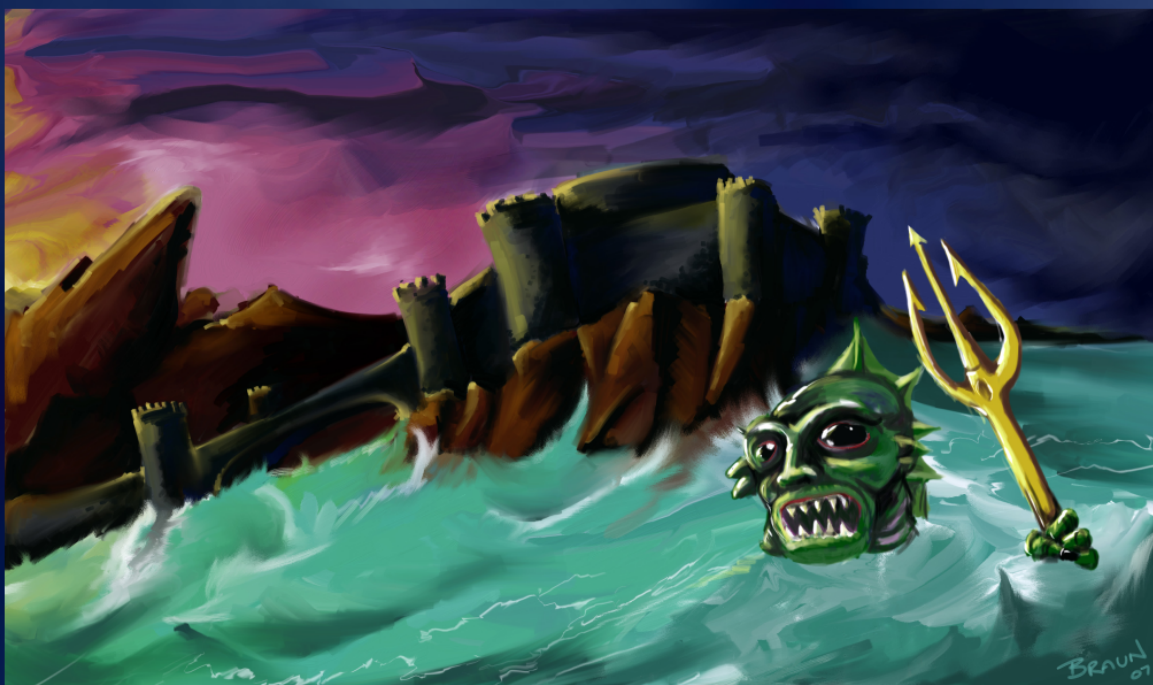




DRAGONSEED

DFT1

Trident Rock



By Michael Martin

Trident Rock

An AD&D® Tournament Adventure Module for Character Levels 5–7

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BACKGROUND

Around 250 years ago, Saint Endra the Demonslayer waged battle against an infernal outbreak. All along the rocky, stormy coast of an inland sea, villages and settlements were being decimated by bands of gnolls, ghouls, and worse. Gathering men and women as he went, and from the remnants of the ravaged coastal peoples, Endra soon drew the attention of the foul horde.

The battle took place on the southern coast, very near the castle of the region's ruling family, the Tridents. Despite numerous pleas from Endra, the Tridents refused to help, choosing to believe it was only a peasants' revolt or religious conflict disguised as a holy war. Many of Endra's ragtag army were horribly slaughtered on the rocky lands by enemies mundane and supernatural, but the saint managed to prevail, destroying the evil band of reavers.

After the battle, the saint again sent pleas to the Tridents for aid for the wounded and dying. Again, the Tridents refused, saying the peasants came uninvited and unaided and could leave the same way. Endra, pushed to despair by the many needless deaths and the callousness displayed by the Tridents, prayed to heaven for help and justice. No more of his followers died from their wounds that day, but there were no other easily discerned results of the saint's prayers.

Here official histories end, and rumors and legends begin. What is known is that after the battle, life slowly returned to the coastal lands—except that the Trident family never again left Trident Rock. They were seen, to be sure—visitors, traders, and others visited the island keep and credibly reported interacting with them—but none of them ever seemed to set foot off of the castle grounds. Far more incredibly, the same family members were reportedly seen hundreds of years after the battle, though whether it was actually the same people or simply descendents taking their names remains unknown. Their power over

the nearby coastlands quickly waned, and the villages and towns fared better, forming guilds and leagues for protection and profit.

Still, Trident Rock remains a mystery, an island shrouded in stormy seas and shadows. Whether it was shame from their refusal to help, callousness towards their vassals, or some other cause, they retreated from the world, and have not ventured forth since.

NOTES FOR THE DUNGEON MASTER

TRIDENT ROCK has been designed for four to six characters of moderate levels (5 to 7). A party wishing to attempt this adventure should contain at least two fighters, one cleric, one magic-user, and at least one thief. Several members of the party should have magic weapons, and every character should possess a few minor magic items such as potions or scrolls. Characters of levels lower than those suggested for play may find this module extremely challenging but survivable if helped by the higher level characters.

Before commencing with play, it is recommended that the DM read the module thoroughly and become familiar with the information given. The adventure is designed for nonlinear playing—that is, the Rock is riddled with secret tunnels and corridors, and the party can easily (but unknowingly) bypass entire levels as they explore. Familiarity with planned encounters, NPCs, and the points of connection between levels will greatly help the DM in smoothly running the adventure.

The Trident Family Curse

Evil has infected the family at Trident Rock, and the curse called down by their own inaction has had more than one terrible result. Not only are the family members cursed, but their long years of moral stagnation and nonchalance have literally birthed a great evil.

The Tridents have been cursed to remain alive, needing no food and little rest, for as long as

their keep and the rocks beneath stand. Should they leave the keep (going beyond the towers on the headland), the long centuries will swiftly overtake them and they will perish into dust, with nothing but the most powerful magic having any chance to bring them back.

Furthermore, as the years have passed, two siblings have essentially switched positions on the moral compass. Alazon, the eldest and the only son, has spent his time studying magic and learning from visitors, and he has managed to make contact with the demon lord Yeenoghu. His sister M'yare, realizing that they caused their own downfall, became a follower of the light, a good cleric who attempts to minister to her family and any visitors who come to Trident Rock.

Yeenoghu, seeking to establish a stronghold on the Prime Material Plane, falsely promised to break the curse if Alazon gave the demon lord the use of his youngest sister to produce a demonic child, a cambion. Alazon agreed, and, as a result, his fiendish nephew Melkiresha was born. Tamar, the sister who bore the evil offspring, is now but a shell of herself, cared for by M'yare and never leaving her room nor allowing anyone else (especially males) to touch or care for her.



Major NPCs

While this adventure offers challenges in the form of underground passages and supernatural foes, key to the place is the Trident family. **It is imperative that the DM know and understand the main players in this tragedy**, not only their stats and belongings (listed in **Appendix A**) but their inner motivations and goals. Notes on each of the NPCs are given below; the DM is free to use these “as is” or adapt them for his/her own needs and campaign.

•**Alazon Trident**—The eldest of the Trident “children,” Alazon is extremely intelligent and ruthless, and he will not hesitate to do away with any outsiders whom he views as a threat. However, because of the watchful eye of Atheos and the uncertain allegiance of Skotia, Alazon prefers working behind the scenes; thus, his father’s deliberate blindness is not tested, nor is his sister’s neutrality challenged. Alazon is very familiar with all of Trident Rock and often journeys to the dungeon level to speak to his demonic nephew.

•**Atheos Trident**—The patriarch of the family, Atheos is gruff and grim and a proven warrior. However, he has chosen to ignore the curse as much as he can, never speaking of it—nor of his youngest daughter’s torment. Atheos will act if pushed (by either his children or the PCs) but prefers to keep to himself and allow his brother and his guards to carry out his orders.

•**Mahas Trident**—A doughty warrior in his own right, Mahas is wholly loyal to Atheos and has (rather uneasily) adopted a similar outlook on life in the keep. He will not take orders from anyone save Atheos but will act decisively if he thinks any of the Tridents are in danger.

•**M'yare Trident**—Once as self-centered and shortsighted as her father, M'yare changed her ways as the weight of the years

burdened her spirit. While extremely kindhearted and devoted to caring for her nearly invalid sister, the lack of her family's remorse and the failure of any clerics to cleanse the Rock have left her feeling defeated and somewhat timid. She refuses to give in, though, and will see the arrival of a party containing a good cleric as a possible sign of hope for her and her family.

•**Skotia Trident**—Lovely as she is tricky, Skotia Trident is the wild card of the family. Bored by life on the island but selfish enough to refuse to renounce her family's legacy, she has become an expert thief who knows the entire island, including the lower levels, as well as her brother does. She does not know the exact origin of Melkiresha, though, and gives him a wide berth. Depending on reaction rolls and her whims, Skotia could possibly be persuaded to side with the PCs and help them against her family, though it would take undeniable evidence of the family's evil to do so.

•**Tamar Trident**—Physically and mentally scarred by the evil abuse of her brother's dark sorceries, Tamar lives with M'yare, never leaving their quarters nor speaking with others. Anyone harming her will face the wrath of the entire family—including Alazon, who still feels a twisted sort of loyalty towards her.

•**Hardel Wrine**—A fierce, clever fighter who has taken service with Atheos, Wrine truly values his pride above all else. While loyal to Atheos and Mahas, Wrine's allegiance has slowly been transferring to Alazon, thanks to the latter's enticements of power and gifts of magic weapons and armor. Strong, with a slight cruel streak, Wrine will strive to honor Atheos' notions of guests' rights, but will show no mercy if unleashed against outsiders.

•**Girn Graveolent**—A twisted, evil man, Girn takes obscene delight in his role as gaoler and "interrogator" for the Tridents. While loyal in word to Atheos, he is wholly Alazon's man, and he takes his cues and orders from the heir to Trident Rock. He relishes torturing prisoners as well as using his assassin's abilities to murder outsiders.

Areas for Development

A number of areas in this adventure naturally lend themselves to expansion by the DM:

- Natural caves underneath the headlands and towers
- Black dragon lair underneath the dungeon level (see area **D18**)
- Tops of castle wall and abandoned towers
- Coastal area near the keep

STARTING OUT OR ARRIVING AT THE KEEP

This adventure is designed to be played either as a standalone adventure or as one incorporated into an existing campaign. While described as being set on the southern coast of an inland sea, it can easily be placed at whatever location best fits the DM's need. The immediate environs around the keep are not mapped or described in detail and are left to the DM to design or ignore.

However the party arrives at the keep, it is recommended that they know they have seen few villages or people within a day's travel of the keep. For setting the scene and building tension, it is also recommended that the DM inform the party that, within the last two days, they have been attacked by small bands of gnolls and ghouls. The DM can choose to incorporate these encounters into the journey to the keep, or let them remain as part of the verbal introduction to the adventure.

KEEP LEVEL

Overall, Trident Keep is in ruins. Only the numbered areas are assumed to hold anything of interest or be in good enough shape to be habitable, though the rest of the aboveground ruins could be detailed and expanded upon by the DM.

Also key to note are the personalities of the NPCs; only M'yare and Tamar are likely to stay put for any length of time, and the plots and motivations of the various NPCs will certainly affect where they go and what they do. The NPCs' reactions to the party may also significantly affect their actions and decisions throughout the course of the adventure.

Some actions are suggested in the text, but it is not possible to list every potential reaction or plan of the NPCs. The best approach is to know their personalities very well and choose their actions accordingly.

During the day, there is a 75% chance for anyone crossing the main open space of the keep to encounter one or more of the castle's denizens, whether Trident family members, Hardel Wine drilling men out in the courtyard, or men-at-arms on patrol. At night, this chance is lessened to 25%.

K1 & 2. WATCHTOWERS

Two strong-looking stone watchtowers rise before you; even cursory visual inspection reveals that they are not being kept up. Reaching 30' in height, the towers show damage from ocean storms and the passage of time: missing stones, crumbled crenellations on their tops, ivy, and more. The eastern tower appears as it should, with a single, thick, ironbound door as an entrance, but the western tower has obviously been altered. Instead of a single fortified door, it features a wide set of double doors, and the ground near the entrance is a muddy churn.

Between and beyond the towers is a long stone bridge, stretching over choppy coastal

seas to reach a dilapidated-looking keep. Behind the keep, the horizon appears dark with a looming storm.

The eastern tower holds guards; the western tower holds the keep's few horses. There are 4 guards in the eastern tower; one will remain in the tower as the others come out to greet and inspect any visitors. There is a magic gong in the eastern tower; when rung, it makes no noise here but can be heard loudly in the Feast Hall (in the main keep) and in the entrance towers (**K4**), alerting the Tridents. One strike means visitors; two means attack.

The guards have been instructed to let all but the most threatening of parties enter, but as influenced by their masters, they will not be overly polite or forthcoming. After initially talking to the party, two of the guards will escort them over the bridge to area **K4**.

All pack and travel animals are required to be stabled here. Refusal will result in the guards denying admittance.

Guards: AC 5 (old mail and bits of armor), MV 9", HD 0, hp 1-4, #AT 1, Dmg. by weapon type (scimitar, battle axe, or morning star).

K3. BRIDGE OVER TROUBLED WATERS

The din of waves crashing against stone fills the open air around the bridge. Both coast and keep feature rocky, barren cliffs. The rock is nearly vertical, though not at all smooth. The sky is curiously empty of gulls, and the dark stone of the keep ahead seems to become grimmer with each step forward. Behind you, the southern horizon is bright, but a huge storm darkens the north, a blue-black wave rolling over the building ferocity of the water below it. Trident Rock appears to have been built in a circle, with eight watchtowers punctuating its tall but crumbling walls. Only one structure rises above those walls, a lone tower with an uneven top.

Any character taking time to look at the coastal cliffs will note that they appear to be riddled with caves. Though not detailed here, these represent areas for possible expansion by the DM.

K4. KEEP ENTRANCE

Two towers, similarly ramshackle as the ones on the coast, frame the entrance to Trident Rock. "Grey ruin" are the two words that capture the look of the place; a good number of buildings and structures hug the weathered walls, and all look old and nearly abandoned. Most are low, one- or two-storey affairs, but in the center of the large courtyard is a squat, solid tower rising above the yard and other buildings and ending in a crumbling, rounded top.

The party will be greeted here by four more guards, this time quartered in the western tower. (The eastern tower is hollow and open to the sky.) Similar to those in the coastal towers, the guards here have a magical chime (with a distinctive sound as compared to the coastal gong) and the same system: one strike for visitors, two for attack.

The guards here will accept the party from the watchtower guards, but bid the party wait until the Master of Arms of Trident Rock arrives. Hardel Wrine will appear in 5–10 rounds, wearing his armor and weapons. With four barracks guards, Wrine will escort the party to the Feast Hall. Wrine is arrogant, brutish, and loyal only to those with more power than he (Atheos and Alazon, in other words).

K5. KEEP WALL

The keep wall is solid but crumbling and frequently slick from storms. It can be climbed and explored, but the DM should make frequent checks for slipping and falling. The towers are in various states of disrepair; all are unsafe and not fit for habitation. If the players insist on exploring them, assume one or two whole floors at most, with similar danger to walking the walls (slipping and falling). For exceptionally persistent characters wishing to

spend time in the ruined towers, the DM may provide them with random encounters consistent with the types of creatures encountered in the Tomb and Dungeon levels below.

K6. FEAST HALL

Despite its barren, abandoned exterior, this large hall is brightly lit with torches and two huge fireplaces. Obviously a feasting hall, the far end has a low dais with a large chair, the back of the chair carved with a raised trident in front of a curling wave. In addition to the large double doors at the south end of the hall, single doors stand in both the east and west walls.

Here is where Atheos will greet the party, with Alazon and Mahas on either side of him. Skotia will attend but come in late and from behind. As with the guards, Atheos will be coldly polite, although he will not turn away any but the rudest or most threatening of guests. Atheos and Alazon will both question the party as to why they are there, as they suspect and resent clerical intrusion into their lives. (As the party will learn, they are not the first such delegation to visit Trident Rock.) Atheos' reaction to clerical activity will first be strong anger followed by feigned ennui; he no longer wishes to reverse the curse, but to continue to live on here until the keep crumbles away beneath him. Alazon is more suspicious and subtle, and he will use his Intelligence and Charisma to their fullest potential. Alazon will want to know if the PCs are merely zealous but ineffective travelers hoping to cure the curse or if they hold real potential to disrupt his schemes. All present will completely and utterly deny the reality of the curse and will steer the conversation to other topics (with increasing terseness and anger if the party dwells on the topic).

Once mutual Q&A is done, Atheos will offer to let the party stay for 6 days in **K14**, abandoned servants' quarters with a good roof and enough space (but no amenities within). They are not to go anywhere on the grounds except for the Feast Hall and their own quarters

without escort, and they are forbidden to enter any of the buildings on the western curve of the keep wall. Atheos and Alazon have no wish for the party to talk to Tamar and M'yare.

K7. ALAZON'S RESIDENCE

There is a 65% chance that Alazon is here, studying, writing, or resting. Note the outside door (on the southern wall) is *wizard locked* at the 9th level of ability. Alazon will be friendly with visitors, but will do his best to steer them away from his residence. If the inner room is breached, Alazon will be hostile and possibly attack, magically or with weapons.

This large, L-shaped chamber brims with the written word—books, scrolls, maps, and more.

While full, it is tidy. In addition to bookshelves, there is a large bed, a desk, a wardrobe, and a large wooden chest. A wooden door in the back of the room is shut, presumably leading to a closet.

The door leads to a 20'x20' area that Alazon uses as his private study. It, too, is *wizard locked*.

The books range in subject matter from the mundane to the profound, but nothing alarming or heretical can be found. A single character will need 3 turns to carefully examine all titles.

The chest contains 8,000 cp transformed by *fools gold* to look like real gold. The effect will last as long as the chest remains on Trident Rock, but the coins will revert as soon as they are past the coastal watchtowers.

The desk has writing material—ink, paper, etc.—but nothing of interest.

The private study area also contains a desk and a chest, as well as a wall map of what appears to be the infernal planes. A particular figure on the image is circled in what appears to be dried blood and marked with scribbled runes in the same “ink”; any cleric has a 65% of

deciphering the figure and runes as representing Yeenoghu.

One wall in this room is also lined with books, but all are of a blasphemous or evil nature; titles such as *Heaven's Enemy*, *Man's Friend*; *Why the Priests Are Wrong About So-Called Demons*; and *The Perversity of Clerical Magic* abound. Careful searching of the desk will reveal a **Libram of Ineffable Damnation**. This book is bound in a red-black scaly hide, with a laughing demon's head motif on its cover. See DMG, p. 149, for details.

The chest is *wizard locked* and marked with *explosive runes*; inside is a copy of Alazon's spell book, a **necklace of missiles** (DMG, p. 150, one 5HD bead and two 2HD beads), and more books, these being the worst of the bunch by far. There are also two cinched leather bags; one contains 500 gp; the other contains 50 pp and 300 sp. If the *explosive runes* spell on the book discharges, all contents of the chest will be destroyed, except for the **necklace** and coins. Each bead should make a saving throw vs. crushing blow; failure means detonation. Any such explosion will certainly draw attention from the Tridents and their guards.

K8. ATHEOS AND MAHAS' RESIDENCE

The rich furnishings of this chamber belie the outward appearance of ruin. Layered with thick rugs and festooned with colorful tapestries, the room speaks of wealth and comfort. Two large beds, with thick blankets, rest against opposite walls. Weapons and shields are displayed on the walls, as well as a large depiction of the Trident family tree. A single shelf of books rests on a wall, and each bed has a desk and chair near it.

Atheos and Mahas live here; at any given time, there is a 25% chance Atheos will be here, a 25% chance that Mahas will be here, and a 25% chance they will **both** be here. Neither will be glad to see visitors, and they will seek to end any conversation as quickly as possible. Atheos, in particular, will be fairly arrogant with

anyone who is not nobility or “name level” with regard to his/her class.

The books are old editions of the codes of nobility and chivalry. Dust coats them. The desks each contain writing material, but only Atheos appears to use his. A few stray notes can be found—a terse order to Hardel Wrine to train his recruits better, a note to the entrance guards to be more cautious, and the beginning of a note to Tamar that reads *My dearest daughter, I am sorry, so sorry that—*. The note is unfinished and appears to have been crumpled and flattened at least once.

Each desk has a locked drawer; Atheos' drawer contains a bag with 20 pp, 30 sp, and a **pearl of the sirines** (UA, p. 101). Mahas' drawer contains a bag with 8 pp, 17 gp, and a flask containing **+6 oil of sharpness** (UA, p. 90).

K9. SKOTIA

The door to Skotia's quarters is locked and trapped. Anyone attempting to enter without the key will be hit with a dart that induces sleeping for 2–5 turns (save vs. poison applicable at –2). Elves are immune. Once inside, one can see that the structure has a hallway running off to either side, with a door in each wing. Skotia's door is on the left, but she has trapped both doors. The right door leads to an empty room and is trapped with a scything blade (2–16 hp damage if triggered). The left door (the door to her room) is trapped with another dart, this one inducing vomiting (save vs. poison at –2; failure means vomiting for 1 round, –1 on “to-hit” and damage rolls for 2–5 rounds, and no spell casting for as long as the penalty lasts).

There is a 35% chance Skotia will be here; however, unless she wants visitors, she is likely to try to escape through a window or, failing that, turn invisible, climb the wall, and stay perched near the ceiling, observing and listening.

This small room is clean and spartanly furnished. A small but comfortable-looking bed rests in one corner, with a small desk and writing material in another. A low set of

bookshelves is also here, with a score or more books inside. Two windows, small and high up, let in a small amount of light.

Under the bed are two small chests; each is trapped with a poisoned dart. One uses the poison that induces nausea, as above; one is a fatal poison (normal save allowed) and will kill the victim in 6–10 rounds. Chest A holds Skotia's diary, written in a cipher only she can read; chest B holds 117 gp, 40 sp, 50 pp, and a **potion of invisibility** (DMG, p. 126).

K10. BARRACKS

At any one time, there will be 2–5 men-at-arms here. There is also a 30% chance that Hardel Wrine will be present (see **Appendix A** for stats). Note that unless there is some kind of direct order from Atheos or Alazon Trident, neither Hardel nor the men will allow the party to wander around the barracks rooms.

This area is clearly a barracks for the keep's guards; bunk beds and footlockers plainly say as much. What appears to be a kitchen of some kind is situated behind the sleeping area, as is a closed door.

There is a secret door to **G24** in the kitchen. The passage beyond is twisty and winding, and it is only 3.5 feet wide. The closed door leads to the private room of Hardel Wrine.

Men-at-arms: 0-lvl. fighters, AC 5 (scale & shield), MV 9", HD 0, hp 1–4, #AT 1, Dmg. by weapon type (usually carrying light crossbow and long sword).

K11. TAMAR AND M'YARE

The interior of this structure is markedly different from any others you have seen. Multiple rugs cover the stone floor entirely, and tapestries depicting stories of the saints and angels hang on the walls. A brazier burns for light and warmth, and many candles flicker also, giving the place a welcoming glow.

Two beds, sturdily made and covered in thick blankets, are set perpendicular to each other in one corner. A writing desk, slightly messy, rests against one wall, and dozens—if not hundreds—of books lie in piles on the floor or rest on bookshelves. A door on the far wall appears to be normal, but is closed.

This is the residence of Tamar and M'yare; Tamar never leaves, and M'yare, only rarely. Tamar will only directly address or respond to the party on a roll of 80 or above on the encounter reaction table (DMG, p. 63); low rolls result in weeping, whimpering, and possibly screaming.

M'yare is inclined to be gracious toward anyone but will be much more welcoming to parties that include clerics. Should the party include a good-aligned cleric, M'yare will make herself available for any healing she can perform for the party while they are on family grounds, though she will not leave Tamar's side for extended periods.

M'yare will also reveal the history of the family curse to any good-aligned party. With a reaction roll of 65 or above, she will further reveal that she knows of two ways to break the curse—leave the island or repent. She also knows that a great evil now dwells below the keep, looking to create a way for even darker, more powerful infernal forces to come into this world. She does not, however, know the exact nature of this evil.

Likely spells for M'yare on a typical day:

Bless, invisibility to undead, cure light wounds (x2), endure cold, protection from evil, aid, know alignment (x2), wyvern watch, hold person, silence, 15' radius, cure disease, create food and water, dispel magic, cure serious wounds (x2), protection from evil 10' radius, cure critical wounds, dispel evil.

M'yare will change what spells she requests if working to support the party.

See **Appendix A** for full stats on Tamar and M'yare.

K12. RUINS

This appears to be the remains of the servants' quarters. Broken pieces of furniture, scraps of cloth, and a few bones litter the floor. In one corner of the room, the remains of a tapestry and some larger furniture have been pushed together to form a kind of tent or dwelling.

There is a secret tunnel to **T9** underneath the pushed-together remnants. The tunnel is narrow and winding, and the walls have scorch marks in spots. Four ghouls from the lower depths of the keep have wandered to this area. They only recently arrived in this building, and it is not considered their lair.

4 Ghouls: AC 6, MV 9", HD 2, hp 8, 12, 7, 11, #AT 3, Dmg. 1-3/1-3/1-6, SA touch paralyzes, MM, p. 43

K13. RUINS

Damp and unwelcoming, this ruined structure is open to the sky in spots. Fallen and ruined timbers litter the space, and the floor is filled with broken stone and rubbish.

The area is empty of anything useful.

K14. RUINS

This building's ceiling is intact, and the entire space is empty and open. The corners of the room have small piles of dust and debris in them, but the chamber is otherwise empty.

The area is empty of anything useful.

K15. RUINS

This structure is empty, save for some ceiling beams that have fallen from above. Damp from sea and sky, the otherwise empty room is spattered and stained with what appears to be blood and some other, darker liquid.

The area is empty of anything useful. None of the Tridents will answer any questions regarding this room.



K16. RUINS

This appears to be an old armory—bits of weapons and armor litter the floor, and what seem to have been shelves and storage for such armaments cling to the wall in ruins. Nothing appears to be whole or useful.

The secret stairs to **G29** are narrow, allowing for only 1 person at a time. Some of the gaoler's servants who escaped his foul employment have holed up here, not sure where to go without being caught and killed by the Tridents.

Bugbears (3): AC 5, MV 9", HD 3+1, hp 15, 22, 10, #AT 1, Dmg. 2–8 (morning stars), *MM*, p. 12.

K17. RUINS

Wooden boxes, broken and whole, fill up most of this room. Cobwebs attest that none have been opened or touched in long years.

The area is empty of anything useful.

K18. RUINS

Broken furniture and bones litter the floor of this chamber, and its walls are damp with water and stained with blood.

Within this small and ruined chamber is a secret tunnel to **T5**, which starts out narrow and becomes even more cramped. Near the end, characters will be forced to crawl, and the tunnel empties out into a burial niche in **T5**. A horrific denizen of the keep's lower depths has just found its way here—an unpleasant meeting for the party or anyone else who enters the room.

Piscodaemon: AC -1, MV 6"/18", HD 6, hp 25, #AT 2, Dmg. 2–16/2–16, SD weapon & spell immunity, *MMII*, p. 30.

K19. RUINED TOWER

This structure at one time likely loomed high above the keep. No more. Barely three stories tall in some places, this crumbling block of stone resembles an ocean-worn boulder more than a watchtower. Windows, open to the elements, gape darkly on what remains of the second and third floors.

The tower can be climbed safely up to the second floor; beyond that, only characters with the ability to climb walls can ascend to the partial third story. The main aspect of this tower drives downward, however; a wide set of switchback stairs that eventually empty out into area G1.

The tower is not generally used to descend to the lower levels; various secret, concealed, or easier to guard doors on the Keep level are used more often by the Tridents and their servants. However, Skotia often comes to the tower for solitude, as well as to spy on her family and any visitors. It is extremely likely that Skotia will come here to do just that should the party stay overnight on the keep level.

GAOL LEVEL

This level holds the prisoners taken over the years, as well as ruined rooms and areas from the keep's earliest days. As a rule, the gaoler and his minions do NOT enter the ruined areas except under extreme duress.

G1. ENTRY FROM CASTLE LEVEL

Running longwise north to south, this 30' x 20' chamber is constructed entirely of undressed, square-cut stone. A sturdy set of stone stairs is anchored in the center of the room, ascending upward, presumably to the ground floor of Trident Rock. The western wall has a 10' archway leading to a corridor that appears to also head west. The stale air smells of sweat, blood, and death.

If the party lingers here for more than 5 rounds, there is a 50% chance that a patrolling guard will encounter them; check every 5 rounds as applicable. Reactions to a party here will vary, depending on the party's encounters above as well as other factors (such as the race of any party members). Guards tend to be a mistrustful, aggressive lot, and their stock response to many situations is brute force.

G2. TORTURE CHAMBER

Oriented east to west, this 40' x 20' room seems to emanate pain and fear. Instruments of torture and death fill the room—iron maidens, racks, fire pits with various implements stuck in the glowing coals, and more. The walls, floor, and ceiling are spattered with blood and other noxious stains.

A half-orc torturer and three attendant rutterkin demons are here, having just finished questioning a prisoner (now dead). The rutterkin, not recognizing the party, will attack on sight. The half-orc will attempt to flee and alert anyone nearby.

Demons, rutterkin (3): AC 1, MV 12", HD 5+1, hp 21, 24, 32, #AT 2, Dmg. 2–7, SA spell-like abilities, SD 40% MR, MMIII, p. 41. All are armed with a

saw-toothed flatchet (broadsword damage +1) and 3-armed blades thrown from an atlatl-like device (S–M = 3–8, L = 3–6) which have a range of 15".

Torturer: AC 4, MV 12", lvl. 5 Assassin, hp 22, #AT 1, Dmg. 1–8+1 (spiked club), **+1 studded leather, +2 dagger, potion of invisibility** (DMG, p. 126), S 17 I 12 W 11 D 16 C 10 CH 7.

G3. GAOLER'S MINIONS (BUGBEARS)

Plain stone walls, floor, and ceiling make up most of this room. The walls have words scratched or stained into them, but the writing is sparse and short. What appear to be large sleeping mats or areas are lined up against the southern and western walls. An iron handle protrudes from near the top of the western wall, though no door is evident.

The gaoler's bugbear minions abide here, and there will be from 6–10 of them at any given time. If possible, at least one will attempt to escape through the concealed doorway in the west to get help and sound the alarm. The words on the walls are in Bugbear and are your basic gang posturing ("Bugbears rule, ogres drool") and obscenities.

Bugbears (6–10): AC 5, MV 9", HD 3+1, #AT 1, Dmg. 2–8 (morning stars), MM, p. 12. The bugbears also have javelins, which they will throw if forewarned. Each bugbear carries from 1–10 gp and 2–20 sp.

G4. GAOLER'S MINIONS (OGRES)

Plain stone walls, floor, and ceiling make up most of this room. What appear to be large sleeping mats or areas are lined up against the eastern wall. The room is otherwise unremarkable.

The gaoler's ogre minions abide here, and there will be from 4–7 of them at any given time. Used to dealing with lone or weakened prisoners, these ogres are exceptionally mean

and cruel, and they will fight to the death. They are also well armored for ogres and use two-handed swords in combat (though they need only one hand to wield them).

Ogres (4–7): AC 2, MV 9", HD 4+1, #AT 1, Dmg. 1–10 (+2 for strength), MM, p. 75.

Among the bedding and mats are a **potion of growth** (DMG, p. 126), a **potion of healing** (ibid.), and a **philter of stammering and stuttering** (UA, p. 91).

G5. MAIN GAOL HALLWAY

This long, north-south corridor is constructed of the same plain stone blocks as elsewhere on this level. Torches light the corridor, though not without shadows. Faint groans and the clink of chains can be heard, and the air stinks of old food, waste, and worse.

There is a 3 in 6 chance every 5 rounds that some of the gaoler's minions will be walking this corridor, checking on prisoners or accomplishing some errand.

G6. CELL

This 10' x 10' cell is roughly hewn from the rock and littered with straw and waste. It stinks of sweat and blood.

Shackled here is a 4th level human fighter: S 17 I 11 W 10 D 15 C 16 CH 13, AC 9, hp 24 (currently 16), AL NG (C). If asked and given arms, the fighter will accompany a good- or neutral-aligned party. Otherwise, the fighter will attempt to escape the island.

G7. CELL

Same in appearance as **G6**. The cell is empty.

G8. CELL

Same in appearance as **G6**. The cell is empty.

G9. CELL

Same in appearance as **G6**.

Shackled here is a female half-elf, nearly dead from torture and mistreatment. She will desire only to leave and will not travel further with the party.

G10. CELL

Same in appearance as **G6**. The cell is empty.

G11. CELL

Same in appearance as **G6**.

Chained here is a human male—a farmer from a village within a day's travel of Trident Rock. He will beg to be released so he can return home.

G12. GAOLER'S QUARTERS

This is where Girn Graveolent, the Tridents' master gaoler, lives.

This room is home to someone with perverse sensibilities and rich tastes. Thick, luxuriant rugs cover the floor, though many of them appear to be stained with blood. Shackles for wrists and ankles are set into the wall in the NE corner, and the bare stone floor underneath shows scratches and stains. In the middle of the eastern wall hangs a large tapestry depicting vile and gut-wrenching scenes of torture and debauchery. A large bed rests against the southern wall, its thick covers hanging to the floor. Next to the bed is a small set of shelves, with many wooden and leather-bound books contained therein. In the middle of the western wall, a large mirror is set into the stone, a wooden frame surrounding it. In the 10' x 20' entry hallway to the north, what appear to be flayed human skins hang on the walls.

There is an 80% chance Girn will be here; if so, there is a 25% chance he will have a prisoner in the shackles and will be in some stage of interrogation of the prisoner. If found here, Girn will use his **iron bands of Bilarro** (UA, p. 101) to try to entrap some party members, then escape using one of the secret doors and gain help from his minions.

If the roll indicates that Girn is not in his quarters, he will be making rounds of the cells and torture chamber and checking in on his minions. This takes 24 rounds, after which Girn will return to his quarters for 6 turns. The DM may roll 2d12 to determine how far along he is on his rounds (thus a roll of 5 and 11 adds to 16, meaning Girn will be back in his quarters in 8 rounds).

Girn Graveolent: AC 1, MV 12", lvl. 7 Assassin, #AT 1, Dmg. 2–8+1 (**morning star of wounding**). See **Appendix A** for full stats on Girn.

The mirror on the western wall is part of the secret door; pressing on the left side of the frame opens the door. The tapestry on the east conceals another secret door, constructed to look like regular stone.

Under the bed is what appears to be a pile of extra blankets; this is really two small blankets concealing a chest. The chest is locked and trapped with a poisoned dart (+2 on saving throw). Inside the chest are a **necklace of strangulation** (DMG, p. 151), a **scroll of protection from paralyzation** (UA, p. 91), and a **potion of fire resistance** (DMG, p. 126). The chest also contains 75 gp and 100 cp.

G13. CELL

This 10' x 10' cell is roughly hewn from the rock and littered with straw and waste. It stinks of sweat and blood.

Prisoned here is a 4th level human ranger: S 16 I 14 W 14 D 15 C 17 CH 12, AC 9, hp 39 (currently 11), AL NG (C). If asked and given arms, the ranger will accompany a good-aligned party. Otherwise, the ranger will attempt to escape the island.

G14. CELL

Same in appearance as **G13**. The cell is empty.

G15. CELL

Same in appearance as **G13**. The cell is empty.

G16. CELL

Same in appearance as **G13**. The cell is empty.

G17. CELL

Same in appearance as **G13**. The cell is empty.

G18. CELL

Same in appearance as **G13**. The cell is empty.

G19. CELL

Same in appearance as **G13**.

Chained here is a 4th level dwarven fighter/thief: S 16 I 10 W 12 D 16 C 15 CH 10, AC 8, hp 23 (currently 10), AL NG (C). If asked and given arms (and promised a share of the treasure), the dwarf will accompany a good- or neutral-aligned party. Otherwise, he will attempt to escape the island.

G20. CELL

Same in appearance as **G13**. The cell is empty.

G21. CELL

Same in appearance as **G13**. The cell is empty. However, there is a secret door hidden in the east wall. Turning a manacle set into the floor (covered by straw) will open the door.

G22. STAIRS

This large room is bare, save for stone stairs that descend south into darkness and a pair of stone statues on either side of the stairs. One statue appears to be a skeletal warrior holding a sword point-down; the other seems to be a burning or charred humanoid, writhing in pain.

The stairs lead to area **T1** on the Tomb Level. If either of the statues is touched or moved, an extremely loud, hideous wailing will emanate from them. The wailing will last for two segments and is loud enough to make spell casting within this room impossible. It is also loud enough to be heard by anyone in areas **G3–G25**.

G23. OFFAL ROOM

The walls and ceiling of this room are crumbling and decrepit; they appear to be the ruined remains of the original delving of the keep. Measuring roughly 40' x 50', the room is filled with trash, waste, and detritus, the odor turning your stomachs and stinging your eyes. A huge pile—at least 3' high and more than three times that in diameter—rests in the center of the SW section of the room. The southern wall has two door-sized openings leading south.

The pile of offal is actually a neo-otyugh; it feeds off the trash and remains the gaoler and his minions throw in here. It will attack anyone coming within 10' of its position. The creature will not pursue the party out west or into room **G25**, for fear of the roper. It will pursue them into the SE corridor from this room.

Neo-otyugh: AC 0, MV 9", HD 11, hp 53, #AT 3, Dmg. 2–12/2–12/1–3, SA disease, MM, p. 73.

There is nothing of interest in the room.

G24. SECRET ENTRANCE

The secret tunnel from **K10**, a winding, twisting set of stone steps, leads here. The tunnel dead-ends, the southern wall showing the graven image of a stylized trident in front of crashing waves. The image, which is repeated on both sides of the wall, actually conceals a door.

G25. ROPER LAIR

This 30' x 20' chamber has roughly hewn walls, floor, and ceiling. Bits of trash, stone, and other waste litter the floor. A large, slick stalagmite rises in the NE corner of the room.

The large "stalagmite" is actually a roper. It will attempt to snag anyone who comes within range of its "ropes" (2"–5"), so anyone coming from area **G23** to the north will be attacked as soon as he/she rounds the corner, as will anyone within range coming from the south.



Roper: AC 0, MV 3", HD 12, hp 67, #AT 6/1, Dmg. sticky strands/5–20, MM, p. 83.

G26. MAZE

If the party is entering from area **G5**, read this description:

This huge room stretches south and east beyond the reach of your torchlight. While obviously formed intentionally, this large area is a jumble of crumbling and partial walls, fallen stone, and broken and rotting timbers. Dripping water and occasional thuds of falling masonry sound in this ruined room.

If the party is entering from area **G30**, read this description:

This huge room stretches north and west beyond the reach of your torchlight. While obviously formed intentionally, this large area is a jumble of crumbling and partial walls, fallen stone, and broken and rotting timbers. Dripping water and occasional thuds of falling masonry sound in this ruined room.

If the party is entering from area **G25**, read this description:

While in better shape than the areas you just left, this place is also suffering from the ravages of time and neglect. The corridor splits at a 90° angle, heading south and west. The far wall does not appear to reach the ceiling, and it is uneven and rough along its top.

Four minotaurs call this maze home; two are based in the SE corner of the room, one in the dead-end of the maze near the NE entrance, and the last one is ensconced near the SW corner of the room. Except for the one in the northern maze, the minotaurs will move to help one another if melee occurs.

The ceiling of this room is 20' high. Interior wall height ranges from 5 to 10 feet.

Minotaurs (4): AC 6, MV 12", HD 6+3, hp 34, 36, 41, 35, #AT 2 or 1, Dmg. 2–8/2–4 or 2–12, MM, p. 71. Each of the minotaurs wields a huge axe, doing 2–12 points of damage. If a minotaur's axe is dropped or destroyed, it can butt or bite (see MM).

The minotaurs' treasure rests against the ruined wall facing the southern end of this room. The treasure includes a **magic-user scroll** with *invisibility*, *10' radius* and *fire shield* (cold flames), a **dagger +1, +2 vs. creatures smaller than man-sized**, a container of **oil of disenchantment** (UA, p. 90), and the following coins: 450 cp, 300 sp, and 225 ep.

G27. ABANDONED CHAMBER

The door to this area is made of stone, with hinges carved from stone as well.

This roughly 30' x 30' chamber is nearly empty, save for the crumbling walls and stony debris on the floor. A rough, narrow corridor leads east. A rotted and ruined wooden door is set in the south wall.

This room is the home of two rust monsters and a disenchanter, brought here by Alazon and the gaoler to dispose of unwanted gear from imprisoned and tortured victims.

Rust monsters (2): AC 2, MV 18", HD 5, hp 17, 29, #AT 2, Dmg. Nil (metal damage), MM, p. 83.

Disenchanter: AC 5, MV 12", HD 5, hp 21, #AT 1, Dmg. Nil (magic eating), FF, p. 27.

G28. FOUNTAIN ROOM

This large chamber looks as if it were once a bathing or cleansing room. A few sections of faded and chipped mosaic tile grip the floor, and what are left of the original walls appear to be polished and painted blue and white. A fountain quietly burbles in the NE corner of the room, and a large, thin pillar stands upright near the southern wall. The pillar has 4 buttons on it, aligned vertically.

The pillar will act as a **wand of wonder** if the buttons are pressed. If the pillar's size is magically altered to become smaller or if *dispel magic* is cast against it, the pillar (on failing its saving throw) will shrink and become a functioning **wand of wonder** (DMG, p. 136).

The fountain houses a water weird, which will attack as soon as a party member approaches closely enough (1").

Water Weird: AC 4, MV 12", HD 3+3, hp 24, #AT 1, Dmg. those struck must save or be dragged into water, SD edged weapons do 1 hp damage, MM, p. 100.

G29. CONCEALED/SECRET STAIRS

The secret tunnel from **K16** leads here, to a winding, twisting set of stone steps. The tunnel dead-ends, the eastern wall showing the graven image of a stylized trident in front of crashing waves. The image is actually a concealed door. The image is on both sides of the wall.

G30. THE HALLWAY OF HORRORS

This long, high corridor was likely once very opulent but is now dingy, dirty, and dark. The floor is composed of polished stones of swirling green and blue. The northern wall has fared the worst and is mostly chipped and

crumbled, though some brief stretches of runes can be seen carved into the rock. The southern wall is in much better shape and is covered in a painted bas relief. Four man-shaped figures can be seen on this wall, but closer inspection is needed to see exactly what they are.

From east to west, the figures are as follows:

- A green merman casting a net
- A skeletal merman holding a trident and scythe
- A blue merman with his face upturned
- A grey merman gazing directly ahead

Each of these figures is the key to a trap or item, as described below.

If any character weighing over 50 lbs. stands very close to the **green merman**, a trap door in the ceiling will open and a green slime will fall out on top of the PC.

Green slime: AC 9, MV 0", HD 2, hp 9, #AT Nil, Dmg. Nil, MM, p. 49.

TOMB LEVEL

This entire level radiates evil and magic, nearly rendering detection for such useless. If the caster detects for either from a specific person or object within 2", then the object will stand out (if evil/magic), but as louder static on an already noisy band rather than as a clear source.

Additionally, the entire level is lit by a faint, sickly blue light. This illumination reduces the range of infravision to 3" for all creatures and characters possessing it. Using only the blue light, normal vision is also limited to 3", with the edges being indistinct and vague. Other light sources are affected thusly:

The **skeletal merman** conceals a door to area **G31**.

If a character touches the **blue merman**, a fine blue mist will shoot from the bas-relief, bestowing *water breathing* for 2–5 turns.

If the **grey merman** is touched, an ildiriss grue appears, surprising the party on a roll of 4 in 6.

Ildriss grue: AC 2, MV 3", HD 4, hp 20, #AT 1, Dmg. 3–12, SA always first in round, SD +2 or better weapon to hit, *MMII*, p. 73.

G31. STAIRS

This large room is bare, except for a set of stone stairs in the SW corner of the room. The stairs descend into darkness, but a stale, cold scent wafts up them. In the SE corner of the room stands a stone statue, depicting a long-necked sea beast with a wickedly fanged serpentine head.

These stairs descend into area **T6**. The statue is an ordinary, non-magical decoration.

Light Source	Radius of Illumination
Torch	20'
Lantern	15'
Bull's-eye lanthorn	40'
Magic dagger	5'
Magic short sword	5'
Magic long sword	10'
Light spell	20'
Continual light spell	30'

Durations for these light sources remain unchanged (cf. *PHB*, p. 102).

Unless otherwise noted, the ceiling is 10' high here. Ventilation shafts are very small and infrequent.

Turned undead will generally flee to the nearest open area/room for the duration of the effect and then return to their point of origin.

T1. ENTRY FROM GAOL/CRYPT OF NEVIK

The stairs in this area descend from **G22** and terminate here. The steps are of stone and obviously ancient (cracked, worn, etc.).

This 30' x 30' room is obviously a crypt; a large stone sarcophagus rests against the western wall, covered in runes and carved images. What appears to be a pair of funerary urns sits on the flagged floor at either end of the coffin. A worn but solid-looking set of stone steps empties into the center of the northern wall, leading upward into darkness. Dim blue light illuminates the room, wavering as if passing through water. The hue and movement of the light give a sense of shadowy and menacing movement at the edges of your vision. A door, wooden but bound in some dark metal, stands closed in the middle of the southern wall—the only other apparent entrance or exit apart from the stairs. This chamber smells fetid and stale, and faint snatches of sound like whispering ride on the still air.

The door is wedged shut. Forcing it open will make a loud noise, echoing throughout the level.

The urns contain nothing but dust, and the crypt holds only the moldering remains of Nevik, once Lord of Trident Rock. Nevik's remains are clothed in what appears to be the rotted tatters of a dandy's wardrobe. The runes on the crypt can be read using magical means, and they detail the sad, lonely life of Lord Nevik, as well as describing with mocking detail his awkward appearance—thin-limbed, bug-eyed, and broken-voiced. He was noted for emptying the family coffers while filling his closets.

The room is otherwise bare.

T2. CRYPTS AND CIRCULAR HALLWAY

While broken into four designated areas, the entire hallway essentially looks the same for the entire circumference of the level. Following is the standard description for the entire corridor:

This 20' wide corridor gently curves out of sight in both directions. The floor is worn, flagged stone; small puddles of rank water dot the walk. The same blue light wavers and illuminates here, straining the eye and unnerving the mind. The outer wall is blank stone, though roughly hewn; the inner wall holds many open niches filled with coffins, skeletal remains, and other burial materials. A faint tang of salt water punctuates the stale air, and clanking and groaning can barely be heard at odd intervals.

The burial niches are stacked two high. The lower niche's bottom "shelf" is about 2' off the floor, the upper niche's bottom shelf is about 6' off the floor, and each niche is roughly 6' wide and 3' deep. Each pair of niches is set roughly 5' apart. There are approximately 18 niches in each section (**T2a**, **T2b**, etc.) of the corridor.

For each round spent in the circular corridor, there is a 1% cumulative chance that the party will encounter the **crypt guardian**. Note that if the crypt guardian discovers the party while they are in combat, it will take offensive action, assuming the party to be hostile foes.

Alert characters will notice that some of the flagstones are larger and differently colored than the rest; these are burial flagstones, where the Trident family put beloved servants to rest, always to be under their feet. Without significant efforts, these flagstones cannot be removed or lifted, though they do factor into some encounters (see below).

Crypt guardian: AC 5, MV 6", HD 5, hp 35, #AT 0, SA spells (see **Appendix B** for full stats and description).

T2a. Northwest Curve

This encompasses the sweep of the corridor between areas **T1** and **T8**. For every turn spent in the corridor, there is a 1 in 6 chance of attack from ghouls and ghosts. The ghouls will drop from the wall niches, while the ghost(s) will pop from the burial flagstones. Five to eight (d4+4) ghouls and 1–4 ghosts will attack.

Ghouls: AC 6, MV 9", HD 2, #AT 3, Dmg. 1–3/1–3/1–6, SA touch paralyzes, MM, p. 43.

Ghosts: AC 4, MV 15", HD 4, hp 23, #AT 3, D1–4/1–4/1–8, SA touch paralyzes, stench 10' radius = save vs. poison or suffer –2 "to hit" penalty, MM, p. 43.

Careful searching will reveal the following items:

- 1 turn of careful searching: an urn with 265 pp in it
- 3 turns of careful searching: **+2 flail**
- 6 turns of careful searching: **deck of many things** (DMG, p. 142)

Three niches can be carefully searched per turn, due to dust, rotted clothing, remains, etc.

T2b. Northeast Curve

This encompasses the sweep of the corridor between areas **T1** and **T4**. For every turn spent in the corridor, there is a 1 in 6 chance of attack from zombies and coffer corpses. The zombies will drop from the wall niches, while the coffer corpses will pop up from one of the burial flagstones. Five to ten (d6+4) zombies will attack, as well as 2 coffer corpses.

Zombies: AC 8, MV 6", HD 2, #AT 1, Dmg. 1–8, SD Immune to sleep, charm, hold and cold-based spells, MM, p. 103.

Coffer corpses: AC 8, MV 6", HD 2, hp 15, #AT 1, Dmg. 1–6, FF, p. 19.

Careful searching will reveal the following items:

- 1 turn of careful searching: a **ring of mind shielding** (UA, p. 93)

- 3 turns of careful searching: a **potion of levitation** (DMG, p. 126)
- 6 turns of careful searching: **dust of sneezing and choking** (DMG, p. 143)

Three niches can be carefully searched per turn, due to dust, rotted clothing, remains, etc.

T2c. Southeast Curve

This encompasses the sweep of the corridor between areas **T4** and **T6**. For every turn spent in the corridor, there is a 1 in 6 chance of attack from skeletons. The skeletons will drop from the wall niches. Ten to fifteen skeletons will attack (d6+9).

Skeletons: AC 7, MV 12", HD 1, #AT 1, Dmg. 1–6, SD Immune to sleep, charm, hold and cold-based spells, MM, p. 87

There is nothing of interest in any of the niches.

T2d. Southwest Curve

This encompasses the sweep of the corridor between areas **T6** and **T8**. For every turn spent in the corridor, there is a 1 in 6 chance of attack from a mummy and an adherer. Both will drop from the wall niches.

Mummy: AC 3, MV 6", HD 6+3, hp 37, #AT 1, Dmg. 1–12, SA disease, fear, MM, p. 72.

Adherer: AC 3, MV 9", HD 4, hp 29, #AT 1, Dmg. 1–3, SA adhesion, FF, p. 9.

Careful searching will reveal the following items:

- 1 turn of careful searching: a **philosopher's stone** (UA, p. 101)
- 3 turns of careful searching: a **cursed sword –2** (DMG, p. 166)
- 6 turns of careful searching: **+2 ring of protection** (DMG, p. 130)

Three niches can be carefully searched per turn, due to dust, rotted clothing, remains, etc.

T3. CRYPT OF RIBAN THE WEEPER

Pillars line the northwest and southeast walls of this chamber, shadows filling their gaps. Two large statues face the entrance, amphibious monstrosities wielding huge, wicked-looking tridents. Between the two statues is a stone sarcophagus, standing upright, the lid chained shut. Faintly luminescent paint can be seen on the floor, vaguely showing a narrowing path from the entry to the coffin. The air here feels noticeably colder than the corridor, and sharp though distant scrabbling or scratching sounds swirl through the room.

Eight shadows, four on each side, hide in the darkness between the pillars. A shadow demon lurks in the northern corner of the room, and it holds the other shadows in tight obedience.

All shadows will wait for the party to approach the sarcophagus and open it; once that happens, the shadow demon will then cast *fear* and *darkness* 15' radius. Its strategy is to pursue fleeing victims, overtake them, and devour them. The shadows emerge after the initial attack, holding off the rest of the party.

The chains on the coffin are old and rusty; they will break at any firm blow. The sarcophagus is ornately carved to appear as if covered in water droplets, and the top of the lid is carved with an exaggerated weeping face. Once the chains have been broken, the lid will fall open on its own. When the lid opens, loud, maniacal laughter emanates from inside of the crypt for 2 rounds, unless magically silenced. The remains inside are old and garbed in rotted clothing. **Bracers of archery** (UA, p. 98) are on the skeleton's wrists, and a brimless, black velvet **hat of stupidity** (UA, p. 100), decorated with unrecognizable arcane symbols, sits on the skeleton's head.

Shadows (8): AC 7, MV 12", HD 3+3, #AT 1, Dmg. 2–5, SA strength drain, MM, p. 86.

Shadow demon: AC 1*, MV 12", HD 7+3, hp 41, #AT 3, Dmg. 1–8/1–6/1–6, SA fear, darkness, SD immune to fire, cold, and lightning, FF, p. 78.

On the southeast wall, cloaked in shadow, the image of a trident with stylized waves around it has been carved. This is actually a concealed door, leading to a narrow, twisting passage that leads to area D12. If the party searches the wall, they have a normal chance of finding the concealed door.

T4. LOOTED CRYPT

The thin, azure light reveals a chamber strewn with jagged pieces of stone, piles of broken boards, shards of urns and other funerary pottery, and more debris. A relatively clear aisle about 5' wide leads straight east away from the entrance.

Closer inspection reveals that the 10' x 10' area in the middle of the east wall is almost completely clear of debris. There is a secret door in the floor here. Once the door is opened, a fall of more debris drops from the roof above, released by a quickly sliding door in the ceiling. Anyone within 5' of the secret door will take 3–18 hp damage from the debris, half if a successful save vs. paralyzation is made. The person opening the door must make an additional save vs. paralyzation or fall into the area underneath the door, taking an additional 1–6 hp damage. The space beneath the room is utterly dark, filled with several inches of salt water and home to a crystal ooze, which will attack anything that falls into the watery space beneath the room.

Crystal ooze: AC 8, MV 1"/3", HD 4, hp 22, #AT 1, Dmg. 4–16, SA fear, darkness, SD immune to fire, cold, and lightning, MMII, p. 27.

T5. DISEASED CRYPT

The secret entrance from area **K18** on the ground level of Trident Rock leads here; as it is a rough, nearly vertical tunnel nearly 30' in length, any character who dropped down the entrance accidentally will take normal falling damage as per the DMG.

The door to this room is located at the end of the hallway and is both *wizard locked* and boarded shut. Normal and magical means will



open the door; repeated attempts will give the huecuva time to prepare (see below).

Two large biers dominate this room, each made of stone and about 7 feet long; they lay NW to SE lengthwise. The NE, SE, and SW walls each have two burial niches carved into them, while the NW wall has one on either side of the entrance. All appear to hold old remains. The tang of sickness and corruption still fills the room, though not strongly.

This chamber holds servants and family members who died of disease centuries ago. Several have been transformed into diseased undead, thanks to Alazon's magical investigations and the cambion's power and influence. The NE and SW walls each hold a huecuva. If forewarned (e.g., if the party makes repeated attempts to enter the room from **T2** or makes a noisy approach through the secret tunnel from **K18**), the huecuva will polymorph into human shape and attempt to trick the party into believing they are mourners. It is unimportant if the party actually believes them; what is key is that the huecuva take a form that does not appear to be undead and so come within striking distance of the party to inflict disease. Once a character comes within 10', they will attack, holding their polymorphed forms.

The niches on either side of the entrance each hold a son of Kyuss. They will not attack until someone approaches their niche or the biers in

the room. The sons of Kyuss will then attack from their niches, potentially surprising the party.

Huecuva (2): AC 3, MV 9", HD 2, hp 9, 13, #AT 1, Dmg. 1–6, SA disease, SD hit only by silver or magical weapons, FF, p. 51.

Sons of Kyuss (2): AC 10, MV 9", HD 4, hp 19, 25, #AT 1, Dmg. 1–8, SA disease, SD regeneration, FF, p. 83.

The biers hold normal, rotting remains. The northernmost bier also contains a **silver horn of Valhalla, chaotic good** (DMG, p. 147). The southernmost bier, in addition to its corpse, also contains a **ring of warmth** (DMG, p. 131).

T6. TOMB LEVEL ENTRY ROOM

The stairs in this area descend from **G31** and terminate here. The steps are stone and worn, though in good shape.

Stone stairs descend from the south, and a large, ironbound wooden door is set into the center of the northern wall of this 30' x 30' chamber. Dim blue light illuminates the room, wavering as if passing through water. The hue and movement of the light give a sense of shadowy and menacing movement at the edges of your vision. The walls are filled with bas-reliefs of various scenes of death and the afterlife, hard to see in the dim light and in many places covered with cobwebs. A small fountain, featuring a curving nymphlike figure but no longer working, is situated in the NE corner of the room.

Careful examination of the room will reveal a large vase in the SW corner. The door is wedged shut from the other side.

The fountain is not working and contains only a few inches of stagnant, scummy water. Any character giving the fountain more than a glance has an 85% chance of spying a jeweled necklace in the water. It appears to be a silver chain holding a bluish diamond. On each side of the diamond are 2 milky stones. The diamond itself—whether worn on a chain or

carried—has the same properties as a **necklace of water breathing**. However, the milky white stones are air-sensitive gems and will heat and explode if exposed to air. Should the necklace be removed from the water, the 4 stones will heat and explode in 4–7 (d4+3) rounds. If the character carrying them is wearing the necklace and is not wearing armor, he/she will feel them begin to heat and will have the chance to discard them. Have the character roll initiative vs. the stones; should the character win, then he/she has removed the necklace—but still must make a saving throw vs. dragon breath for half or quarter damage. The same saving throw (but not the chance to detect the stones heating) applies if the character is wearing the necklace but also wearing armor, as there will be no chance of detecting the stones heating. When the stones explode, all characters within 5' of the wearer must make a saving throw vs. dragon breath. Failure means taking 2–12 hp damage; success means taking half.

The vase appears to be made of turquoise, and visual inspection reveals the glint of coins inside. If inspected with torchlight or spelled light, the coins are plainly platinum. Characters can estimate at least 50 pp inside, likely a good deal more. The vase itself radiates magic, if checked. If the vase is carried, the carrier will lose 2 points of Strength every 5 rounds. If the vase is broken, the person doing so will lose 6 points of Intelligence. Reaching into the vase causes the reacher to turn green. The only safe way to get the coins is to turn the vase over and dump them out. Ability losses are temporary, but will not be restored until the coins have been safely removed or until the characters move at least 100' away from the vase. (Note that areas **T5** and **T7** fall within 100' of **T6**).

T7. EMPTY TOMB

This room is littered with debris—boards, pieces of stone, bones, and scraps of clothing. Several large, jagged cracks stretch across the NW wall.

In the center of the NW wall, about 3' above the floor, is an iron ring. Careful detection will reveal a square secret door around this ring. Pulling the iron ring will open the secret door—and release a poison gas that will fill the room in 1 round (dissipating beyond the room).

All characters in the room when the gas is released must making a saving throw vs. poison; failure means the character experiences nausea and retching. Strength and Dexterity are effectively lowered by 2, and all “to-hit” and damage rolls are made at a –2 penalty. The effects last 5–10 rounds; the gas will settle in 6 rounds. Successful saves negate the effects, but a saving throw must be made for every 2 rounds spent in the gas. Characters who fail the saving throw will not be able to cast spells while the effects last.

T8. ENTRY TO DUNGEON LEVEL

A set of stone stairs descends into darkness in the center of this room. Three skeletons, clad in torn and decrepit armor and holding curved swords, balance on stands, affixed to metal rods behind. One stands on the north of the stairs, one on the south, and one between the west wall and the lip of the stairwell. All face the eastern door of the chamber.

The stairs descend to **D15**, on the dungeon level.

The north and east skeletons are merely inanimate remains, dressed to be threatening. The skeleton just to the south of the stairs is a death warrior, a lesser form of the death knight. It will attack anyone who enters the room except Alazon. The death warrior will not pursue opponents out of the room; it will also not rest in the doorway to the room as a still target for spells or missile weapons.

Death warrior: AC 3, MV 9", HD 6 (d10), hp 37, #AT 1, Dmg. 2–8, SA see **Appendix B**.

T9. FIRE AND ASHES

Burial niches fill the NW, NE, and SW walls of this 30' x 30' room; a heavy wooden door bound in some dark metal is set into the center of the SE wall. All of the niches appear to be filled with moldering remains. The stone around the bottom niche on the SW wall is blackened as if by soot. Rough circular areas of similarly blackened stone appear on the flagstones. A slight, cold downdraft wafts through the room.

The secret tunnel from area **K12**, the ground level of the keep, leads here. The tunnel exits into a burial niche on the NE wall.

Interred in a niche in the SW wall is a **fire spectre**; if anyone not wearing one of the family medallions spends more than 3 rounds in the room, it will attack. It will also attack if approached within 5' (but will not attack anyone wearing the family ward against undead). The fire spectre will not pursue opponents beyond the room (see notes on death warrior in **T8**).

Fire spectre: AC 1, MV 6", HD 8+4, hp 45, #AT 2, Dmg. 2–12, SA see **Appendix B**.

The door is closed but not wedged or locked. In the NW niche, under some loose stone, there is a small iron chest. The chest is not locked and contains 300 gp, 75 pp, and 100 ep.

T10. ANCESTORS' CRYPT

Two stone coffins jut out from the western wall, lying east–west lengthwise. The northern and southern walls are lined with skeletons, all holding tridents and wearing faded tabards emblazoned with a cresting wave. Creaking sounds seem to ripple through the room, though whether from the skeletons or some other source is impossible to tell. Heavy wooden doors, bound in metal, are set in the south and west walls.

There is nothing of interest here. The coffins belong to Burdalane and Rindella Trident, long ago heads of the keep and lands around it.

T11. ANCESTORS' CRYPT

Two marble coffins dominate this room, one against the east wall and one against the north wall. The containers appear to be a whitish marble with grey whorls. Stone statues that appear to be crudely carved men are seated on stone seats in the NE and SW corners of the room. The southern wall is a carved depiction of what appears to be the founding of Trident Rock.

The coffins belong to Bajoc and Charel Trident, founders of the family and keep. The statues are stone guardians, put here to protect the coffins and their treasure. Note that the SW stone guardian will attack first, doing so only when someone has been present in the room for 3 rounds. The second stone guardian, in the NE, will attack 2 rounds after the SW guardian.

Stone guardian (2): AC 2, MV 10", HD 4+4, hp 27, 18, #AT 2, Dmg. 2–9, SD spell immunity, *MMII*, p. 115.

In Bajoc's coffin (against the north wall), in addition to the skeleton dressed in chain mail with a shield and long sword, there is a small metal box, with a beetle graven on its lid. It contains a **scarab of death** (*DMG*, p. 153).

In Charel's coffin (against the east wall), in addition to the skeleton dressed in a rich though rotting gown, there is a leather-encased metal flask holding an **elixir of health** (*UA*, p. 90).

T12. ANCESTORS' CRYPT

Two stone coffins jut out from the southern wall, lying east–west lengthwise. A row of skulls stares out from the eastern and western walls, dozens of them side by side in a narrow niche running parallel to the floor. Heavy wooden doors, bound in metal, are set in the north and west walls.

There is nothing of interest here. The coffins belong to Aleb and Niac Trident, long ago brothers and lords of the keep and lands around it.

T13. ANCESTORS' CRYPT

Two burial niches dominate the western wall, but no other coffins or crypts can be seen in this room. The floor near the southern wall is fissured by deep, jagged cracks. All could easily be stepped or jump over, but a steady stream of cold air flows from them, and the wavering blue light does not penetrate their darkness.

A wraith will emerge from the one of the cracks, while two wights attack from the niches.

Wraith: AC 4, MV 12"/24", HD 5+3, hp 28, #AT 1, Dmg. 1–6, SA energy drain, SD silver or magic to hit, MM, p. 102.

Wights (2): AC 5, MV 12", HD 4+3, hp 17, 20, #AT 1, Dmg. 1–4, SA energy drain, SD silver or magic to hit, MM, p. 100.

DUNGEON LEVEL

Most walls on this level will have some seepage/dampness, due to being partially or wholly under sea level. Only areas **D2**, **D6**, and **D11** are lit with torches.

Unless otherwise noted, the ceiling on this level is 10' high.

D1. ENTRY FROM TOMB LEVEL

The stairs from **T14**, after a number of switchbacks, end here. Note that the concealed door is hidden by the usual trident carving (cf. gaol level concealed doors).

D2. GRAND HALL

This large hallway features a row of pillars marching down its center. The pillars are carved to resemble sea monsters—kraken, serpents, and other monsters of the deep. Lit torches are set in wall sconces, 20' apart and staggered from side to side. The walls are of rough rock, with slick or weeping areas covered in water or some other clear liquid, though some rough carvings of sea-related

In one of the burial niches is a **+2 shield**; in the other is **+2 leather armor**.

T14. STAIRS TO DUNGEON LEVEL BELOW

This square room is dominated by a set of descending stairs in its center. The air coming from the stairs smells of salt water and is cold. Two statues, each of a winged, clawed, and fanged beast, stand in opposite corners—one in the NW and one in the SE.

The statues are margoyles and will attack as soon as anyone tries to descend the stairs (or, of course, if anyone attacks them [e.g., tries to chip the "stone" from them]). The stairs descend to area **D1**.

Margoyles (2): AC 2, MV 6"/12", HD 6, hp 30, 33, #AT 4, Dmg. 1–6/1–6/2–8/2–8, SD +1 or better to hit, MMII, p. 83.

horrors punctuate the otherwise blank stone. The air smells faintly of salt and sulfur, and a distant, rhythmic booming can be heard if all else is silent.

Note the secret door in the east wall. It is opened by pulling the nearest torch out of its sconce. The concealed door in the southern wall is hidden by a carving of a curling wave.

D2a. Trap

Tiny vents in the floor, triggered by anything over 50 lbs., spray blinding gas up to all within the 10' x 10' area. A saving throw vs. paralyzation is applicable. A successful save means –1 on all "to-hit" rolls; failure means blindness for 2–5 turns.

D2b. Trap

A metal plate painted/treated to look like stone attracts a lightning bolt. The bolt is ½" wide and does 6d6 damage (save for half damage applicable). The trap is triggered by anything moving into the marked 10' x 10' space.

D2c. Trap

A pit trap, 20' deep; anyone falling in will be pierced by 1–4 spikes for 1–6 hp of damage each, in addition to normal falling damage. The walls of the pit are smooth and quite damp.

D3. SAHUAGIN LAIR #1

A 10' x 10' patch of dry stone leads to a 20' square room filled entirely with water—seawater, by the scent of salt in the air. A very faint greenish light weakly reflects off the water, emanating from glowing stones near the ceiling.

Male sahuagin, recently converted to Melkiresha's cause, use this as a lair / resting spot. At any one time, there will be from 2–8 normal sahuagin here, plus 1–2 guard-strength sahuagin.

Note that there is an underwater tunnel from this room to area **D10**; if attacked here, one sahuagin will attempt to swim there and warn Melkiresha and the other sahuagin about the intruders.

Also, note that there are two sharks that swim from **D3** to **D10**, and they will attack any non-sahuagin in the water.

At the bottom of the pool in this room is a watertight wax-sealed bone tube. It contains a magic-user **scroll of spider climb** and **remove curse**. There is also a **ring of truth** (UA, p. 93) resting on the bottom of the pool.

Sahuagin (2–8 normal, 1–2 guards): AC 5, MV 12"/24", HD 2+2/3+3, #AT 1, Dmg. 1–6 (spears), MM, p. 84.

Sharks (2): AC 6, MV 24", HD 3, hp 13, 18, #AT 1, Dmg. 2–5, SZ M, MM, p. 87.

D4. TRAP

This 10' x 10' square is trapped as a reverse gravity pit. The first creature to step on it will "fall" upwards 30' (as the 10' x 10' area above the floor is hollowed out for 30' up). The reverse gravity field, which fills the entire 10' x 10' area, is active for 1 turn after being stepped on. Following that, it is active every other round for another turn, then inactive until stepped on again. Any creature "falling" will take normal falling damage.

D5. CHAMBER OF OCEANIC CONTEMPLATION

Wavering, blue-green light fills this room, giving the impression of being under a great depth of water. The walls are covered in bas-relief carvings of stormy seas capsizing ships and destroying humanoid habitation, while below the surface the seas teem with mundane and magical life. Three niches are carved into the western wall, each holding a bowl apparently made from coral. The northernmost niche seems to be cradled by a carved whirlpool, while the middle niche appears in the carving as if held up by a triton, and the southern niche looks as if caught between two crashing waves.

Close examination of the floor will reveal several dozen holes bored into the rock. These are actually drains, but that use will not be obvious to anyone observing them. There are similar holes in the ceiling.

Anyone filling the **northern bowl** with water and then removing the bowl from the niche will cause water to spray from the holes in the ceiling. At the same time, the doors to the room will magically seal, becoming locked and watertight. The seawater will fill the room at a rate of 1 foot per 2 rounds. The doors may be physically forced open, but only by characters standing in waist-high or shallower water. A normal roll for opening locked doors is needed; once opened, the spray will automatically cease and drain into the floor.

Anyone filling the **middle bowl** with water and then drinking from it will be able to breathe water for 2–5 turns.

Anyone filling the **southern bowl** and removing it from the niche will summon a piscodaemon, which will immediately attack the party. If the party flees, the daemon will pursue if possible.

Piscodaemon: AC –1, MV 6"/18", HD 6, hp 37, #AT 2, Dmg. 2–16/2–16, SD weapon & spell immunity, *MMII*, p. 30.

For all three bowls—filling them with other liquids will not activate the magic ability. The type of water (fresh or salt) does not matter.

D6. TRAP

This trap offers multiple threats. First, two *Melf's acid arrows* (assume 6th-level caster for damage purposes) will fire at the first person stepping on the trapped floor. In addition to potentially hitting and damaging the character, the acid will eat away at the rigged floor in 1 round, dropping all on the marked area into a 10' deep spiked pit. All falling will hit 1–4 spikes, each spike doing 1–4 hp of damage. Falling characters will also take 1d6 of falling damage.

D7. CHASM

The floor falls away sharply, leaving a 10' wide chasm. The walls of the chasm—all of them—are smooth and slick with water. It is a 50' drop to the bottom, into a well of seawater that (if explored) will be found to lead to the ocean surrounding Trident Rock. Anyone falling down the pit will take damage, from the fall, the impact of the water, and possibly striking the walls on the way down.

D8. ALCOVE

This moss- and fungi-covered alcove is home to a trio of unusual monsters, created by residues of Alazon and Melkiresha's magical experimentation. They will attack anyone crossing over the chasm or coming from the corridor.

Algoids (2): AC 5, MV 6", HD 5, hp 19, 32, #AT 2, Dmg. 1–10/1–10, SD weapon & spell immunity, *FF*, p. 11.

Cifal: AC 6, MV 6", HD 8 or 10, hp see text, #AT 1, Dmg. 1–12, SD weapon & spell immunity, *FF*, p. 19.

D9. TRAP

This is another *reverse gravity* pit, working exactly as the trap listed in **D4**. However, the "pit" in the ceiling is spiked. Spikes do damage as indicated in area **D6**.

D10. SAHUAGIN LAIR #2

Most of this chamber is dominated by a pool of salt water; there is an irregular, uneven walkway on its perimeter that looks to be from 10' to only 3' wide in spots. The walls and floors are damp. Corridors to the north and south lead away from the main chamber.

Any quick movement (including combat) will necessitate a Dexterity check on the character's part; failure means the character has fallen down and cannot attack that round. If on the perimeter and the character fails the Dexterity check, a second such check is required to see if the character falls into the water.

Characters will encounter from 2–8 normal sahuagin and 1–2 guards here.

Note that the same two sharks from **D3** can be sent to this pool as well, and that there is an underwater tunnel from here to **D3**, allowing the sahuagin to get reinforcements. If attacked here, at least 1 sahuagin will attempt to get to **D3**, while another will attempt to reach room **D11** and warn the lead sahuagin and Melkiresha of intruders.

Sahuagin (2–8 normal, 1–2 guards): AC 5, MV 12"/24", HD 2+2/3+3, #AT 1, Dmg. 1–6 (spears), *MM*, p. 84.

D11. LAIR OF MELKIRESHA

This large room is lit only by the two torches in the antechamber and one each in the NE and SW corners of the room, leaving much of the room in shadow and wavering light. In the center of the room is a sloshing pool of salt water, reflecting the orange firelight dimly. A low dais fills the SE corner of the room, and a tall, menacing figure stands there, clad in robes and holding a scimitar. The figure's left forearm appears to bulge oddly. Standing next to the mysterious figure is a brutish-looking sahuagin clutching two spears... in four hands.

This is the lair of Melkiresha, the offspring of Tamar and Yeenoghu. If prepared, Melkiresha will have decided which spells to cast ahead of time and what to use during combat. A preferred tactic is to cast reversed *tongues* on the room, to leave enemies unable to communicate with one another.

Note that if the battle appears to be going against Melkiresha, he will attempt to flee and head upwards, seeking refuge with Alazon. Depending on his strength, he may or may not pursue a fleeing party, but he will order his marine allies to do so.

If characters attempt to go past the pool, 3 sahuagin guards will jump out of the water and attack, as will the sahuagin chief. The guards will use nets and tridents to attack. Also, note that the sahuagin chief is a rare, 4-armed member of his race, and thus gets two attacks per round with his spear, 4 with his claws if he is disarmed.

Sahuagin (3 guards): AC 5, MV 12"/24", HD 3+3, hp 14, 23, 20, #AT 1, Dmg. 2-7 (tridents), MM, p. 84.

Sahuagin chief: AC 5, MV 12"/24", HD 6+6, hp 35, #AT 2 (or more if disarmed, see MM), Dmg. 1-6 (spear), MM, p. 84.

Melkiresha: AC -2, MV 12", HD 14, hp 75, #AT 2, Dmg. 1-8+9 (scimitar), See **Appendix A** for full stats. MMII, p. 37.

Melkiresha's spells for the day: *protection from good*, *command* (x2), *light*, *hold person*, *resist fire*, *dust devil*, *withdraw*, *continual darkness*, *dispel magic*, *glyph of warding*, *tongues* (reversed), *cloak of fear*, *cure critical wounds*.

D12. SECRET ENTRANCE FROM TOMB LEVEL

The winding, narrow passage from **T3** ends in a wall with a carved trident. It opens into the essentially blank corridor. On the southeast wall, cloaked in shadow, the image of a trident with stylized waves around it has been carved. This is actually a concealed door, leading to a narrow, twisting passage that leads to area D12. If the party searches the wall, they have a normal chance of finding the concealed door.

The false secret door on the eastern wall will spray salt acid on anyone attempting to open it, causing 3-18 hp damage (save vs. paralyzation for half).

D13. TREASURE ROOM

This large room is unlit and mostly empty—save for two chests in the SE corner and their guardians. Two rutterkin lurk near the SW corner of the room, while a piscodaemon is in the NE corner, hoping to surprise any intruders.

Piscodaemon: AC -1, MV 6"/18", HD 6, hp 38, #AT 2, Dmg. 2-16/2-16, SD weapon & spell immunity, MMII, p. 30.

Demons, rutterkin (2): AC 1, MV 12", HD 5+1, hp 19, 27, #AT 2, Dmg. 2-7, SA spell-like abilities, SD 40% MR, MMII, p. 41. Each is armed with a saw-toothed flatchet (broad sword damage +1) and 3-armed blades thrown from an atlatl-like device (S-M = 3-8, L = 3-6) which have a range of 15".

Chest 1: locked and trapped with poisoned dart (save vs. poison or sleep for 2-5 turns, affects even elves). Contains 350 sp, 540 gp, 100 pp, and 4 gems worth 175 gp each.

Chest 2: locked and trapped with poisoned needles that cause only 1 hp of damage but paralyze the vocal chords for 1-6 turns (no save). It also contains a **wand of steam & vapor**

(UA, p. 97; 3 charges left), a **necklace of prayer beads** (DMG, p. 151; 3 beads—2 of curing, 1 of karma), and a **helm of opposite alignment** (DMG, p. 146).

D14. A HOWLING GOOD TIME

A huge saltwater pool fills most of this roughly carved room, a slick and uneven perimeter surrounding the water. Corridors lead west and east from this room.

Any quick movement (including combat) will necessitate a Dexterity check on the character's part; failure means the character has fallen down and cannot attack that round. If on the perimeter and the character fails the Dexterity check, a second such check is required to see if the character falls into the water.

A greater seawolf lairs here. The pool connects to the ocean outside of the cavern. The seawolf will viciously attack any intruders, but will attempt to flee if reduced to fewer than 15 hp.

Seawolf, greater: AC 5, MV 9"/27", HD 9+2, hp 53, #AT 1 or 2, Dmg. 3–12 and 1–2, SD hit only by silver, cold iron, or +1 or better weapons, MMII, p. 81.

D15. HOLE-Y HALL

This wide, tall corridor stretches into darkness. Unremarkable except for a number of holes in the walls, the corridor is dry, silent, and empty.

The holes are at various heights and are 2' in diameter. They have been created by 2 tunnel worms that lair here. The worms will each attack a randomly selected party member when the party has passed at least two of the holes.

Tunnel worms (2): AC 4, MV 6", HD 9+3, hp 40, 61, #AT 1, Dmg. 2–16, SA lunge at +2 "to hit", MMII, p. 128.

D16. ALCOVE

A large pool of water fills most of this chamber. The water looks and smells corrupted, of dead and diseased things. A rough walkway borders the northern edge of the pool, dry but uneven.

Alazon and Melkiresha have set a horrid guardian here—an undead sea serpent that will attack anyone but them upon trying to pass the pool.

Undead Elasmosaurus: AC 6, MV 6", HD 10, hp 53, #AT 1, Dmg. 4–24. Considered corporeal undead; stabbing weapons (daggers, arrows) do 1 hp damage, cleaving weapons (most swords) do full damage, and crushing weapons do half. Immune to *charm*, *cold*, *death magic*, *hold*, and *sleep*. Turned by clerics as if it were a specter. Holy water has normal damage effects, i.e., 2–8 points of damage per vial that strikes.

D17. CONCEALED CORRIDOR

Doors are concealed by the recurring trident motif.

D18. DESCENDING STAIRS

Slippery, uneven stairs spiral down into darkness. A faint flow of cold, dank air comes up, as well as something that could be rocks rumbling—or something worse.

These stairs descend 50' to a large, dark, and wet cavern that is home to a black dragon. The cavern has other entrances and exits, but not enough room to allow the dragon to fly.

This part of the dungeon is purposely left unmapped and brief to allow the DM to customize, delete, or replace it.

Black dragon (S/A): AC 4, MV 12"/24", HD 6, hp 30, # AT 3, Dmg. 1–4/1–4/3–18, SA breath weapon 3x/day.

Note that the stairs are too narrow to allow the dragon to pursue the party.

D19-D22. MARGOYLE LAIR

No detailed description of these areas is given, as they all resemble natural caverns only barely shaped by humanoid work. Other than what the characters bring, there is no light in areas **D19-D24**. The ceiling in most of these areas ranges between 15 and 20 feet high.

D19. ROCK CORRIDOR

Two margoyles will be camouflaged against the walls, located around the first turn in the lower part of the corridor. They will drop down on the party, attempt to surprise them, and fight to the death. Melee lasting more than 5 rounds will bring the occupants of area **D20** to investigate.

Margoyles (2): AC 2, MV 6"/12", HD 6, hp 23, 28, #AT 4, Dmg. 1-6/1-6/2-8/2-8, SD +1 or better to hit, *MMII*, p. 83.

Past the entrance to area **D20**, 3-6 (d4+2) more margoyles lay in wait, camouflaged against the walls as well. Like their brethren, they will wait for the party to pass below them and attempt to surprise them, attacking to the death. Combat in this area will alert the occupants of **D24**.

D20. MARGOYLE WARRIOR DEN

From 2-5 margoyle warriors can be found here at any one time; because of their status as fighters for the tribe, they will always have at least half the hit points possible to margoyles (24).

Margoyles: AC 2, MV 6"/12", HD 6, #AT 4, Dmg. 1-6/1-6/2-8/2-8, SD +1 or better to hit, *MMII*, p. 83.

D21. TRASH AND TREASURE I

This chamber is littered with waste, trash, and castoffs from the victims of the margoyles. Diligent searching (at least 1 turn) will turn up 2 **potions of healing** (*DMG*, p. 126), 85 gp, 23 pp, and one large ruby worth 165 gp.

For every two rounds spent in this chamber, there is a 3 in 6 chance of being discovered by a patrol of 2 margoyle warriors.

Margoyles: AC 2, MV 6"/12", HD 6, #AT 4, Dmg. 1-6/1-6/2-8/2-8, SD +1 or better to hit, *MMII*, p. 83.

D22. TRASH AND TREASURE II

This chamber is littered with waste, trash, and castoffs from the victims of the margoyles. Diligent searching (at least 1 turn) will turn up 1 **potion of super-heroism** (*DMG*, p. 127).

For every two rounds spent in this chamber, there is a 3 in 6 chance of being discovered by a patrol of 2 margoyle warriors.

Margoyles: AC 2, MV 6"/12", HD 6, #AT 4, Dmg. 1-6/1-6/2-8/2-8, SD +1 or better to hit, *MMII*, p. 83.

D23. UNDEAD MARGOYLES

This cavern stinks of death and corruption; Melkiresha has placed 4 undead margoyles on guard here, to contain the tribe and protect against intruders. Two will be on the ground, crouched against the floor and walls, while two cling to the walls, waiting to surprise prey.

Undead margoyles (treat as monster zombies): AC 6, MV 9", HD 6, hp 32, 38, 33, 26, #AT 2, Dmg. 2-7/2-7, SD immune to cold, sleep, charm, hold, death, turned as ghosts, always strike last in melee, *MMII*, p. 131.

D23a. Dangerous Walking

The walkway narrows here, varying between 2 and 5 feet. To the south, the floor drops away sharply, down a face of rock and detritus. The walkway is uneven and damp, and any movement quicker than a walk will call for a Dexterity check. Failure means the character has slipped or lost his/her balance and fallen, taking normal falling damage from the 30' fall.

Any non-thieving character attempting to climb back up the rock face must make a Dexterity check every 5 feet at a +2 penalty; failure means he/she has fallen back to the

bottom. Thieves have a -5% penalty when attempting to climb walls.

D24. MAIN MARGOYLE LAIR

This large cavern is the main lair of the margoyle tribe. The chief, his harem, and his main warriors can all be found here. Because of Melkiresha's power and the presence of the Trident family, the margoyles know they are essentially trapped in this section of the island and will fight fiercely to the death.

The chief and three females are located near the dais in the NW corner of the room. There are also four warrior margoyles here, two on the southern wall and two on the eastern wall.

The warriors hold still and attempt to camouflage themselves, dropping down once enemies have engaged the chief and the females.

Margoyle chief: AC 2, MV 6"/12", HD 6, hp 45, #AT 4, Dmg. 1-6/1-6/2-8/2-8, SD +1 or better to hit, *MMII*, p. 83.

Margoyle females (3): AC 5, MV 9"/15", HD 4+4, hp 15, 19, 23, #AT 4, Dmg. 1-3/1-3/1-6/1-4, SD +1 or better to hit, *MMII*, p. 83.

Margoyle warriors (4): AC 2, MV 6"/12", HD 6, hp 26, 27, 31, 34, #AT 4, Dmg. 1-6/1-6/2-8/2-8, SD +1 or better to hit, *MMII*, p. 83.

APPENDIX A: NON-PLAYER CHARACTERS

Alazon Trident

Race: Human
 Age: Appears to be in his early 30s; actual age approximately 365
 Physical Description: 6'2", 205 lbs.; long, dark hair and dark eyes; slim but wide-shouldered.

S	I	W	D	C	CH	AL	CL	LVL	AC	HP
16	17	11	17	13	14	NE	F, MU	6, 9	6	55

Spell book

First	read magic, alarm, jump, precipitation, taunt, armor, magic missile, mend, spider climb, shocking grasp, friends
Second	audible glamer, pyrotechnics, wizard lock, flaming sphere, knock, shatter, fools gold, phantasmal force, Tasha's uncontrollable hideous laughter, invisibility, Leomund's trap, scare
Third	flame arrow, invisibility 10' radius, slow, clairaudience, lightning bolt, sepia snake sigil, blink, dispel magic, prot. from norm. missiles, explosive runes
Fourth	fear, ice storm, stonkskin, dispel illusion, fire shield, polymorph other, Evard's black tentacles, massmorph, wizard eye
Fifth	Bigby's interposing hand, distance distortion, stone shape, wall of stone, contact other plane, conjure elemental, hold monster, animate dead

Spells per day

1st	2nd	3rd	4th	5th
4	3	3	2	1

Arms and Armor

Bastard sword +2
 Dagger

Magic Items

Ring of protection +1 (worn) (DMG, p. 130)
 Wand of frost (in pocket of robe) (DMG, p. 135)

Alazon also carries the family amulet that protects him against attack from the undead on the tomb level, a walnut-sized silver skull with sapphire eyes. The amulet has a market value of 200 gp, but its powers are only effective on Trident Rock. This amulet is kept in an inside pocket of his robe.

Atheos Trident

Race: Human
Age: Appears to be in his mid 50s (actual age, almost 400)
Physical Description: 5'10", 210 lbs., solid and wide. Graying but unremarkable face. Clean-shaven.

S	I	W	D	C	CH	AL	CL	LVL	AC	HP
17	14	10	17	17	10	LN (E)	F	7	-1	54

Arms and Armor

Scale armor +2
Large shield +1
Scimitar +2
Dagger +1
Short sword

Atheos has the family amulet that protects him against attack from the undead on the tomb level, a walnut-sized silver skull with sapphire eyes. The amulet has a market value of 200 gp, but its powers are only effective on Trident Rock. This amulet is kept in his quarters.

Magic Items

Ring of the ram (worn) (UA, p. 93)
Staff-spear +3 (UA, p. 95)

Girn Graveolent, Gaoler for Trident Rock

Race: Human
Age: Mid 50s
Physical description: 5'8", thick but not fat, grim-faced and greasy, heavily scarred

S	I	W	D	C	CH	AL	CL	LVL	AC	HP
15	13	12	18	17	6	LE	A	7	1	50

Thieving Abilities:

PP	OL	F/RT	MS	HIS	HN	CW	RL
60%	57%	45%	50%	41%	20%	90%	25%

Arms and Armor

Studded leather +2
Morning star of wounding (+1, abilities same as sword of wounding, DMG, p. 166)
3 daggers +1 (hidden)

AC base of 7, improved to 5 because of magical armor, improved to 1 because of dexterity.

Girn's rear AC is 5.

Magic Items

Iron bands of Bilarro (UA, p. 101)

Hardel Wine, Master of Arms

Race: Human
 Age: Mid 40s
 Physical Description: 6'3", 220 lbs., thick but not fat, short silver hair, grey eyes

S	I	W	D	C	CH	AL	CL	LVL	AC	HP
18/00 (56)	9	13	15	17	10	LN (E)	F	10	2	81

Arms and Armor

Splinted mail +1
 Two-handed sword +2
 Axe of hurling +4 (UA, p. 105)

Magic Items

Gauntlets of ogre power (DMG, p. 145)

Mahas Trident

Race: Human
 Age: Appears to be in late 40s (between 350 and 400)
 Physical description: 5'11", 215 lbs., solid looking with dark grey hair and beard, blue eyes

S	I	W	D	C	CH	AL	CL	LVL	AC	HP
17	12	14	12	17	13	CN (E)	F	9	1	77

Arms and Armor

Plate mail +2
 Large shield
 Falchion +2
 Hand axe +1
 Dagger

Magic Items

Horn of fog (on person) (UA, p. 101)

Mahas carries the family amulet that protects him against attack from the undead on the tomb level, a walnut-sized silver skull with sapphire eyes. The amulet has a market value of 200 gp, but its powers are only effective on Trident Rock.

Melkiresha, cambion (baron)

FREQUENCY: Unique
 NO. APPEARING: 1
 ARMOR CLASS: -2
 MOVE: 12"
 HIT DICE: 10 (64 hp)
 % IN LAIR: 75%
 TREASURE TYPE: n/a
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 1-8+7/1-4+7 (see below)
 SPECIAL ATTACKS: See below
 SPECIAL DEFENCES: +1 or better weapon to hit
 MAGIC RESISTANCE: 30%
 ALIGNMENT: Lawful evil
 SIZE: L (7.5' tall)
 LEVEL/X.P. VALUE:
 VII/950 + 12 per hit point

S	19
I	15
W	12
D	19
C	16
CH	21

Melkiresha attacks as a 10th-level fighter; he is also a 7th-level cleric. He can *levitate* as a 7th-level magic-user and *cause fear* by touch.

Melkiresha wields Reaver, a magical scimitar. When used against good-aligned clerics, it is +4 "to hit" and damage; against all others, it is +2. When a natural 20 is rolled against a good-aligned cleric, the cleric must make a saving throw vs. rods, staves, and wands or be *stunned* for 1-4 rounds. Good characters cannot wield the scimitar, and there is only a 25% chance it will allow itself to be wielded by a character with a neutral alignment.

In addition to Reaver, Melkiresha also wields a 3' length of chain in melee, which works the same as a flind's flindbar. He uses the chain to ensnare swords. If used as a flailing weapon against an enemy, the chain will inflict 1-4+7 hit points of damage. If used against an enemy's handheld weapon and a successful hit is made, the enemy must save (as against wands) or his weapon will have become entangled with the chain and he will be disarmed. Roll d8 and d10 for the direction and distance the weapon has gone if disarmed.

Melkiresha's cloak is clasped by a **brooch of shielding** (DMG, p. 140); it is made of onyx and carved with a stylized arrow.

Clerical Spells Per Day:

1st	2nd	3rd	4th
3	3	2	1

M'yare Trident

Race: Human
 Age: Appears to be in late 30s; actual age approximately 360
 Physical Description: 5'7", 135 lbs., quite beautiful, soft-spoken, auburn hair and brown eyes

S	I	W	D	C	CH	AL	CL	LVL	AC	HP
5	16	15	15	7	16	NG	C	10	9	52

Spells per Day:

1st	2nd	3rd	4th	5th
6	5	3	3	2

Arms and Armor

None

Magic Items

Staff of curing (disguised as a walking staff) (*DMG*, p. 134)
 Scroll of 4 spells—one of each level, 1–4 (in her quarters)
 Oil of disenchantment (in her quarters) (*UA*, p. 90)

M'yare carries the family amulet that protects her against attack from the undead on the tomb level, a walnut-sized silver skull with sapphire eyes. The amulet has a market value of 200 gp, but its powers are only effective on Trident Rock.

Skotia Trident

Race: Human
 Age: Appears to be in late 20s; actual age approximately 375
 Physical Description: 5'5", 100 lbs., short, dark brown hair, wide, grey-blue eyes and a dazzling smile

S	I	W	D	C	CH	AL	CL	LVL	AC	HP
8	16	10	18	16	17	CN	T	10	0	58

Thieving Abilities:

PP	OL	F/RT	MS	HIS	HN	CW	RL
90%	82%	70%	88%	73%	30%	99%	50%

Arms and Armor

Bracers of AC 4 (worn) (DMG, p. 139)
 Dagger of throwing (hidden) (UA, p. 105)
 Jo stick of quickness (functions same as short sword of quickness, UA, p. 104)
 Short sword

Skotia carries the family amulet that protects her against attack from the undead on the tomb level, a walnut-sized silver skull with sapphire eyes. The amulet has a market value of 200 gp, but its powers are only effective on Trident Rock.

Magic Items

1 potion of invisibility (on person) (DMG, p. 126)
 Scroll of protection from magic missile (on person)
 Ring of warmth (worn) (DMG, p. 131)

Tamar Trident

Race: Human
 Age: Appears to be in her early 20s; actual age approximately 380
 Physical description: Slight and waiflike, hair gone grey-white early, pale blue eyes; 5'3", 95 lbs.

S	I	W	D	C	CH	AL	CL	LVL	AC	HP
5	15	10	10	6	15/5	N	n/a	n/a	10	4

Arms and Armor

None

Magic Items

Ring of mind shielding

APPENDIX B: NEW MONSTERS

CRYPT GUARDIAN

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 5
MOVE: 6"
HIT DICE: 5
% IN LAIR: 100%
TREASURE TYPE: Nil
NO. OF ATTACKS: 0
DAMAGE/ATTACK: Nil
SPECIAL ATTACKS: See below
SPECIAL DEFENCES: See below
MAGIC RESISTANCE: 35%
INTELLIGENCE: Semi-
ALIGNMENT: Neutral
SIZE: M
LEVEL/X.P. VALUE:
VI/1,000 + 70 per hit point

The crypt guardian is a special construct, built by Alazon with help and knowledge from the cambion he serves. It appears as a man wrapped in white burial sheets, but its head is that of a skeletal horse or ox, with antlers of hardened vine. The crypt guardian carries a long tube of dark metal that appears to be some kind of visual aid. Its purpose is unknown. Despite its appearance, the guardian is not a form of undead and cannot be turned.

While it has no physical attacks, the crypt guardian has several magical attacks it employs. The guardian may use the following powers, at 12th level of experience, as indicated:

- Ray of enfeeblement 1/day
- Tasha's uncontrollable hideous laughter 2/day
- Suggestion (always "flee") 1/day
- Hold person 2/day
- Shout 1/day

When the guardian is destroyed, the spell *Evard's black tentacles* is triggered; area of effect is limited to a 10' x 20' area, but the rest of the spell is at 9th level of strength.

DEATH WARRIOR

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: 3
MOVE: 9"
HIT DICE: 6
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon type
SPECIAL ATTACKS: See below
SPECIAL DEFENCES: See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Average–Genius
ALIGNMENT: Evil (any)
SIZE: M
LEVEL/X.P. VALUE:
VI/350 + 6 per hit point

The death warrior is a lesser (though still deadly) form of death knight created from fallen evil fighters by powerful demons or evil spell casters. The death warrior itself is the equivalent of a spectre on the clerical turning table.

The death warrior wears light armor but is always treated as armor class 3. It has 18(76) strength and usually attacks with a sword (50% chance of this being a magical sword). It continually generates *fear* in a 5' radius (creatures/characters with more than 4 HD are immune), can create a *wall of ice* at will, and has innate powers of *detect magic* and *detect invisibility*. Twice a day it can *dispel magic*. Once per day the death warrior can utter *power word stun*, draw a *symbol of sleep/stunning*, and generate a 10-dice *fireball*. Where appropriate, a death warrior's magic use is at the 10th experience level.

Note that unlike death knights, death warriors have standard magic resistance.

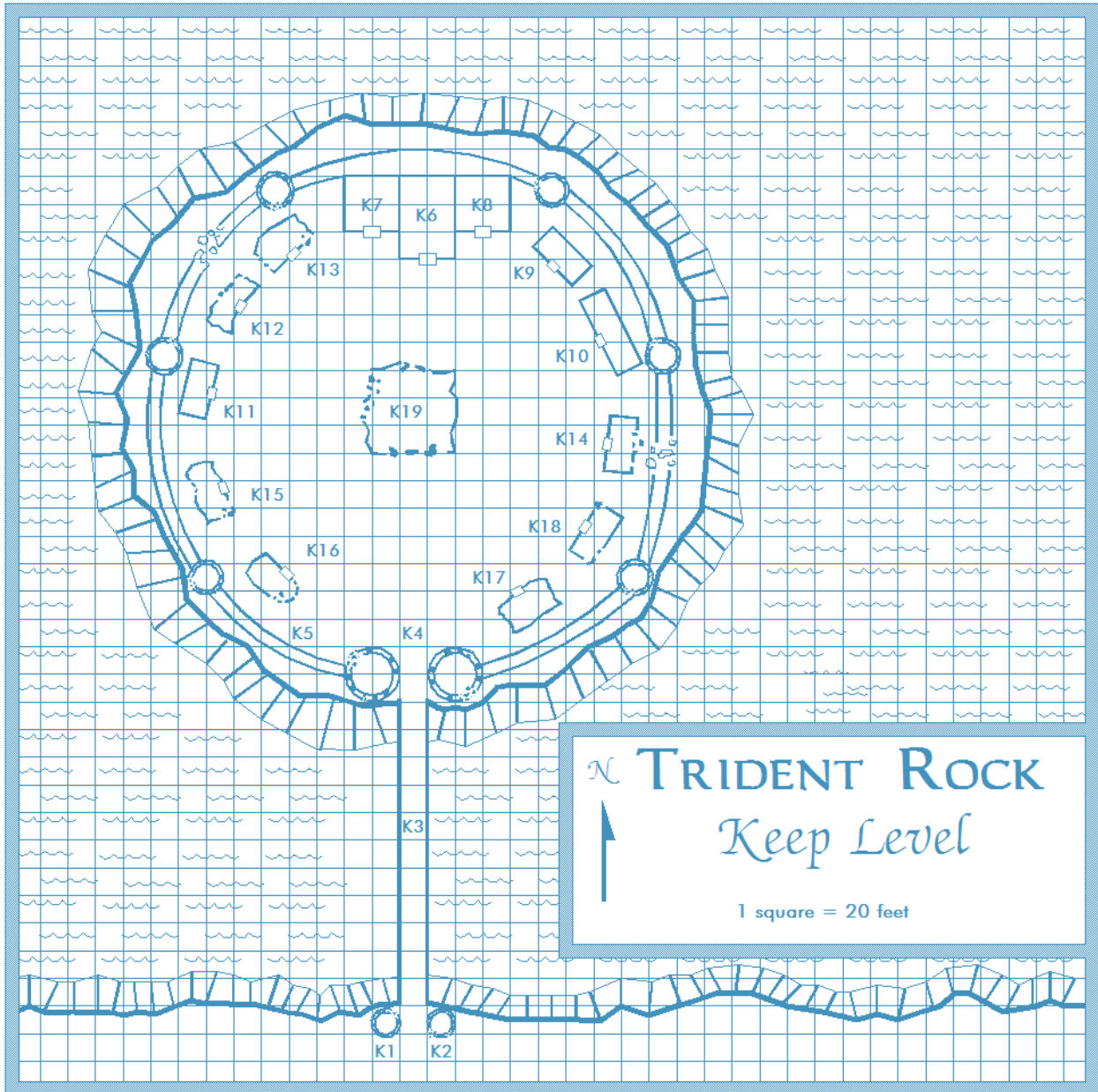
FIRE SPECTRE

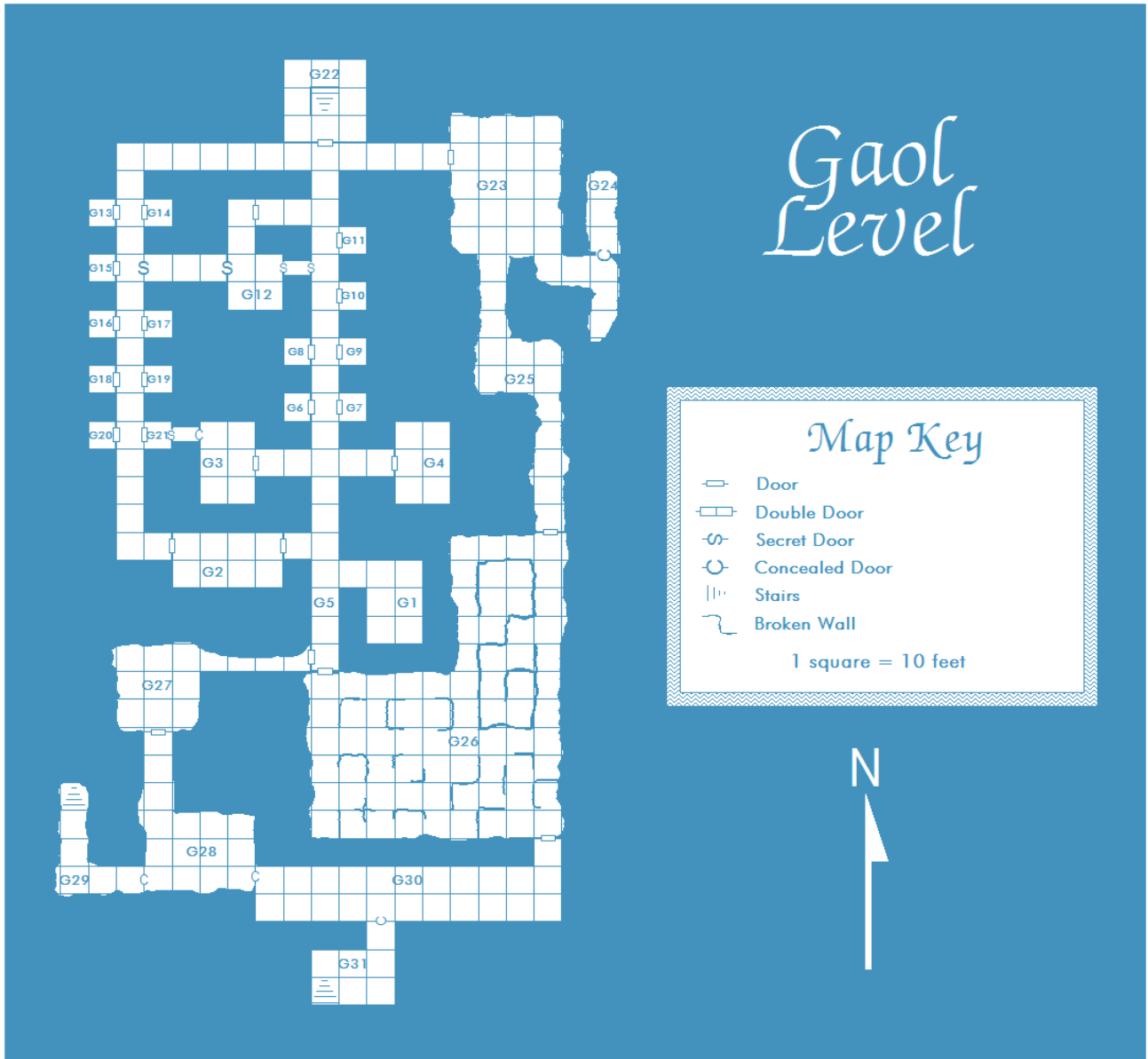
FREQUENCY: Very rare
NO. APPEARING: 1–3
ARMOR CLASS: 1
MOVE: 6"
HIT DICE: 8+4
% IN LAIR: 75%
TREASURE TYPE: U, Y
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2–12/2–12
SPECIAL ATTACKS: See below
SPECIAL DEFENCES: Silver or magic weapons to hit
MAGIC RESISTANCE: See below
INTELLIGENCE: Average
ALIGNMENT: Neutral evil
SIZE: M
LEVEL/X.P. VALUE:
VII/950 + 12 per hit point

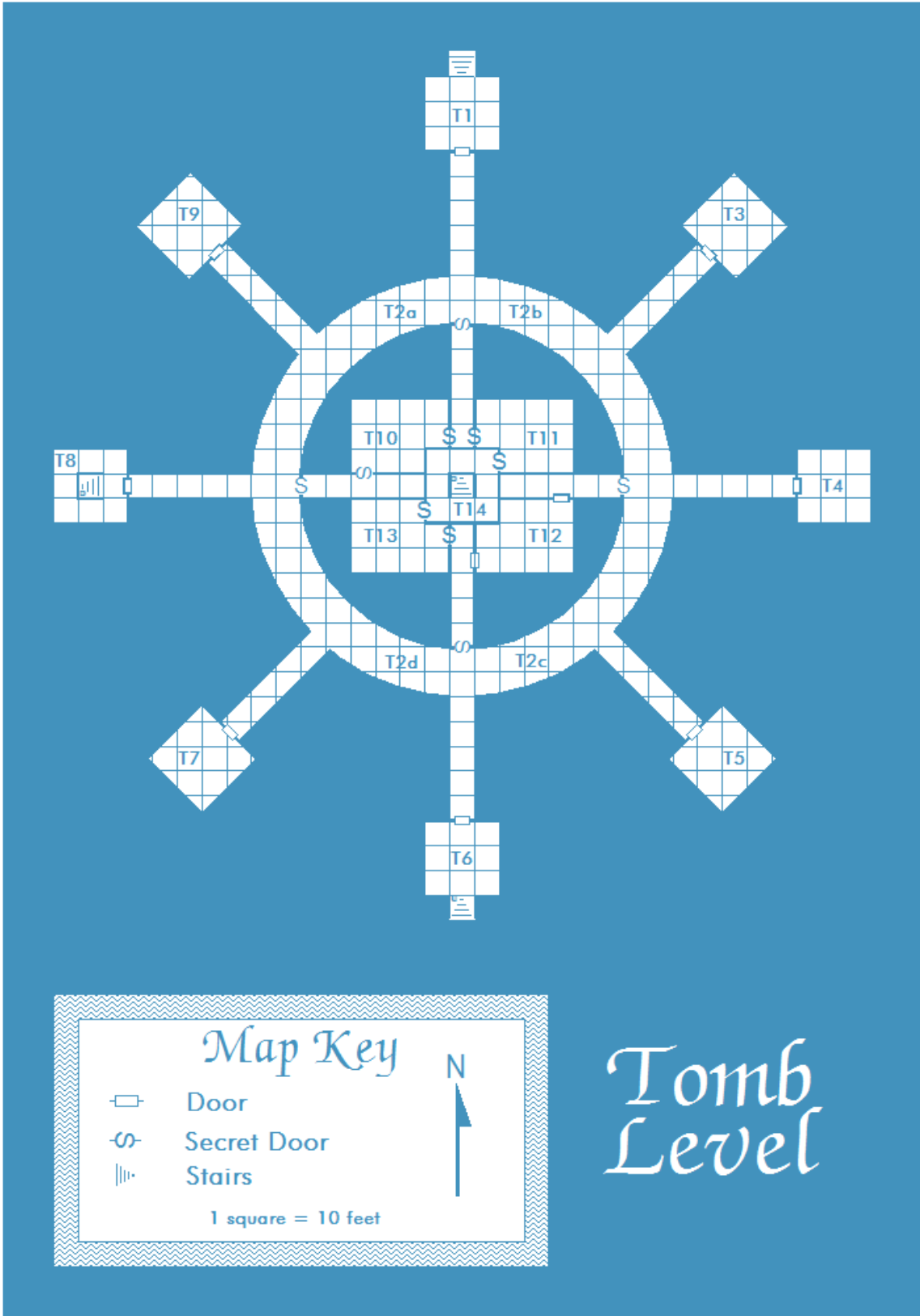
This terrifying undead being is typically encountered wherever people die by fire. The fire spectre appears as a decaying humanoid, wreathed in shadow and flame. It attacks with two flaming fists, seeking to pummel and immolate its victims.

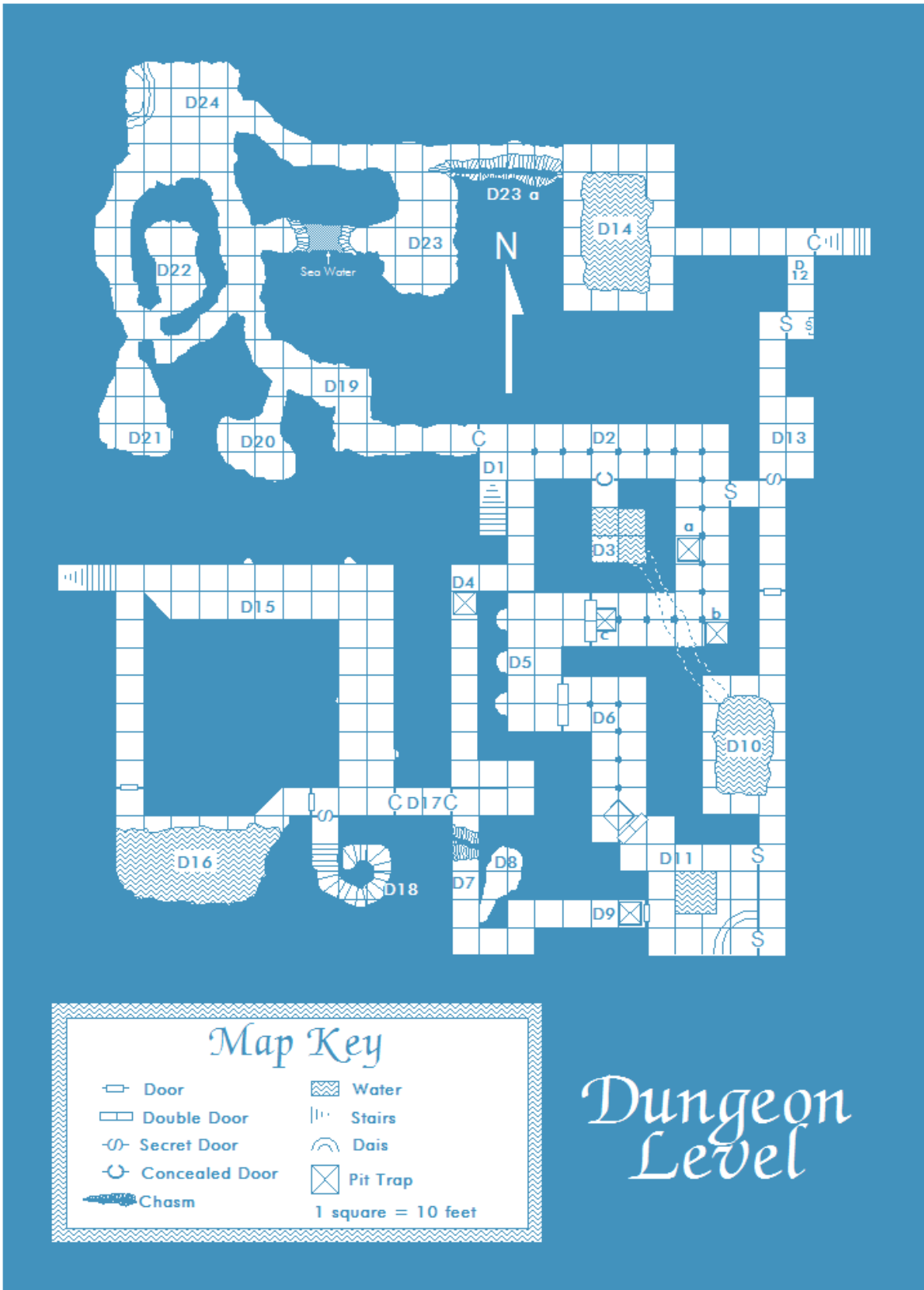
However, its fiery aspect and burning fists are the least of the reasons why these angry, burning undead are feared. Once engaged in melee, fire spectres have the ability to use a power similar to the druidic spell *heat metal*. During the 2nd round of melee, *heat metal* in a 5' radius begins. On 4th round of *heat metal*, a minor *flame strike* (3d8, save vs. dragon breath for half damage) is called down, centered on the fire spectre. All heat-related powers are then quelled for 2 rounds, with *heat metal* starting again, as above. The cycle will repeat itself until the fire spectre has been destroyed or its opponents flee.

Fire spectres are immune to all fire-based attacks, magical or otherwise. Cold-based attacks do +1 per die of damage against them and are saved against with a –1 penalty. They otherwise share standard undead spell immunities.









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