispers, but no words can be discerned. Occasional flickers appear out of the corners of one's eye. The entire chamber radiates evil if detected. In fact, disembodied evil spirits are retained here, called by Her Dark Majesty's abhorrent summoning. Shapeless and without substance, they cannot hurt the party members. They wait to inhabit the suits of armor fashioned by the Oversmith and join the ranks of the Black Watch.
14. **THE COLD FORGES.** A blast of intense cold envelops the party when this door is opened. Beyond is a huge frigid chamber, lit by an intense blue-white light. The walls, ceiling and floor are coated with hoar-frost and icy growths. Huge icicles hang from the ceiling like stalactites. There is a recessed area at the far end of the chamber, from where the light emanates. Figures can be seen silhouetted against the illumination.
- The Oversmith toils here at the far end of the chamber (AC: 6; HD: 7; HP: 37). He wears a veritable mountain of heavy furs, an insulated facemask and **gauntlets of ogre strength**, together with his **ring of x-ray vision**. Presently, he is using tonsures which, if he must, he can wield as a club. If allowed, he will draw his **sword of the lower planes** (see NEW MAGIC ITEMS) taking a round to do so. Beneath his furs, he wears **+2 leather armor**.

Attending the Oversmith are three undersmiths. One has 5 HD (HP: 29); he is outfitted in furs and has (the Oversmith's) **+3 hammer** at the ready, and wears **+1 plate mail** and carries a **+2 shortsword** under his furs. Another has 4 HD (HP: 17), is armed with a **+1 hammer** and shortsword; he wears plate mail under his furs. The last is 3 HD (HP: 14) who wears plate and bears a hammer and short sword.

The bricked-off hallways leading to AREA 15 are not immediately visible due to the ice and frost. The trapdoor to AREA 24 is likewise concealed and is described more completely in that entry.

15. **ARCTIC PASSAGE.** This hall is blisteringly cold. It is dimly lit by a whitish glow, enabling heroes to see a tall gleaming figure in the precise center off the passage. This is an ice para-elemental (HD: 16; HP: 78) bound within a magic circle, commanded to pour forth his essence into an enchanted lens (XPV: 3,000; GPV: 15,000) in the northern wall to power the Oversmith's cold forges (AREA 14). It is enraged by its servitude. If the magic circle is broken, it will smash down the brick walls within four rounds, attempt to slay every living thing in AREA 14 and will pursue those who flee, wreaking havoc in the dungeon for up to three turns before departing.

A thoul tunnel (AREA 18) opens into the westerly end of the passage. If removed, the lens provides a bonus to all cold-based spells cast through it, inflicting +1 damage/die.

16. **CHAMBERLAIN.** This chamber is a crowded mess of furniture and folded charts and scrolls. The citadel's chamberlain, a bearded devil (HP: 36) keeps council here, operating the fine-tuned maintenance and chores insisted upon by Her Dark Majesty. Presently, he is reviewing a cleaning schedule with a motley host of characters, an ice mephit (HP: 13), a smoke mephit (HP: 18), a red abishai (HP: 17) and a spined devil (HP: 21). None of the devils are immediately recognizable however, as each is concealed by an *illusion*: the chamberlain appearing as a squat, toad-faced being with a tentacled beard, the abishai as a wolf-headed creature with the body of a stork, the spined devil as a monstrosity with a wolf-like body, the head of a parrot and a cobra for a tail. Combat in the cloistered area is chaotic, all combatants fight at a -1 penalty.

The charts and scrolls contain maps and schematics of the citadel, containing all locations except secret doors, any areas concealed by secret doors, trapdoors, the pit at LEVEL FOUR, AREA 2, DUNGEON AREAS 7, 10-12, and 25-28. Neither the chamberlain nor his minions have any treasure.

17. **SCULLERY.** This room is a chaotic mess. A vast metal sink occupies the north wall and numerous tables clutter the space. A spined devil (HP: 16) oversees four lemures (HP: 15, 14, 11) who listlessly clean an assortment of pans, dishes, utensils and far less pleasant items. The devil conceals his appearance beneath an illusionary bear-like form with folded feathery wings. The dumb-waiter in the western wall leads up to LEVEL ONE, AREA 21 and LEVEL TWO, AREA 9. Unless the PCs have used/disturbed the dumb-waiter, when this room is entered, roll 1d6: 1-2: the lift is here; 3-4: on LEVEL ONE; 5-6: on LEVEL TWO.

18. **THE CORPSE-EATERS.** The stench of this chamber is detectable beyond the threshold. Beyond, the filthy space is strewn with waste, shredded clothing, gnawed bones and frightful muck.

Four thouls lurk here (HP: 23, 20, 17, 16). Two of their brethren are above in LEVEL ONE, AREA 21. There is an obvious trapdoor in the ceiling. In the southeast corner, the floor has been dug away. This hole leads to a series of twisting, claustrophobic tunnels beneath the citadel. The tunnels require those who enter to crawl prone. No map is provided; however, the maze provides access to DUNGEON LEVEL, AREAS 12, 15 and 20, and at least two branches extend out into the Ghost City. Whatever else PCs brave enough to worm through the tunnels may encounter is entirely up to the DM. The thouls have no treasure.

19. **EMPTY STOREROOM.** The secret door in the southern wall is opened by depressing a well-disguised panel in the western wall, causing a section of wall to recess back three inches and then slide up.

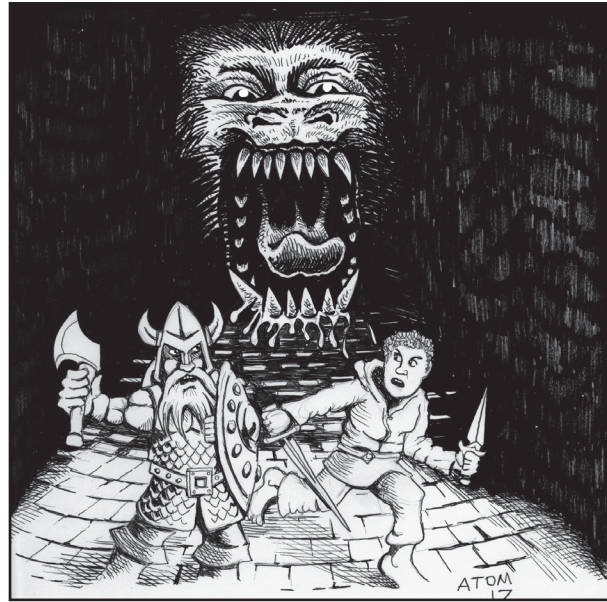
20. **STOREROOM.** This room is little used. There are some dry stores here, together with lumber, broken furniture and other junk. Weird snake-like rodents wind through the mess. A hole has been

clawed up through the floor in the southwest corner and concealed with debris; this hole leads to the thoul's tunnels (DUNGEON, AREA 18). A thoul is currently here (HP: 19), observing the inhabitants of AREA 16 via a small spyhole in the secret door (the door is only 2 ½' square).

21. **CAVERN OF PITY.** The secret door is opened by pulling down a torch holder at the end of the hall. The portal reveals a rough-hewn cavern, perhaps partly natural. It is dimly lit by a faint blue-green illumination with no discernable source. A pool of frigid water has collected here.

When the PCs enter, the shade of a young girl holding a candle will materialize, standing in the (to her) waist-deep water. The spirit is not frightful; rather it elicits pity. The girl is a form of Lost Soul (q.v.) but, being absolutely pure and incorruptible, she cannot be harmed by anything in Hell. She is in fact the shade of Her Dark Majesty's half-sister **Eija**. She cannot leave the Citadel while Her Majesty exists, but neither can that fiend molest her. Eija effectively radiates a permanent circle of **protection from evil** in a 3' radius for purposes of dealing with malign creatures. If the PCs do not attack her (or attempt to turn her), she will do anything she can to aid the party. Although she has little specific information about the citadel, she knows many generalities, and knows that a pack of thouls have been tunneling throughout the complex (DUNGEON, AREA 18), that her half-sister has abducted a special prisoner (LEVEL FOUR, AREA 4) and that she keeps "another prisoner she fears" (DUNGEON, AREA 10). If the party thinks to rescue her after Her Dark Majesty is destroyed, upon her return to the Prime Material she will vanish; her people's deities having reincarnated her. She will seek out the party in the future in her new (human) form to properly thank them.

22. **THE BEAST'S LAIR.** The dungeon is haunted by a horrifying beast. This portion is sealed off by a thick (3') brick wall. What original stock this creature may have been, wolf, bear or lion, is unknown. Decades of feasting on the Clan's greatest treasures (AREA 23) have warped this monster to the point where even Her Dark Majesty fears unleashing it. If attracted out of its lair, its head and jaws fill the hallway, as it must crouch to traverse the passage. In shape, it has a huge squarish body with long wooly



black fur. The most dominating feature is its massive maw, fearfully out of proportion with the remainder of its form. Its eyes are small and red and its ears are barely visible beneath its long fur. **Hävittä-lta Odottaa** ("Eater of Hope") (AC: 4; MV: 9"; HD: 16; HP: 93; #ATT: 1 bite; DM: 6-36; AL N; SA: stomp, shake; SD: immune to disease, fear and poison; regeneration; XPV: 11,210) is larger than a mammoth. In the hallway leading to its lair, it can only bite. In a larger space, it can also stomp on a victim, inflicting 1-8 points of damage and pinning its prey beneath its weight unless a successful saving throw versus petrification at -2 is made (inflicting an automatic 1-8 hit points of damage per round until prey is released). If it rolls 4 more than needed on its "to hit" roll, it savagely shakes its prey and dashes it to the floor, inflicting 2-12 points of damage in addition to its bite. The thing is difficult to kill as it heals all wounds at the rate of 1-4 hit points each round. It will not regenerate once it reaches 0 hp.

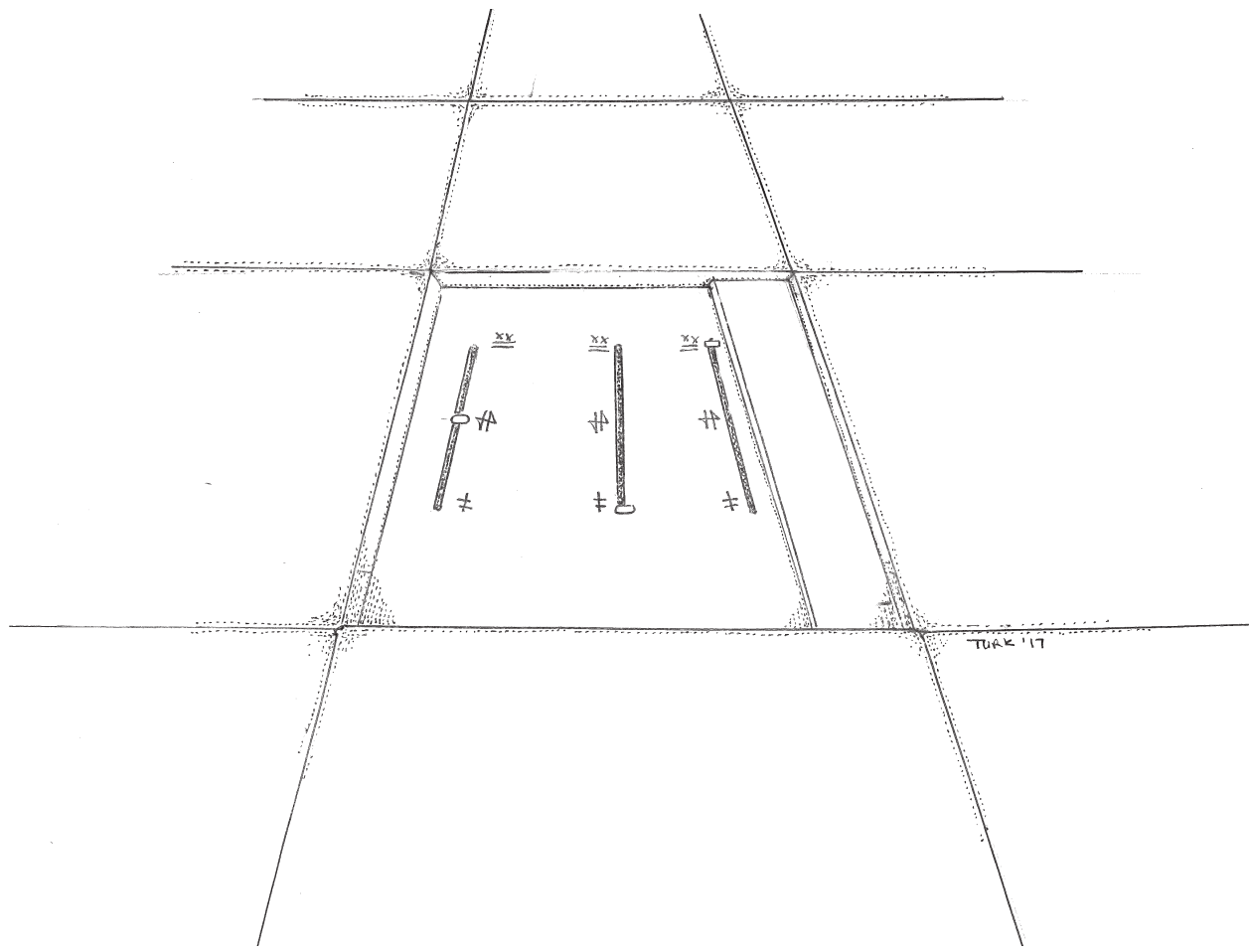
23. **LOST TREASURES OF THE CLANS.** Beyond the portal are kept the greatest treasures of the Clans, stolen by Her Dark Majesty's minions early in her campaign against the Land of Song, more than four generations ago. A pair of impressive aurochs crowd together in this stinking chamber. The bull is as black as night; the cow as white as milk, both boasting daunting horns. The animals (AC: 4; MV: 15"; HD: 4; HP: 32; #ATT: 1; DM: 2-16; SA: charge for double damage; AL: N) radiate magic. These creatures are gifts from the Upper Planes. Päivä, the cow, can pro-

duce as much milk in one day as seven normal cows, and it will not sour for a week. The cream skimmed from the milk is identical in effect as royal jelly created by giant bees (see MONSTER MANUAL II). Yö, the bull, can be slaughtered and the meat thereby obtained functions as a **heroes' feast** when eaten that day, for up to twenty-four men. He is resurrected anew each dawn. If allowed to breed, Päivä and Yö will produce a pair of twin calves twice per season. These offspring are non-magical in nature, but will always grow to maximum hit points. Note that Päivä can also be slain each night, only to be returned to life the next morning. Her meat, while succulent, confers no additional benefits. Nothing short of a **wish** will permanently kill either of these creatures. These magical animals are not particularly docile; they will defend themselves to the best of their ability and a firm and careful hand is needed to manage them. As a pair, they are effectively priceless (XPV: 10,000). If the PCs attempt to keep or sell them, however, as opposed to returning them to the Clans, the Ancestors will no doubt intervene and

call down a horrible doom.

24. **FORGOTTEN CHAMBER.** Short of facing Hävit-tää-lta Odottaa, this secret room may only be accessed via a well-concealed trap door in AREA 14 cunningly concealed to appear as part of the floor. It can be detected as any secret door. If uncovered, a 2" thick, 2½' × 2½' stone slab can easily be slid aside revealing a recessed stone face. A complicated lock mechanism is set in the center of the secret area, comprised of three smallish metal levers set in slots. Each slot has three settings; a top, middle and bottom position. The correct setting to open the lock is as follows: Top/Top/Middle. If that combination is entered, the recessed area rises a few inches with a satisfying clang, and then a 4' × 4' section of the floor slides aside, revealing a square tunnel that descends 8' down to an open area. Iron rungs form a ladder on the side of the shaft.

If the levers are set to Top/Top/Top or Bottom/Bottom/Bottom, a trap is tripped and a virulent poison gas erupts from the slots, forming a 12' × 12'



cloud centered on the lock mechanism. The poison is designed to slay any of the Oversmith's greedy underlings and is therefore exceptionally potent, as it is intended to be equally deadly to duergar. Anyone caught in the initial spray (the handle-puller and anyone immediately beside them) must save versus poison at a -2 penalty or be slain. Those who save still suffer 2-12 points of damage and are treated as stunned for 2-8 turns. Any victims in the resultant cloud must also save versus the death poison (at no penalty) and suffer only 1-6 points of damage on a successful save. The cloud dissipates in two rounds. Any other combination, with the two exceptions set forth above, simply has no result. The trap may be found normally by a thief, but is exceptionally difficult to remove. Thieves suffer a -25% penalty on rolls to do so.

The shaft descends to a 4' x 4' tunnel that extends for 15 feet before terminating in another 8' shaft with an accompanying ladder. An obvious trapdoor is at the top of this shaft and is neither locked nor trapped.

The 20' x 20' chamber above the shaft contains the secreted wealth of the Oversmith kept in orderly chests and coffers (all unlocked): 11,000 cp, 7,500 sp, 4,800 gp, 500 pp, a set of jade bracelets (1,000 GPV ea.), a wrought silver torc set with emeralds (5,000 GPV), a gold crown set with a perfect black sapphire (6,200 GPV), a gold drinking horn set with diamonds in the shape of the Hammer Constellation (6,100 GPV), a **potion of fire resistance**, and **oil of acid resistance**. Lastly, there is a tiny silver box lined with silk (200 GPV). Within is a plain gold ring. When the box is opened, the ring will telepathically speak to all present, declaring, "My name is **Fritjof**. Stop before you pick me up. I function as a **ring of invisibility** but will also grant my wearer one **wish** spell each year. My only drawbacks are that I permanently consume a piece of your soul each year, and I may have but one wearer. Once I am removed from the finger of the one who wears me, all my powers are lost. But if you would take me, you must put me on before you depart, because I can leave this room only while worn. So you must decide right now who will wear me permanently." The ring is intelligent (INT: 15), neutral-aligned and has an Ego of 8. It is lying as to being powerless unless worn immediately; it

desires an owner. It will, however, permanently devour 3 hit points per year and actually cannot be removed (not without a quest of the DM's devising). More distressingly, however, it is vain-glorious and jealous and will seek to assert its personality over its wearer at the first opportunity (see DUNGEON MASTERS GUIDE p. 168). A portion of the northern wall was once clearly a doorway that has long since been bricked up. If intrepid adventurers venture beyond, they may well wish that they had not (see AREA 22).

AREAS 25 - 28: HER DARK MAJESTY'S SANCTUM:

These areas are all protected by potent dweomers and thick lead plates. As such, these strong magnetic and magic forces prevent the use of **teleportation** or **passwall** spells into or out of this section of the dungeon (as well as the **portable trapdoor**). The only means of ingress or egress is the great spiral stair from LEVEL FOUR, AREA 2a (unless the wall in DUNGEON LEVEL, AREA 11 is somehow punched through). Likewise, scrying into these areas is impossible. As a result of these enchantments, and Her Dark Majesty's commandments, no one, not even Kirsi or the Bridegroom, will enter this area without Her Majesty's direct permission. Therefore, it is ironically the best location in the entire complex for the PCs to hide.

25. **LABORATORY.** The great spiral stair comes at last to an end in a short pitch-dark hall. Directly opposite the stair is a massive portal depicting a fantastic bird of paradise; its multi-colored feathers made up of precious stones.

a. Guards and wards: Only the key kept on Her Dark Majesty's person will unlock the door and permit entry beyond. The PCs will no doubt surmise that the door is well-protected, and it is. The door reflects all spells of less than 4th level cast upon it. Likewise, it cannot be forced open without a successful BEND BARS/OPEN GATES roll. If an attempt at forced entry is made, a **symbol of discord** is triggered. Subsequent attempts in a single day will trigger symbols of **sleep** and **death**, respectively, after which no further magical traps are triggered for a 24-hour period while the portal resets. Each time, the symbols manifest as the result of a dazzling display of light playing off the gems set into the door. The secret to avoid these symbols, therefore, is to vandalize the door in complete darkness. If

the PCs exercise the two hours necessary, they can extricate 4,675 gp worth of ornamental and semi-precious stones from the door.

Beyond the door is an oddly-shaped room. The walls feature deeply-incised runes of power and magic. Although sizeable, the chamber feels cramped due to the filled shelves, cases, workbenches and tables. Of immediate concern is a life-sized statue of dark green crystal, fashioned in the form of a naked female. This is a decanter golem (see NEW MONSTERS), filled with green slime. It will attack any creature not accompanied by Her Dark Majesty, Kirsi or Sadatella.

This is Her Dark Majesty's laboratory and workroom. The shelves and beakers are full of spell components and a variety of disquieting material. A single skeleton (HP: 4) is present to assist in menial chores, and will assemble itself from a pile if commanded to do so or approached. It has remarkable manual dexterity and can follow even the most complex of commands. If the entire laboratory is thoroughly searched, a time-consuming process, the party will discover several completed potions: **elixir of madness**, **extra healing**, **fire resistance**, **poison and undead control (vampires)**, together with more than a dozen unfinished droughts. **Scrolls of protection from breath weapon (dragons)**, **protection from lycanthropes**, and a **scroll** containing **dimension door** and **minor globe of invulnerability** are also here. She is presently working on a scroll of protection from devas, but it is incomplete. Her Dark Majesty's **beaker of plentiful potions** can be found in a prominent position. Lastly, the party can find two stoppered glassteel flasks kept together in a specially-prepared basket. One contains 25 oz. of **ultimate solution**; the other holds 8 oz. of the distilled variety of the solution (q.v.).

- b. The Secret Cache: There is no door to this area; like LEVEL FOUR, AREA 5, it may be accessed only by **teleportation**, **passwall** (cast from within the complex) or through use of the **portable trapdoor**. This space has a 7' ceiling and features a stone-topped table built into and running along the length of the north wall. Two shelves are set above it. The uppermost shelf contains a collection of seven leather-bound tomes with brass clasps. The lower shelf holds a smallish dark wooden

chest, a coffer with an inlaid mother-of-pearl cover and a bone scroll tube.

The chest is **wizard locked** but untrapped; it is, however extremely heavy. A small chest constructed of lead fits neatly within. It is also **wizard locked** and is protected by a **frost trap** spell (otherwise identical to **fire trap**) cast at the 18th level of ability. An even smaller ornate chest constructed of silver (GPV: 875) sits within the lead chest. It, too, is **wizard locked** and opening the chest without first reciting the password (known only to Her Dark Majesty) summons an opinicus (HP: 36) bound to guard the contents of the chest. The creature will be most distressed to battle a group of good-aligned PCs, but is compelled to do so if they persist after the chest's contents. It will therefore do what it can to dissuade them from that course of action. The silver chest contains a breathtakingly ornate and baroque necklace made from a glittering crimson metal and set with a single fire opal the size of a robin's egg. The necklace appears to be worth 17,500 gp, but it radiates evil and woe to those who take it or even gaze upon it for it is the **talisman of Kuu Humastaas**, the Bridegroom (see MONSTER MANUAL, p. 20).

The coffer is neither locked nor trapped, it contains **oil of etherealness** and a **scroll** containing **magic jar**.

The scroll case is likewise protected by both a **frost trap** and a **symbol (insanity)**. Within are three scrolls. The first details the unspeakable rites necessary to create Heartless Ones; the second details the construction of shocking bones; and the third is a special illuminated sheet of vellum — in fact the material component of a **spiritwrack** spell, setting forth the true name of Dispat'er's vassal, the pit fiend Bel (incidentally, it is "Adonibahal").

Her Dark Majesty's **spellbooks** are kept in an orderly fashion upon the top shelf. Although the PCs will no doubt fear protective enchantments, she must herself consult these tomes regularly and therefore, they are not trapped. It is incumbent upon any good DM, however, to convince the party otherwise! Her collection includes the following:

Spellbook #1:

- first level: *charm person, detect magic, magic missile, protection from evil, read magic, shield, shocking grasp, unseen servant*
- second level: *darkness 15' radius, detect invisibility, levitate, mirror image, shatter, vocalize, web, whip*
- third level: *clairvoyance, dispel magic, hold person, lightning bolt, monster summoning I, phantasmal force, suggestion, tongues*

Spellbook #2:

- first level: *alarm, armor, dancing lights, identify, message, read magic, sleep, write*
- second level: *continual light, ESP, invisibility, locate object, scare, wizard lock*
- third level: *blink, fly, hold person, slow*

Spellbook #3:

- fourth level: *charm monster, confusion, fire shield, minor globe of invulnerability, monster summoning II, remove curse, wall of ice*
- fifth level: *animate dead, cloudkill, conjure elemental, hold monster, magic jar, monster summoning III, stone shape, teleport*

Spellbook #4:

- fourth level: *dimension door, frost trap (a variant but otherwise identical to fire trap)*
- fifth level: *contact other plane, dismissal, dolor*
- sixth level: *control weather, death spell, enchant an item, legend lore*

Spellbook #5:

- sixth level: *geas, monster summoning IV*
- seventh level: *limited wish, monster summoning V, sequester*

Spellbook #6:

- eighth level: *glassteel, monster summoning VI, permanency, trap the soul*
- ninth level: *gate, shape change*

Spellbook #7: This tome is a traveling **spellbook** and is specifically enchanted such that it is immune to magical fire. It contains only a single spell:

sixth level: *spiritwrack*

26. **VIVISECTION GALLERY.** Horrific moans and cries can be heard as soon as the door is opened. If the area is entered, the din ceases immediately, replaced by pitiful whimpering. There are six pits in the floor; each eight feet deep. Within each pit are 1–4 ghastly creatures, shockingly deformed and twisted; some whose flesh has the appearance of melted wax. Three of these things have managed to escape their pits and cower at the far end of the room. These are the Broken Ones, the results of Her Dark Majesty's inhuman experiments (AC: 10; MV: 3"; HD: 1–1; AL N). They are non-combatants and cannot harm the heroes. At the far end of the chamber is a long metal table, replete with manacles. A series of drawers built into the table contain all manner of disturbing tools, blades, saws and other things. While their precise function cannot be determined, the PCs can surely make rough and nightmarish guesses.
27. **SUMMONING CHAMBER.** The secret door to this chamber leads to what appears to be a large unlit chamber. In fact, the chamber is divided into two separate areas, as depicted on the map, by a **wall of force** that Her Dark Majesty may raise or lower by command (it is presently raised). The larger portion of the room is used for summoning dread entities. As such, it is uncomfortably warm; permeated by an ungodly stench and fearful presence. Three magic circles are inscribed upon the floor. Her Dark Majesty is not presently "entertaining" any visitors.
28. **PORTAL.** The door to this area is protected by a powerful dweomer. Anyone who opens the door without Her Dark Majesty's permission must save versus spells or be **polymorphed** into a medusa! The passage beyond is unlit and features only a large brass-bound door with a heavy pulling. It opens easily enough. Whether it leads to Avernus, Minauros, the Astral Plane or elsewhere is entirely up to the DM.

CONCLUSION: If the heroes destroy Her Dark Majesty, her reign of evil is ended and the Land of Song is free of her malice. Without her iron will driving them, her host of gnolls scatter and the Black Watch companies cease their attack and return to the Ghost City, where they will stand at attention until the end of time. If the horrid bell in LEVEL ONE, AREA 22 is destroyed, severing the link between The Ghost City and Dis, the PCs will have earned a boon from the Clans' Ancestors (DM's discretion, but a *limited wish* is recommended).

Player Characters surviving the adventure are heroes without peers in the eyes of the Clans and are awarded titles and territory. Marriage to the Clans' daughters is insisted upon. Immortality, in song at least, is attained. There are far worse endings to be had.

HERE ENDS *MISTRESS OF THE GHOST CITY*
HERE ENDS THE **HER DARK MAJESTY SERIES**

APPENDIX A: HER DARK MAJESTY

VAMATAR (evil heroine)

Her Dark Majesty, The Fiend Bride

ARMOR CLASS: 4

MOVE: 3"

HIT POINTS: 49 (11 HIT DICE)

NO. ATTACKS: 1

DAMAGE/ATTACK: 1-10

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

SIZE: S

ALIGNMENT: Lawful Evil

CLERIC/DRUID: Nil

FIGHTER: Nil

MAGIC-USER/ILLUSIONIST: 18th level magic-user

THIEF/ASSASSIN: Nil

MONK/BARD: 9th level bard

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

X.P. VALUE: 10,034

S: 9 I: 19 W: 17 D: 6 C: 17 CH: 18

Vamatar was indeed defeated by Hjalmar's forces on Battle Bay during the Winter of Tears. Her body was broken and cast down through the ice and beneath the black waters. She had already begun the unspeakable process of achieving lichdom prior to her campaign against the Land of Song. When her physical form was ruined, her spirit escaped to her phylactery which was taken by her servants when they fled the field. Unable to defend Black Town from the wrath of the Clans, those few servants still loyal to her fled further north still, to Nälkäinen Kivenen. Twice, she attempted to enter a body prepared for her by Kirsi, and twice the attempt failed (see Len Lakofka's article, "Blueprint for a Lich," pub-

lished in *Dragon Magazine* #26 (June 1979)). What was left of her original body was eventually recovered from the floor of the fjord. Now, the girl Säde is being groomed for Vamatar's eventual possession.

In life, she was a legendary heroine before her corruption; clever, brave and beloved by all. She became, however, cold, cruel and vain. She memorizes *phantasmal force* each day and uses it to create the illusion of her appearance in life: a tall, stern, striking woman with long, immaculately-braided white hair and frigid blue eyes. If the illusion is dispelled, the heroes will recoil in horror. Not much is left of Her Dark Majesty, and what remains is barnacle-encrusted and ruined. In a similar vein, she is never without her **rod of splendor**. Overconfidence is perhaps her greatest flaw.

As a semi-lich, Vamatar may be struck by normal weapons. She is, however, immune to charm, sleep, enfeeblement, polymorph, cold, electricity, poison, insanity and death spells/symbols. Her touch causes paralysis against those failing their saving throw. Lastly, any creature below 5th level will flee upon seeing her true visage. She was born with the innate ability to *speak with animals* and obtain *animal friendship*, although none can now bear the sight of her (although she sometimes meditates invisibly in her garden).

Due to her failure to perfect the process of transformation, however, Vamatar has access to spells only up to third level. It should be remembered however that she casts said spells as an 18th level magic user and 9th level bard and that the spells therefore lose none of their effectiveness. Her Dark Majesty typically memorizes the following spells:

Magic User:

first level: **detect magic, magic missile, protection from evil, shield, unseen servant**
 second level: **detect invisibility, levitate, mirror image, vocalize, web**
 third level: **clairvoyance, dispel magic, lightning bolt, phantasmal force, suggestion**

Druid:

first level: **contaminate water, faerie fire, invisibility to animals**
 second level: **charm person or mammal, heat metal, warp wood**
 third level: **cause disease, protection from fire, summon insects**

Vamatar wears, at all times, the **Token of Dispater**. This ring functions as a **luckstone** for Her Dark Majesty. It also allows her to call upon her bridegroom in times of desperate need, although she is loathe to do so for she must repay each such boon. If worn by any other person, this ring functions as a **lodestone**. She also wears a **ring of mind shielding**. She carries a pair of **scrolls** with her in a glassteel scroll case with an ornate solid gold latching lid, (worth 7,750 GPV). The first contains: **charm monster, hold monster, monster summoning IV** and **maze**. The second contains **knock, geas** and **monster summoning V** (all spells scribed at 18th level of experience). On her person, she carries a ring with three keys – to LEVEL FOUR, AREA 2a, DUNGEON, AREAS 10 and 25.

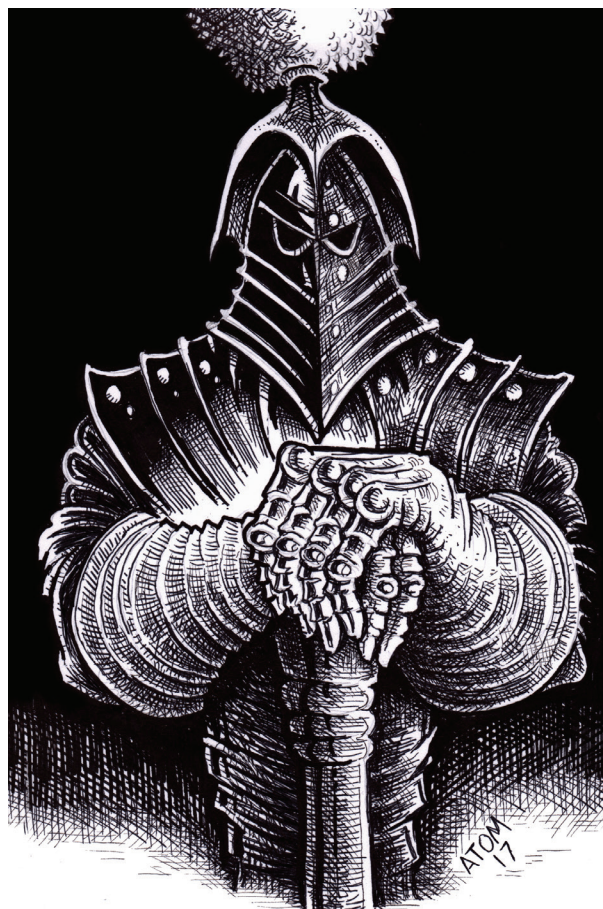
APPENDIX B: NEW MONSTERS

THE BLACK WATCH

FREQUENCY: *Very Rare (at best)*
 NO. APPEARING: 1 (6–60)
 ARMOR CLASS: 1 (or better)
 MOVE: 6"
 HIT DICE: 2 and better
 % IN LAIR: 100%
 TREASURE TYPE: *Incidental*
 NO. ATTACKS: 1 and better
 DAMAGE/ATTACK: *By weapon*
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Semi*
 ALIGNMENT: *Lawful Evil*
 SIZE: M (7' tall)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil/Nil*
 X.P. VALUE: 171 + 2 per hit point

The Black Watch was created during dark times in the utmost, sunless north. The majority of these dreadful things were destroyed along with their creator in a great battle. Some remain, hidden in secret places, tirelessly awaiting their mistress's return.

Each member of the Watch is a suit of full plate armor animated by a wicked spirit. The armor of each member is inhumanly tall and thin, a dead black in color, with a great plume of jet atop their full helms. Neither faces nor eyes can be seen within the empty helms.



Watch members are all armed with pole arms. Although they will almost always be encountered singly, there are rumored to be entire units secured in hidden vaults in the Underworld. Watch members are armed as follows:

40%	pole axes
25%	halberds
15%	voulge
10%	lochaber axe
10%	bardiche

As mere animated suits of armor, Watch members are immune to all mind-affecting spells (including fear and illusions) in addition to death magic, paralysis, petrification, poison, polymorph and cold. They suffer only 1 hit point of damage per die of fire and electrical attacks. They are immune to **psionic blast**. They have no need to eat, drink, breathe or rest and, not possessing eyes, they are not swayed by **invisibility**, **alter self**, or other concealing magics. They take only one-half damage from slashing and stabbing weapons. Because they cannot heal, but instead must be repaired, it is not uncommon to come upon Watch members who have been damaged in past battles. Therefore, maximum hit point Watch members are quite unheard of.

There are Black Lieutenants and Captains among them. For every twenty Black Watch members encountered, there will be a lieutenant. Lieutenants are immediately recognizable by the fact that they bear shields and their helms have dark purple plumes. The **armor and shields of the lieutenants are both +1**, granting them an armor class of -2. They have 4 hit dice and are typically armed with **+1 bastard swords or battle axes**. If fifty Watch members are encountered, a Captain will be present. Captains are equipped with **+2 armor and shield** (armor class -4), have 6 hit dice and fight at the rate of 3/2. They are identified by red plumes and are all armed with **bastard swords of wounding**. It is rumored that there was once a Black General, but surely this abomination was destroyed.

The members of the Black Watch are daunting adversaries for they march and attack without tiring, without pity, and with no regard for themselves. They can be turned on the MATRIX FOR CLERICS AFFECTING UNDEAD as "Special," but holy water does not harm them. They are kept at bay by circles of **protection from evil**.

The arms and equipment of Watch members are well-made, if Spartan. While the weapons and shields may be recovered from a fallen Watch member, its armor cannot, for these monstrosities must literally be battered into uselessness in order to be destroyed. Note that the spell **mending** heals 1-3 hit points on these creatures.

DEVIL, KERES (Lesser Devil)

FREQUENCY: *Rare*
 NO. APPEARING: 1-6 or 3-12
 ARMOR CLASS: 3
 MOVE: 18"/24"
 HIT DICE: 5+5
 % IN LAIR: 10%
 TREASURE TYPE: *Incidental*
 NO. ATTACKS: 3 or 2
 DAMAGE/ATTACK: 1-4/1-4/1-6
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: 25%
 ALIGNMENT: *Lawful Evil*
 INTELLIGENCE: *Very*
 SIZE: M (6' tall; 12' wingspan)
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil/Nil*
 X.P. VALUE: 875 + 6 per hit point

The "hounds of hell," the keres are used by greater and archdevils to hunt down those who displease them. They are sometimes dispatched to Gehenna, Hades, Archeron and even the Abyss on errands of woe. Very rarely, they are summoned to the Prime Material to enact vengeance on behalf of their fiendish masters.

Keres have the ability to track down their quarry as if 10th level rangers. They have superior infravision (120') and a tremendous sense of hearing, preventing them from being surprised (unless movement is concealed by a **silence 15' radius** spell or a successful *Move Silently* attempt). They relish in the hunt and will usually seek to overbear an opponent using their superior strength. For purposes of unarmed combat, they are treated as having 18/01 Strength. They will not hesitate to resort to their sharp talons and beaks, however. If a keres successfully strikes an opponent with both claw attacks, it will harry its victim, inflicting an additional 2-8 hit point of damage each round until it is destroyed or otherwise forced to release its prey.

In addition to the standard abilities of its kind, keres have the following spell-like abilities. Which they may use at will, one at a time: **detect illusion**, **detect invisible**, **locate object**, **produce flame** and summon another keres devil (30% chance of success).

Keres have two forms: appearing as either well-muscled human females free of any adornment with the heads of owls, or as huge soot-colored owls with the heads of fierce human women. They will typically

take to the wing to chase down foes and then assume humanoid form in combat, but they can fight well in either form (NOTE: In owl-bodied form, a keres does not possess a bite attack).

GOLEM, DECANTER

FREQUENCY: *Very Rare*
 NO. APPEARING: 1–3
 ARMOR CLASS: 9
 MOVE: 9"
 HIT DICE: 1 (6 hit points)
 % IN LAIR: 100%
 TREASURE TYPE: *n/a*
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: *special*
 SPECIAL ATTACKS: *See below*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: *See below*
 INTELLIGENCE: *Non-*
 ALIGNMENT: *Neutral*
 SIZE: *M*
 PSIONIC ABILITY: *Nil*
 Attack/Defense: *Nil/Nil*
 X.P. VALUE: 196

Decanter Golems are very rare constructs. In appearance, they are humanoid in shape, fashioned out of glass. Clever hinges built into the tops of their heads allow their pate to swing open like a teapot, permitting the hollow golem to be filled with liquid. Poisons and acids are a common choice. Their contents will determine their coloring. It will not be immediately apparent to onlookers that they are liquid-filled; they will outwardly appear to be constructed out of a crystalline substance of the appropriate color.

They can attack by touch, small spouts in their fingertips allowing them to spray an opponent up to 5' away with their contents upon a successful hit. However, the primary intent behind their creators is that they be attacked with weapons. Any blow inflicting 6 hp of damage will cause the form to shatter, equal to a triple-strength direct hit (see DMG, p. 64) upon its attacker and functioning as a double-strength splash on all creatures within a 5' radius. The capacity of a decanter golem is 160 pints (20 gallons).

Decanter Golems are immune to most spells, including all mind-affecting magic, hold and paralysis, death magic and illusions. They are not subject to poison. They are unaffected by electricity and magic missiles. If one fails its saving throw against fire or cold-based spells, its contents will freeze/boil as

appropriate, causing it to shatter as above; if the save is made the golem is unaffected. Decanter golems are entitled to a saving throw against **shatter** spells but are destroyed if the save is failed.

HEARTLESS ONE

FREQUENCY: *Very Rare*
 NO. APPEARING: 1
 ARMOR CLASS: 9
 MOVE: 12"
 HIT DICE: 3
 % IN LAIR: 75%
 TREASURE TYPE: *K*
 NO. ATTACKS: 1
 DAMAGE/ATTACK: *By weapon*
 SPECIAL ATTACKS: *None*
 SPECIAL DEFENSES: *See below*
 MAGIC RESISTANCE: *Special*
 INTELLIGENCE: *Low to High*
 ALIGNMENT: *Evil*
 SIZE: *M*
 PSIONIC ABILITY: *Nil*
 Attack/Defense: *Nil/Nil*
 X.P. VALUE: 145 + 3/hit point

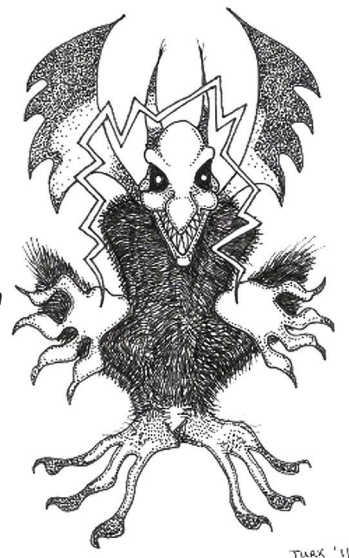
Created through the darkest magic, the Heartless Ones are humans transformed into undying minions of evil. Through unspeakable rites, they have become abominations neither dead nor alive, but are rather kept hovering in an awful state in-between.

Heartless Ones look as they did in life, although the gaping wound in their chests where their hearts should be will never heal. They are immune to death magic and death poison. They may neither be cured, nor subject to cause wound spells. They can shrug off attacks from normal weapons, and only magic weapons can temporarily harm them. They will regenerate against even these attacks at the rate of 1 hit point per round. Neither fire nor acid will prevent regeneration. They may only be destroyed by finding their heart, usually kept in a safe place by their masters, and destroying it. Such an act obliterates a Heartless One from existence. Holy water also harms these things, inflicting 2–5 hit points of damage on a direct splash. Wounds caused by holy water regenerate at the rate of 1 hit point per turn.

Note that Heartless Ones are still subject to attacks that do not cause damage, e.g., they may be paralyzed, blinded, deafened, etc. Moreover, they are not undead, and are therefore vulnerable to mind-affecting spells.

MEPHIT

	<u>Acid</u>	<u>Ice</u>	<u>Lightning</u>	<u>Slime</u>
FREQUENCY:	Very Rare	Very Rare	Very Rare	Very Rare
NO. APPEARING:	1	1	1	1
ARMOR CLASS:	6	5	4	7
MOVE:	12"/24"	12"/24"	12"/24"	12"/24"
HIT DICE:	3	3	3+1	3
% IN LAIR:	Nil	Nil	Nil	Nil
TREASURE TYPE:	1-10 pp	1-10 pp	1-10 pp	1-10 pp
NO. OF ATTACKS:	2	2	2	2
DAMAGE/ATTACK:	See below	1-2/1-2	1-3/1-3	1-2/1-2
SPECIAL ATTACKS:	Breath weapon	Breath weapon	Breath weapon	Breath weapon
SPECIAL DEFENSES:	See below	See below	See below	See below
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard
INTELLIGENCE:	Average	Average	Average	Average
ALIGNMENT:	Evil	Evil	Evil	Evil
SIZE:	M (5' tall)	M (5' tall)	M (5' tall)	M (5' tall)
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
Att./Def. Modes:	Nil	Nil	Nil	Nil
X.P. VALUE:	105 + 3/hp	105 + 3/hp	105 + 3/hp	105 + 3/hp



Acid Mephit: These mephitis are bright red in color and constantly ooze a powerful acid from their bodies. The acrid stench they emanate usually betrays their presence.

They attack using their claws, which each inflict 1 hit point of damage, plus 1-6 points of acid damage for 2-7 points total. Their breath weapon is a stream of acid at a single victim within 20' which automatically hits and inflicts 2-8 points of damage (damage halved if a successful saving throw is made). They may use their breath weapon thrice per day.

The touch of an acid mephit can destroy material; destroying metal armor in three rounds. They may use **stinking cloud** once per day and once every hour they can attempt to **gate** in 1-2 other mephitis (equal probability of each type) with a 25% chance of success.

Ice Mephit: Ice mephitis are highly angular in form and have translucent, icy-blue flesh which gives them the appearance of crude ice sculptures.

Ice mephitis attack with two clawed hands and a breath weapon. The claw attacks inflict 1-2 hit points of damage each and also have a freezing effect on the victim. For every successful attack made with a claw, the mephit's opponent must deduct 1 from all to hit rolls due to the chilling of their muscles. The effects are cumulative and last for 3 to 4 turns or until the victim is restored to full hit points (whichever occurs sooner).

The breath weapon consists of a volley of icy shards which automatically hit a single victim within 15 feet and inflicts 1-6 hit points of damage (halved if save vs. breath weapon). The breath weapon may be used every other round and up to three times per day.

Once per hour an ice mephit may attempt to **gate** in another mephit with a 25% chance of success (equal probability of each type). NOTE: Ice mephitis were created by Graeme Morris and first appeared in *Eye of the Serpent*, © 1984, TSR, Inc.

Lightning Mephit: These mephitis are jet black and covered with stiff hair that stands on end. Sparks and crackles accompany their every move.

Lightning mephitis can attack with two claws inflicting 1-3 points of damage plus 1 point of electrical damage for 2-4 points total, or with a breath weapon, spitting out a globe of ball lightning that automatically hits a target with 20' for 1-6 points of damage. They may use their breath weapon an unlimited number of times per day, every other round.

The mephitis can also create an electric arc once per day that automatically hits any victim in metal armor within 15', inflicting 2-8 points of damage. Targets not wearing metal armor are permitted a saving throw against spells to avoid the attack. Once per hour they may attempt to **gate** in 1-2 mephitis (equal probability for all types) with a 25% chance of success).

Slime Mephit: These mephitis are a glistening brown in color and constantly secrete a gooey slime, leaving a trail behind them as they move.

They may attack with their claws and a breath weapon. The latter is a glob of slime that inflicts 1–4 hit points of damage to a single victim within 10' (no saving throw permitted nor to hit roll required). In addition to receiving damage, the victim must save versus breath weapon or become covered in the ooze, halving their movement rate and causing a –1 penalty on all combat rolls until it is removed (it must be washed off with no less than 2 gallons of water, half that amount of alcohol). The effects of multiple breath weapons are cumulative. Each glob will dry and fall off in 3 turns. Slime mephitis may use their breath weapon every other round.

Slime mephitis may use **grease** and **ray of enfeeblement** once each per day, or attempt to **gate** in 1–2 mephitis (equal probability for each type) once per hour with a 25% chance of success.

THOUL

FREQUENCY: *Very Rare*
 NO. APPEARING: 1–6
 ARMOR CLASS: 6
 MOVE: 12"
 HIT DICE: 3
 % IN LAIR: 50%
 TREASURE TYPE: D
 NO. ATTACKS: 1–3/1–3
 SPECIAL ATTACKS: *Paralyzation*
 SPECIAL DEFENSES: *Regeneration*
 MAGIC RESISTANCE: *Standard*
 INTELLIGENCE: *Average*
 ALIGNMENT: *Lawful Evil*
 SIZE: M
 PSIONIC ABILITY: *Nil*
 Attack/Defense Modes: *Nil*
 X.P. VALUE: 105 + 3 per hit point

A thoul is a magical combination of a ghoul, hobgoblin and a troll. Except when viewed closely, they resemble hobgoblins. The touch of a thoul paralyzes (in the same way as that of a ghoul). If it is damaged, a thoul will regenerate 1 hit point per round as long as it is alive. A thoul may not regenerate fire or acid damage.

APPENDIX C: NEW MAGIC ITEMS

Portable Trapdoor: This wondrously useful device appears to be a standard wooden trapdoor with an attached frame. When placed against any wall, floor or ceiling, the portable trapdoor allows passage as if a **passwall** spell had been cast, albeit the opening is only as large as the trapdoor: 3' wide by 3' high and 10' deep. The passage remains open as long as the door remains opened; if closed, the passage terminates. The 'door may be so used once per day. NOTE: If used upon ceilings, it must be affixed in some manner. (XPV: 5,000; GPV: 50,000).

Staff of Winter: This is a long, gnarled hawthorn staff, tipped at one end with an unmeltable ice crystal. This staff has a maximum of 25 charges and may be recharged. The following effects can be produced by using the staff:

1. A successful strike upon an opponent uses 1 charge and inflicts 2–12 hit points of cold damage. Treat all targets wearing metal armor as AC: 10 as the damage is transmitted through the metal; dexterity advantages apply as normal.

2. For the expenditure of 2 charges the staff's head can be struck upon the ground to create an area of magical **sheet ice** (2" radius), which will have the same effect as an **oil of slipperiness** poured on the floor. All creatures within the area of effect, except the staff wielder, will take 1–6 hit points of damage when this ability is used (half damage, if save versus staff is made). The sheet ice will remain for 1–4 turns, at the end of which it will melt. The wielder will be unaffected so long as he or she remains stationary.
3. For the expenditure of 2 charges, the staff's magic will create a blinding **snowstorm** confined within a hemi-spherical area of 5" diameter and 1" height. The centre of the storm can be up to 10" from the wielder, and it lasts for 2–8 melee rounds. All creatures will suffer 1 hit point of cold damage for each round that they remain within the area of effect. In addition, creatures in the snowstorm that fail a save versus staff will be blinded for 1–4 melee rounds after they come out of the area of effect (a save

results in no effect). Those on the edge of the area of effect who make their saving throws, are assumed to have jumped clear and will suffer no adverse effects. (XPV: 5,000; GPV: 25,000) (NOTE: The **Staff of Winter** was created by Alan E. Paull and appeared in *White Dwarf* No. 38 (Feb. 1983)).

Sword of the Lower Planes: This is a variant of the **Sword of the Planes** (q.v.). It, too, is forged only as a broadsword. Its particular enchantment provides it with a base bonus of +1 when operating on any of the Lower Planes (Nine Hells, Gehenna,

Hades, Tarterus and Abyss). When brought to any of the Middle Planes (Arcadia, Nirvana, Acheron, Gladshiem, Limbo or Pandemonium), or used against opponents from those planes of existence, the dweomer increases to +2. When used on or against creatures from the Inner Planes (Elemental, Prime Material) or the Ethereal or Astral Planes, the dweomer increases to +3. It operates as a +4 weapon when employed on the Upper Planes (Seven Heavens, Twin Paradises, Elysium, Happy Hunting Grounds and Olympus) or against creatures from those planes. (XPV: 2,000; GPV: 15,000)

APPENDIX D: TRAVEL AND WANDERING ENCOUNTERS

As the party treks through the wilderness, for game purposes, they will travel through three types of terrain: Low, Medium and High Elevation:

Low Elevation includes those areas from sea level to 200' altitude. These areas include the shoreline, fields, lowlands, scrub and valleys. The land here is largely low-lying fields with scattered copses of birch, oak and fir.

NOTE: Once the Plains of Woe are entered, there is seemingly nothing but a wind-scoured expanse of ice and rime-encrusted volcanic rock outcroppings. There is a 20% chance of wind gusts per day. These gusts last for 1–3 hours and reduce all movement rates by one-half (except for those equipped with skis or snowshoes). Missile weapons may not be used during a gust, spells are at one-half normal range, and, if shelter cannot be found, inappropriately dressed party members must save versus breath weapon or suffer an additional 1–3 hit points of exposure damage (q.v.) per hour.

Medium Elevation includes the hills and steep rises from 200' to 2,000' elevation. These areas are thickly-wooded with conifers and birch. Occasional clearings provide a spectacular view of the land and sea below. Even in the summer months, these elevations are cool and it is common for frost during the evening, and to find ice in sheltered crevices. Each day, there is a 25% chance of rain (lasting 1–6 hours), and a 15% chance of sleet/hail which lasts 2–5 turns (equal chance for either). Either event slows travel by ½ for the day in which it occurs.

High Elevation areas are those 2,000' feet or greater in elevation. These steep areas are only

lightly wooded, and the tree line is at 10,000 feet. Many peaks tower above the tree line, some attaining more than 20,000 feet in height. The tree growth here consists of stunted conifers, few more than 4' tall. In these spring months, the mountains are snow-clad. The snow and ice cover here makes travel treacherous. The views, however, are second to none. The party can see the snow enshrouded Land of Song beneath them, deeply etched by rich blue fingers of the fjords. At night, the Northern Lights dance about the peaks.

It is exceedingly windy and cold here, and if party members are not appropriately dressed, they will suffer 1 hit points of exposure damage per hour outside of cover (q.v.). All missile fire is at a –1 penalty to hit due to the winds, and ranges are halved. The high elevation areas are often cloaked in clouds, and snow is 20% likely each day, lasting for 1–3 hours and leaving 1" of snow cover per hour. Every 4" of additional snow cover reduces movement by 1". Each day there is also a 40% chance of wind gusts that blast the sheer faces of the peaks. These gusts last for 1–3 hours (removing 1–6" of snow cover per hour) and reduce all movement rates by one-half (except for those equipped with skis or snowshoes). Missile weapons may not be used during a gust, spells are at one-half normal range, and, if shelter cannot be found, inappropriately dressed party members must save versus breath weapon or suffer an additional 1–4 hit points of exposure damage per hour. Note that it is possible to have both snow and wind gusts simultaneously, and exposure damage for both is cumulative

Exposure damage may not be cured by spells or potions; only time and rest will restore lost hit points.

Cover: During the journey, the party may seek cover for protection from attack or the elements. Plentiful cover exists in low elevations, and can be found with little effort, except the Plains of Woe, where the chance of finding cover is only 10% per hour searched, increased to 20% if a druid or ranger is with the party. In medium elevations, the chance of finding cover is 40% per hour, increasing by an additional 10% per additional hour of searching. If a druid, dwarf or ranger is with the party, the base chance is increased to 80%. In high elevation areas, the party has a 10% cumulative chance, per hour, of finding cover. This chance is doubled if a druid, dwarf or ranger is with the party. For every three hours of searching for cover, the party's per day movement is reduced by one-fourth.

Movement Rates: A party will move through the wilderness at the following rates:

Terrain Type	Afoot	Mounted
Medium Elevation	8 miles (2 hexes)	11 miles (3 hexes)
High Elevation	4 miles (1 hex)	6 miles (2 hexes)

Encounters: Encounter checks are made four times a day (for game purposes, morning, noon, dusk and night) with encounters occurring on a 1 in 8 chance. On the Plains of Woe, encounters occur on a 1 in 12 chance.

00 Roll Trevärä Peaks

01-02	1-2 Frost Giants (M)
03-05	1-2 Galeb Duhrs (MII)
06-10	4-24 Quaggoths (FF) ¹
11-20	2-8 Giant Rams (M)
21-31	4-40 Gnolls (M)
32-42	Herd Animals (M) ²
43-54	4-40 Dwarves (M) ³
55-64	1-2 Cave Bears (M)
65-73	6-36 Goblins (M)
74-80	Blizzard ⁴
81-86	1-6 Hippogriffs (M)
87-91	1-8 Ice Trolls (FF)
92-94	1-4 Winter Wolves (M)
95-97	1-4 Tatzelworms (NM) ⁵
98-99	1-6 Yeti (M)
00	1-2 White Dragons (M)

00 Roll Plains of Woe

01-02	1 Snow Behemoth (DDG) ⁶
03-05	1 Spectre (night)/3-12 zombies (Day) (M)
06-10	Sleet Storm ⁷
11-20	1-4 Giant Owls (M)
21-31	1-2 Wooly Rhino (M)
32-42	4-24 Quaggoths
43-54	Herd Animals (M) ²
55-64	6-24 Dire Wolves (M)
65-73	1 Northern Bear (MM)
74-80	1-2 Wooly Mammoths (M)
81-86	1-4 Winter Wolves (M)
87-91	1-4 Hoar Fox (FF)
92-94	1 Giant Wolverine (M)
95-97	1-8 Ice Trolls (FF)
98-99	Blizzard ⁴
00	1 Remorhaz (10-12 HD, M)

00 Roll Shorelands (includes 1 hex inland and fjords)

01-02	1 Fog Giant (FF)
06-09	1 Northern Bear (MII)
03-05	1 Giant Squid (M) ⁸
10-15	1-4 Scraggs (MII)
16-21	1-4 Giant Lobsters ⁹
22-28	4-40 Sea Lions ¹⁰
29-50	10-100 Seals ¹¹
64-73	2-20 Walrus ¹²
74-80	4-24 Quaggoths ¹
81-86	10-40 Sahuagin (M)
92-95	2-20 Mermen (M)
96-97	1 Siren (MM)
98-99	Blizzard ⁴
00	1 Linnorm ¹³

Encounter Notes:

1. Quaggoths are 50% likely to have either a short-faced bear (treat as Northern Bear) or 2-12 dire wolves with them. A group of 24 quaggoths will be accompanied by a 4 HD leader-type (+1/+2 to hit/damage) and a "weather witch," female cleric/magic-user witchdoctor of 3/3rd level.
2. These will consist of the following:

Animal Type	Plains	Mountains
3-12 mountain goats	—	01-60
2-8 elk	01-20	61-70
2-20 reindeer	21-50	—
4-16 musk oxen	51-80	—
2-8 yaks	—	71-85
2-12 goats	81-00	86-00

3. If the encounter occurs at night, there is a 30% chance that 3–12 duergar are encountered instead.
4. A ferocious blizzard engulfs the party. The heroes should try to find adequate shelter immediately. All in the party, mounts included, must save versus breath weapon every hour they are without cover or suffer 2–8 hit points of exposure damage. Those who successfully save suffer only half damage (Note that a person not properly attired suffers double damage each hour (hardy mounts bred in the Land of Song are considered to be “properly attired”). Any person who suffers maximum damage any given hour is required to make a SYSTEM SHOCK SURVIVAL roll or perish. The blizzard will continue for 2–12 hours before relenting, leaving 3–5 inches of snow per hour in its wake.

Those exposed to the blizzard move at one-third their normal rate, the use of missile weapons is impossible, and spell casters must make a successful saving throw against petrification in order to successfully cast a spell. Note that if this encounter is rolled, and the party had cast predict weather earlier that day, the DM should reveal this encounter well in advance. NOTE: Exposure damage is not a “wound” and cannot therefore be healed by the various cure spells. Such damage may only be healed through rest while sheltered or properly attired.
5. These monsters are described in the module *Stormcrows Gather*.
6. This monster is described in the DEITIES & DEMIGODS, “Nehwon Mythos” (AC: 4; MV: 12”/18”; HD: 15; #ATT: 1; DM: 4–40; XPV: 4,000 + 20/hp).
7. This storm will dump 1–6” of precipitation. All movement is reduced to 50% during the storm. Unless PCs seek cover they must save versus breath weapon or suffer 1–4 hit points of exposure damage per hour (those who are not dressed accordingly suffer maximum damage each hour). The storm will last for 1–3 hours.
8. If this encounter is called for inland, this creature will be trapped in the shallows of low tide.
9. As giant crayfish (see MONSTER MANUAL).
10. These large pinnipeds (AC: 5; MV: 3”//18”; HD: 4; #ATT: 1; DM: 2–8) can be aggressive if threatened.
11. These animals (AC: 6; MV: 3”//15”; HD: 2; #ATT: 1; DM: 2–5) are widely hunted. Males will defend their harems. 10% of these encounters will be with 1–6 leopard seals instead. These 12’ long, 800 pound predators (AC: 5; MV: 9”//18”; HD: 3+3; #ATT: 1; DM: 2–8) are not above hunting human (and demi-human) prey.
12. Anyone from the Land of Song can advise heroes to leave these large creatures (AC: 4; MV: 3’/12”; HD: 6; #ATT: 1; DM: 3–18) alone. The males’ ivory tusks are valuable, worth 72 gp each.
13. These monsters are described in the module *Stormcrows Gather* and also in *Footprints #9*, both available for free download at www.dragonsfoot.org.

APPENDIX E: TRAVEL WANDERING ENCOUNTER TABLES FOR THE PLAINS OF DIS

The DM is free to devise any manner of locales within Dis. The DM is encouraged to review “The Nine Hells, Part I,” by Ed Greenwood, *Dragon Magazine* #75 (Jul. 1983). The area within a 6 hex-radius of Nälkäinen Kivenen is a plain of ragged volcanic rock blanketed in drifts of blue-black ash. Occasional streams of liquid flames rake the landscape and collect in low places, creating outlandish bogs.

Travel across the plains is at the rate of 11 miles (3 hexes) afoot; 15 miles mounted (4 hexes) per day. Note that both weird game and sulphur-reeking water can be found in Hell, but purify food and drink will be required.

Encounters in the areas surrounding the Ghost City are indicated on a roll of 1 on 1d10; checks are made every four hours.

00 Roll Encounter

01	1 Devil, Greater ¹
02-03	1-4 Ash Stalkers ²
03-04	1-4 Dragons, Blue (M)
05	1 Dispater's "Cat" ³
06-07	1 Nightmare (M)
08-09	1-3 Zombires ⁴
10-11	2-8 Devils, Erinyes (M)
12-14	1-6 Hordlings (MM)
15-17	2-12 Wraiths (M)
18-20	2-5 Drifting Glooms ⁵
21-23	2-8 Achaierai (FF)
24-26	Ferocious Winds ⁶
27-29	3-24 Frostburn Zombies ⁷
30-32	5-50 Nupperibo (MM)
33-35	2-12 Devil, Spined (MM)
36-38	2-8 Hellhounds (M)
39-41	1-6 Trapdoor Fiends ⁸
42-44	1-4 Mephit (FF) ⁹
45-47	5-30 Lemures (M)

00 Roll Encounter

48-50	15-60 Stench Kow (MM)
51-53	10-40 larvae (M)
54-56	5-60 Ashen Bones ¹⁰
57-59	2-8 Devil, Abishai (MM) ¹¹
60-62	1-4 Manticore (M)
63-65	Foul Gas ¹²
66-70	Infernal Patrol ¹³
71-74	4-10 Devil, Bearded (MM)
75-78	1-2 Monster Zombie ¹⁴
79-82	1-4 Devil, Bone (M)
83-86	1-4 Dragon, Green (M)
87-89	1 Despairmental ¹⁵
90-92	Fortress ¹⁶
93-94	Adventuring Party ¹⁷
95-96	1-2 Rakshasa
97-98	1 Violet Pudding ¹⁸
99	Daemon ¹⁹
00	Lightning Bolt ²⁰

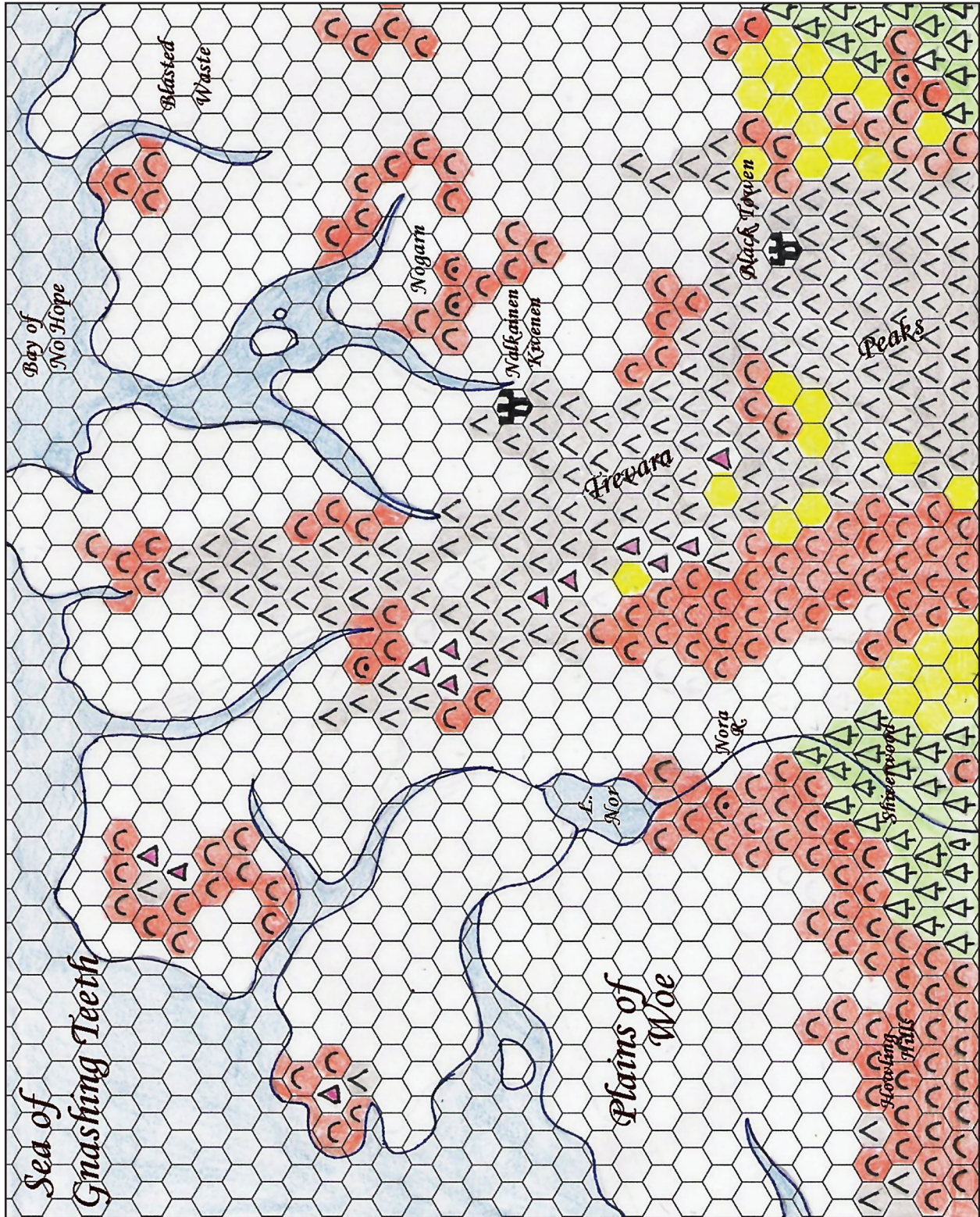
Encounter Notes:

- DM's discretion as to type and number. Any greater devil is 60% likely to be accompanied by (01-70) 2-8 lesser devils, (71-90) 4-16 hellhounds or (91-00) 1-6 spectres.
- As dune stalkers (FF), but naturally invisible; only made visible by their footprints in the ash.
- This bizarre creature looks like a long tangled braid of neon multicolored ropes. It slithers at a frightening speed, but can protrude up to eight clawed "limbs" and assume a vaguely animal shape (AC: 2; MV: 24"; HD: 7+7; HP: 51; #ATT: 4; DM: 2-5/2-5/2-5/2-5; SA: pounce, rend; SD: magic weapon needed to hit, immune to heat and cold; SZ: L (14' long); AL: LE; MR: 35%; XPV: 1,860). It is able to extinguish its glow for up to 3 rounds, can literally spring itself forward up to 20' attacking at +1 to hit (this counts as a charge), and attacks with its four front-most claws. If any two claws hit, can rend for an additional 2-12 points of damage (it can rend twice if all four claws successfully hit). If slain, Dispater will know of it, and will send 5-8 keres devils to hunt the transgressor(s) down.
- These are the animated remains of extremely evil magic-users (AC: 5; MV: 12"; HD: 3+3; #ATT: 1; DM: 2-12; SA: spells; SD: immune to hold, charm, sleep, poison and cold; Turn as wights; XPV: 250 + 4/hp; Created by Len Lakofka, *The Secret of Bone Hill* (TSR, 1981)). Unlike zombies, they are not slow; they cast spells as 3rd level magic-users.
- These weird things look like large floating bioluminescent comb jellyfish (AC: 7; MV: 0"/6"; HD: 3+3; #ATT: 1; DM: 2-8; SA: Touch requires save vs. death magic or swoon unconscious for 2-5 rounds; SD: immune to mind-affecting spells; ½ damage from fire and cold; XPV: 532 + 4/hp). They will glom onto swooning victims and drain 1 level/round; each one can drain up to 2 levels before being satiated.
- These winds will gust for 5-50 rounds, during which there is a 10% chance per round of blowing any standing figures prone. Missile fire is impossible, combat is fought at a -2 penalty and spell use requires a caster to make a successful saving throw against petrification or the spell is lost. Flying creatures, even Dispater's erinyes, have a 30% chance per round of being forced to the ground.
- These zombies are alight with cold blue-black flames (AC: 6; MV: 6"; HD: 3; #ATT: 1; DM: 1-8; SA: touch ignites combustables (save vs. frost); SD: immune to sleep, charm, hold, cold and fire; Turn as wights; XPV: 155 + 3/hp).

8. These are glossy black ankhegs (M).
9. Equal probability for each type of mephit.
10. Ash-encrusted skeletons (AC; 6; MV: 9"; HD: 2; #ATT: 1; DM: 2-7; SA: breath weapon: cloud of ashes and hot embers 5' r. (1d6 hp damage (no save)) - 2x/day; SD: ½ damage from edged/sharp weapons, immune to sleep, charm, hold, cold and fire; Turn as shadows; XPV: 113 + 2/hp).
11. **00 Roll Encounter** **00 Roll Encounter**
 01-30 Mixed Party* 71-80 Green
 31-60 Red 81-90 Black
 61-70 Blue 91-00 White
 * roll randomly for each abishai present
12. This pocket of ill vapors requires all party members to save versus poison or be affected as if by a ray of enfeeblement cast at 11th level. The 6" x 6" x 6" cloud dissipates in 1d10 rounds, but the duration of the poison effects last for 3-30 turns or until neutralized.
13. Infernal patrol - consult the following table:
- 00 Roll Encounter**
- 01-10 Lemure Hunt: 1 bone devil leads 1-3 spined devils and 2-8 hellhounds on a hunt. The bone devil rides a bizarre destrier that resembles a six-legged headless elephant (AC: 5; MV: 12"; HD: 12; #ATT: 1 trample; DM: 4-24). Atop is a large wire basket holding 0-5 lemures.
- 11-30 Zombie Squad: A horde of 40-160 zombies shambles across the wastes, led by a (1) spectre; (2) a 7th level hobgoblin shaman; or (3) a juju zombie.
- 31-50 Nupperibo Herders: 30-300 nupperibos herded by 1-2 spined devils for every 30 of their number. For every 10 spined devils, there will be a bearded devil master.
- 51-68 Sweep: (1) An enrynes with 3 spined devils flying in formation; (2) a medusa astride a horrendous bat (AC: 5; MV: 3"/24"; HD: 6; #ATT: 1; DM: 1-6 + rage virus), or (3) a LE sirine riding a nightmare. All are on patrol, looking for anything unusual (which is saying something in Hell). If threatened, they will retreat and a Military Maneuver (q.v.) will arrive in the area 40-160 rounds afterward.
- 69-89 Infernal Caravan: 4-24 stench kows laden with goods, accompanied by 4-40 nupperibo (similarly laden). A barbed devil master oversees with the aid of 5-8 spined devils and 4-16 hellhounds. The caravan is considered Treasure Type H and X for what valuable goods it may be carrying.
- 90-00 Military Maneuver: A unit of 300 nupperibos, 30 spined devils, and 5 bearded devils marches in Hell. The unit is overseen by a (1) monster zombie(q.v.), (2) bone devil, or (3) a spectre. The overseer will have 3-12 hellhounds under its command.
14. These are the animated remains of exceedingly evil humanoid shamans (AC: 3; MV: 9"; HD: 7+3; #ATT: 1; DM: 3-18; SA: spells; SD: Immune to sleep, charm, hold, poison and cold; ½ damage from blunt weapons; Turn as wraiths; XPV: 1,525 + 10/hp). They can cast spells as 4th level evil clerics. 30% of the time, they will be accompanied by 2-8 monster zombies.
15. These horrors are invisible and are seen only by the pale torn shrouds they wear flapping in the wind (AC: 0; MV: 9"; HD: 5; #ATT: 1; DM: special; SA: touch equal to symbol of hopelessness (clerical; save vs. spells); SD: magical weapons needed to hit, immune to poison, charm, hold and sleep; MR: 30%; XPV: 480 + 5/hp). All who surrender are turned over to an infernal patrol (q.v.).
16. An infernal structure is sighted, which could be anything the DM chooses, from shade-haunted clockwork ruins to the cloister of some paranoid major devil or minor godling.
17. The party of 6-11th level NPCs is determined by the Character Subtable and descriptions in the DUNGEON MASTERS GUIDE, p. 175.
18. As a white pudding (MM).
19. **00 Roll Encounter** **00 Roll Encounter**
 01-10 1 yagnodaemon 71-80 1-4 hydrodaemon
 31-60 1-2 derghodaemon 81-90 1 mezzodaemon
 61-70 2-5 piscodaemon 91-00 mixed*
 * DM's discretion
20. A bolt of red lightning randomly strikes a non-infernal creature (6d6 in 10' diameter circle; save v. breath for ½).

Area Map

Map A - A portion of the Land of Song

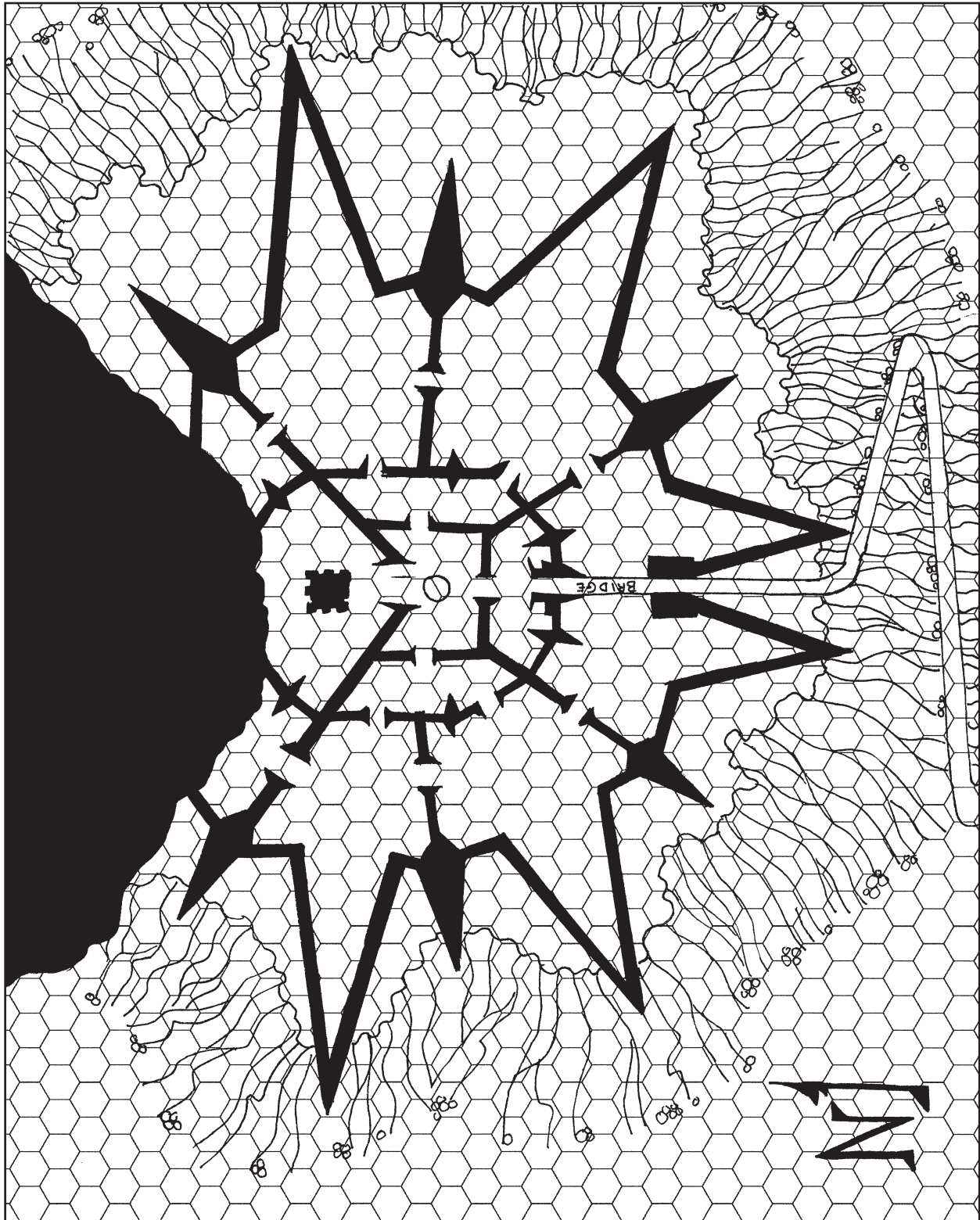


Scale: 1 hex = 4 miles

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Area Map

Map B - The Ghost City of Nälkäinen Kivenen
































Scale: 1 hex = approx. 85 ft.

Note: Wall thickness is exaggerated, as is fortress

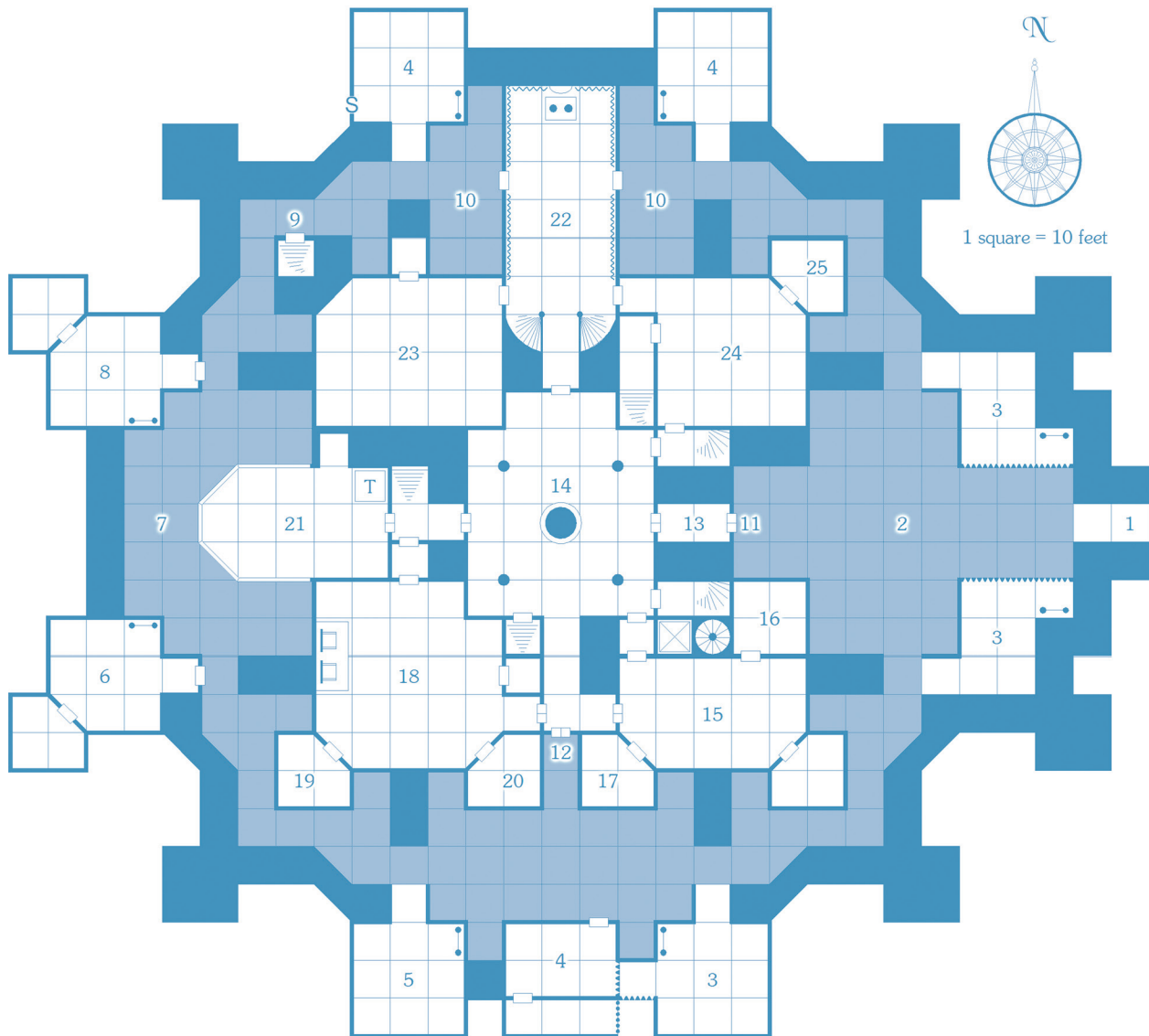
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The Forsaken Citadel Map Key

	Door		Trapdoor in Floor		Bas-Relief
	Double Door		Pillar		Window
	Secret Door		Fire Pit		Spiral Stairs
	Locked Door		Stairs		Open Courtyard
	False Door		Fireplace		Murder Holes
	Cell Door		Brick Wall		Altar
	Pit Trap		Ladder		Portcullis
	Curtain		Arrow Slits		Battlements
	Throne		Railing		Window
	Thoul Tunnel		Wall of Force		

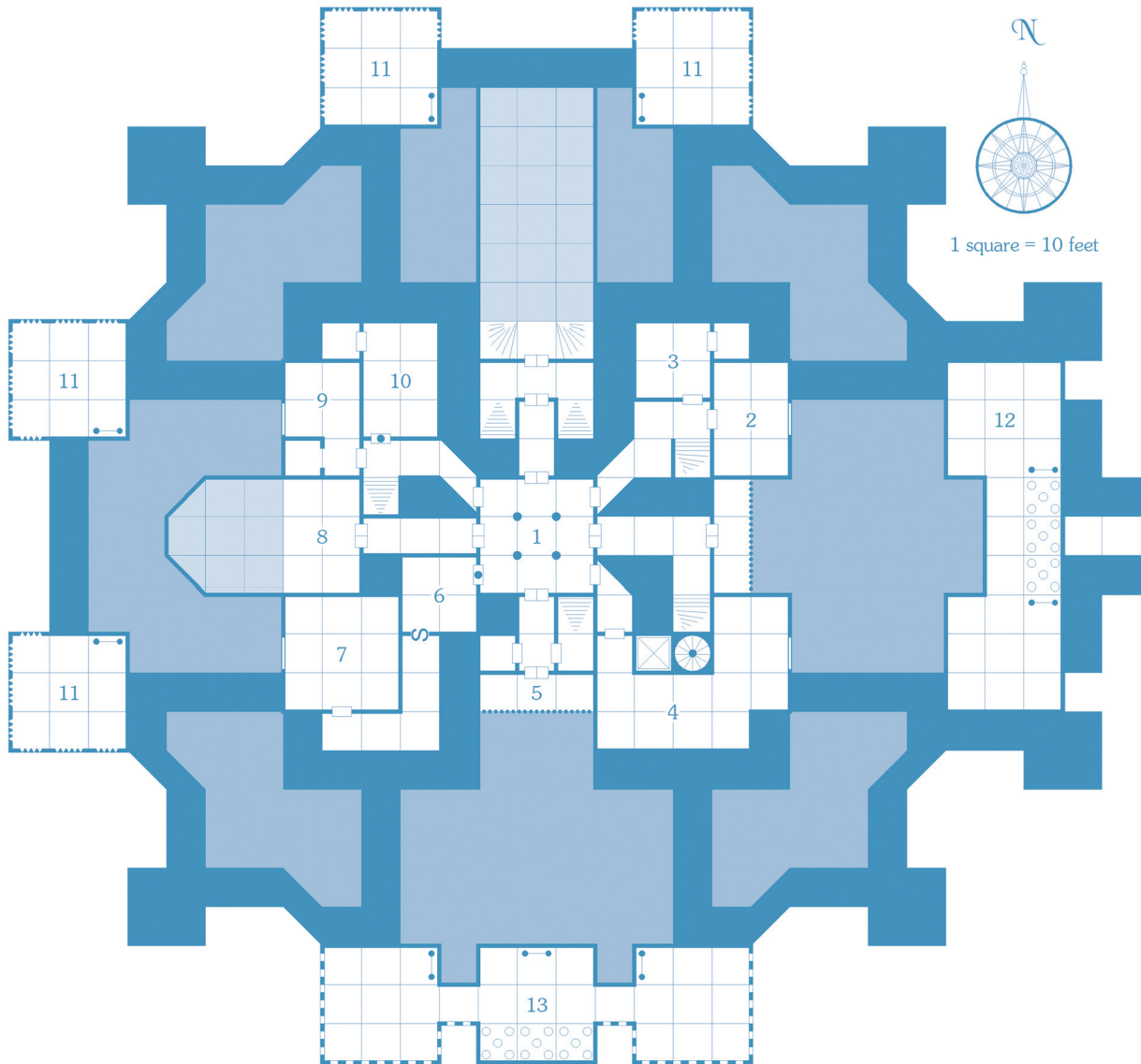
The Forsaken Citadel

Level One



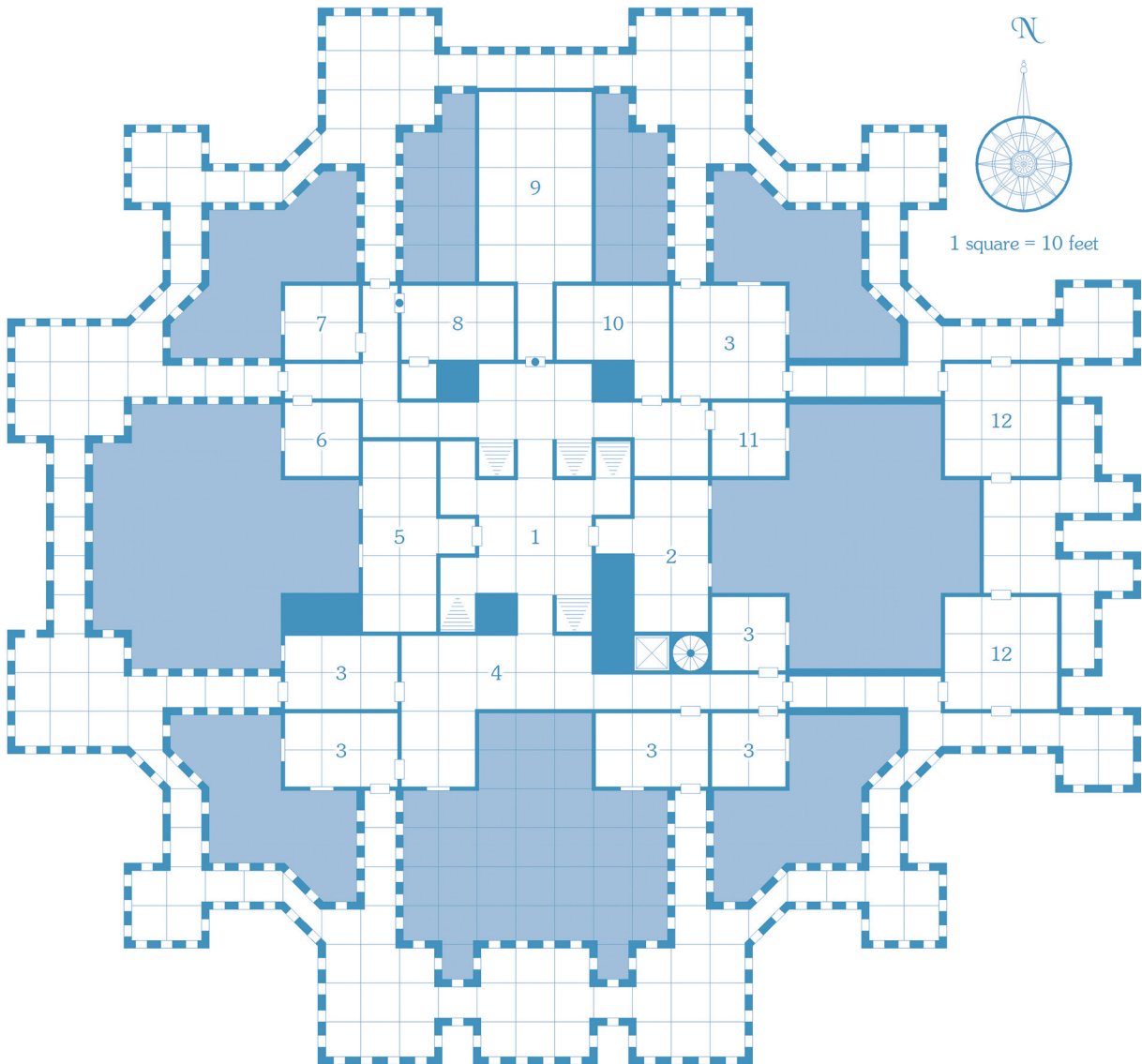
The Forsaken Citadel

Level Two



The Forsaken Citadel

Level Three



The Forsaken Citadel

Level Four and Towers



1 square = 10 feet

